<?xml version="1.0" encoding="UTF-8"?>

<descriptions>

<spell-descriptions-2nd>

<spell><name>Affect Normal Fires</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 5 yds./level<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2 rds./level<span style='mso-tab-count:2'> </span><span

style='mso-tab-count:1'> </span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: 10-ft. radius<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the wizard to cause nonmagical fires--from as small as a torch or </p>

<p class=MsoPlainText>lantern to as large as the area of effect--to reduce in

size and brightness to become mere </p>

<p class=MsoPlainText>coals or increase in light to become as bright as full

daylight and increase the illumination to </p>

<p class=MsoPlainText>double the normal radius. Note that this does not affect

either fuel consumption or damage </p>

<p class=MsoPlainText>caused by the fire. The caster can affect any or all

fires in the spell's area. He can alter their </p>

<p class=MsoPlainText>intensities with a single gesture as long as the spell is

in effect. The spell lasts until the caster </p>

<p class=MsoPlainText>cancels it, all fuel is burned, or the duration expires.

The caster can also extinguish all flames </p>

<p class=MsoPlainText>in the area, which expends the spell immediately. The

spell does not affect fire elementals or </p>

<p class=MsoPlainText>similar creatures.</p>

</FONT><B></body></desc></spell>

<spell><name>Alarm</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Abjuration, Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 4 hrs. + ½ hr./level<span style='mso-tab-count:

2'> </span>Casting Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: Up to 20-ft. cube<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When an alarm

spell is cast, the wizard causes a selected area to react to the presence of </p>

<p class=MsoPlainText>any creature larger than a normal rat--anything larger

than about ½ cubic foot in volume or </p>

<p class=MsoPlainText>more than about three pounds in weight. The area of

effect can be a portal, a section of </p>

<p class=MsoPlainText>floor, stairs, etc. As soon as any creature enters the

warded area, touches it, or otherwise </p>

<p class=MsoPlainText>contacts it without speaking a password established by

the caster, the alarm spell lets out a </p>

<p class=MsoPlainText>loud ringing that can be heard clearly within a 60-foot

radius. (Reduce the radius by 10 feet </p>

<p class=MsoPlainText>for each interposing door and by 20 feet for each

substantial interposing wall.) The sound </p>

<p class=MsoPlainText>lasts for one round and then ceases. Ethereal or astrally

projected creatures do not trigger </p>

<p class=MsoPlainText>an alarm, but flying or levitating creatures, invisible

creatures, or incorporeal or gaseous </p>

<p class=MsoPlainText>creatures do. The caster can dismiss the alarm with a

single word.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a tiny bell and a piece of very fine silver wire</P>

</FONT><B></body></desc></spell>

<spell><name>Armor</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:3'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of this

spell, the wizard creates a magical field of force that serves as if it were </p>

<p class=MsoPlainText>scale mail armor (AC 6). The spell has no effect on a

person already armored or a creature </p>

<p class=MsoPlainText>with Armor Class 6 or better. It is not cumulative with

the shield spell, but it is cumulative </p>

<p class=MsoPlainText>with Dexterity and, in case of fighter/mages, with the

shield bonus. The armor spell does not </p>

<p class=MsoPlainText>hinder movement or prevent spellcasting, and adds no

weight or encumbrance. It lasts until </p>

<p class=MsoPlainText>successfully dispelled or until the wearer sustains cumulative

damage totaling greater than 8 </p>

<p class=MsoPlainText>points + 1 per level of the caster. (It is important to

note that the armor does not absorb this </p>

<p class=MsoPlainText>damage. The armor merely grants an AC of 6; the wearer

still suffers full damage from any </p>

<p class=MsoPlainText>successful attacks.) Thus, the wearer might suffer 8

points from an attack, then several </p>

<p class=MsoPlainText>minutes later sustain an additional 1 point of damage.

Unless the spell were cast by a wizard </p>

<p class=MsoPlainText>of 2nd level or higher, it would be dispelled at this

time. Until it is dispelled, the armor spell </p>

<p class=MsoPlainText>grants the wearer full benefits of the Armor Class

gained.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a piece of finely cured leather that has been blessed by a </p>

<p class=MsoPlainText>priest.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></P>

</FONT><B></body></desc></spell>

<spell><name>Audible Glamer</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 60 yds. + 10 yds./level<span style='mso-tab-count:

1'> </span>Components: V, S, M</p>

<p class=MsoPlainText>Duration: 3 rds./level<span style='mso-tab-count:1'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: Hearing range<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the

audible glamer spell is cast, the wizard causes a volume of sound to arise, at </p>

<p class=MsoPlainText>whatever distance he desires (within range), and seem to

recede, approach, or remain at a </p>

<p class=MsoPlainText>fixed place as desired. The volume of sound created,

however, is directly related to the level </p>

<p class=MsoPlainText>of the spellcaster. The volume is based upon the lowest

level at which the spell can be cast, </p>

<p class=MsoPlainText>1st level. The noise of the audible glamer at this level is

that of four men, maximum. Each </p>

<p class=MsoPlainText>additional experience level of the wizard adds a like

volume, so that at 2nd level the wizard </p>

<p class=MsoPlainText>can have the spell cause sound equal to that of eight

men. Thus, talking, singing, shouting, </p>

<p class=MsoPlainText>walking, marching, or running sounds can be created. The

auditory illusion created by an </p>

<p class=MsoPlainText>audible glamer spell can be virtually any type of sound,

but the relative volume must be </p>

<p class=MsoPlainText>commensurate with the level of the wizard casting the

spell. A horde of rats running and </p>

<p class=MsoPlainText>squeaking is about the same volume as eight men running

and shouting. A roaring lion is </p>

<p class=MsoPlainText>equal to the noise volume of 16 men, while a roaring

dragon is equal to the noise volume of </p>

<p class=MsoPlainText>no fewer than 24 men.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A character

stating that he does not believe the sound receives a saving throw, and if it </p>

<p class=MsoPlainText>succeeds, the character then hears a faint and obviously

false sound, emanating from the </p>

<p class=MsoPlainText>caster's direction. Note that this spell can enhance the

effectiveness of the phantasmal </p>

<p class=MsoPlainText>force spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell is a bit of wool or a small lump of wax.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></P>

</FONT><B></body></desc></spell>

<spell><name>Burning Hands</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:1'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

1'> </span>Saving Throw: ½</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the

wizard casts this spell, a jet of searing flame shoots from his fingertips. His

</p>

<p class=MsoPlainText>hands must be held so as to send forth a fanlike sheet of

flames: The wizard's thumbs must </p>

<p class=MsoPlainText>touch each other and the fingers must be spread. The

burning hands send out flame jets 5 </p>

<p class=MsoPlainText>feet long in a horizontal arc of about 120 degrees in

front of the wizard. Any creature in the </p>

<p class=MsoPlainText>area of the flames suffers 1d3 points of damage, plus 2

points for each level of experience of </p>

<p class=MsoPlainText>the spellcaster, to a maximum of 1d3+20 points of fire

damage. Those successfully saving </p>

<p class=MsoPlainText>vs. spell receive half damage. Flammable materials

touched by the fire burn (for example, </p>

<p class=MsoPlainText>cloth, paper, parchment, thin wood, etc.). Such materials

can be extinguished in the next </p>

<p class=MsoPlainText>round if no other action is taken.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></P>

</FONT><B></body></desc></spell>

<spell><name>Cantrip</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(All Schools)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 ft.<span style='mso-tab-count:3'> </span>Components:V, S</p>

<p class=MsoPlainText>Duration: 1 hr./level<span style='mso-tab-count:2'> </span><spanstyle='mso-tab-count:1'> </span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving Throw: None</p>

Cantrips are minor spells studied by wizards during their apprenticeship, regardless of school. The cantrip spell is a practice method for the apprentice, teaching him how to tap minute amounts of magical energy. Once cast, the cantrip spell enables the caster to create minor magical effects for the duration of the spell. However, these effects are so minor that they have severe limitations. They are completely unable to cause a loss of hit points, cannot affect the concentration of spellcasters, and can only create small, obviously magical materials. Furthermore, materials created by a cantrip are extremely fragile and cannot be used as tools of any sort. Lastly, a cantrip lacks the power to duplicate any other spell effects.

<br> Whatever manifestation the cantrip takes, it remains in effect only as long as the wizard concentrates. Wizards typically use cantrips to impress common folk, amuse children, and brighten dreary lives. Common tricks with cantrips include tinklings of ethereal music, brightening faded flowers, glowing balls that float over the caster's hand, puffs of wind to flicker candles, spicing up aromas and flavors of bland food, and little whirlwinds to sweep dust under rugs. Combined with the unseen servant spell, it's a tool to make housekeeping and entertaining simpler for the wizard.

</FONT><B></body></desc></spell>

<spell><name>Change Self</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:5'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 2d6 rds. + 2 rds./level<span style='mso-tab-count:

2'> </span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

3'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the wizard to alter the appearance of his form--including clothing and </p>

<p class=MsoPlainText>equipment--to appear 1 foot shorter or taller; thin, fat,

or in between; human, humanoid, or </p>

<p class=MsoPlainText>any other generally man-shaped bipedal creature. The

caster cannot duplicate a specific </p>

<p class=MsoPlainText>individual. The spell does not provide the abilities or

mannerisms of the chosen form. The </p>

<p class=MsoPlainText>duration of the spell is 2d6 rounds plus two additional

rounds per level of experience of the </p>

<p class=MsoPlainText>spellcaster. The DM may allow a saving throw for

disbelief under certain circumstances: for </p>

<p class=MsoPlainText>example, if the caster acts in a manner obviously

inconsistent with his chosen role. The spell </p>

<p class=MsoPlainText>does not alter the perceived tactile (i.e., touch) properties

of the caster or his equipment, </p>

<p class=MsoPlainText>and the ruse can be discovered in this way.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Charm Person</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 120 yds.<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:3'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 1 person<span style='mso-tab-count:2'> </span>Saving

Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

affects any single person it is cast upon. The term person includes any bipedal

</p>

<p class=MsoPlainText>human, demihuman or humanoid of man-size or smaller, such

as brownies, dryads, dwarves, </p>

<p class=MsoPlainText>elves, gnolls, gnomes, goblins, half-elves, halflings,

half-orcs, hobgoblins, humans, kobolds, </p>

<p class=MsoPlainText>lizard men, nixies, orcs, pixies, sprites, troglodytes,

and others. Thus, a 10th-level fighter </p>

<p class=MsoPlainText>could be charmed, but an ogre could not.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The person

receives a saving throw vs. spell to avoid the effect, with any adjustment due </p>

<p class=MsoPlainText>to Wisdom (see Table 5). If the person receives damage

from the caster's group in the same </p>

<p class=MsoPlainText>round the charm is cast, an additional bonus of +1 per

hit point of damage received is </p>

<p class=MsoPlainText>added to the victim's saving throw.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the spell

recipient fails his saving throw, he regards the caster as a trusted friend and

ally </p>

<p class=MsoPlainText>to be heeded and protected. The spell does not enable the

caster to control the charmed </p>

<p class=MsoPlainText>creature as if it were an automaton, but any word or

action of the caster is viewed in the </p>

<p class=MsoPlainText>most favorable way. Thus, a charmed person would not obey

a suicide command, but he </p>

<p class=MsoPlainText>might believe the caster if assured that the only chance

to save the caster's life is for the </p>

<p class=MsoPlainText>person to hold back an onrushing red dragon for

&quot;just a minute or two.&quot; Note also that the </p>

<p class=MsoPlainText>spell does not endow the caster with linguistic

capabilities beyond those he normally </p>

<p class=MsoPlainText>possesses (i.e., he must speak the victim's language to

communicate his commands).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The duration

of the spell is a function of the charmed person's Intelligence and is tied to </p>

<p class=MsoPlainText>the saving throw. The spell may be broken if a successful

saving throw is rolled, and this </p>

<p class=MsoPlainText>saving throw is checked on a periodic basis, according to

the creature's Intelligence (see the </p>

<p class=MsoPlainText>following table). If the caster harms, or attempts to

harm, the charmed person by some overt </p>

<p class=MsoPlainText>action, or if a dispel magic spell is successfully cast

upon the charmed person, the charm </p>

<p class=MsoPlainText>spell is broken.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If two or more

charm effects simultaneously affect a creature, the result is decided by the </p>

<p class=MsoPlainText>DM. This could range from one effect being clearly

dominant, to the subject being torn by </p>

<p class=MsoPlainText>conflicting desires, to new saving throws that could

negate both spells.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note that the

subject has full memory of the events that took place while he was </p>

<p class=MsoPlainText>charmed.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Intelligence

Score<span style='mso-tab-count:1'> </span>Time Between Checks</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>3 or less<span

style='mso-tab-count:2'> </span>3 months</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>4-6<span

style='mso-tab-count:3'> </span>2 months</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>7-9<span

style='mso-tab-count:3'> </span>1 month</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>10-12<span

style='mso-tab-count:2'> </span>3 weeks</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>13-14<span

style='mso-tab-count:2'> </span>2 weeks</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>15-16<span

style='mso-tab-count:2'> </span>1 week</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>17<span

style='mso-tab-count:3'> </span>3 days</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>18<span

style='mso-tab-count:3'> </span>2 days</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>19 or more<span

style='mso-tab-count:2'> </span>1 day</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note: The

period between checks is the time period during which the check occurs. </p>

<p class=MsoPlainText>When to roll the check during this time is determined

(randomly or by selection) by the DM. </p>

<p class=MsoPlainText>The roll is made secretly.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Chill Touch</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:4'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 3 rds. + 1 rd./level<span style='mso-tab-count:

2'> </span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

2'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the

caster completes this spell, a blue glow encompasses his hand. This energy </p>

<p class=MsoPlainText>attacks the life force of any living creature upon which

the wizard makes a successful melee </p>

<p class=MsoPlainText>attack. The touched creature must roll a successful

saving throw vs. spell or suffer 1d4 </p>

<p class=MsoPlainText>points of damage and lose 1 point of Strength. If the

save is successful, the creature remains </p>

<p class=MsoPlainText>unharmed. Creatures not rated for Strength suffer a -1

penalty to their attack rolls for every </p>

<p class=MsoPlainText>other successful touch. Lost Strength returns at the rate

of 1 point per hour. Damage must </p>

<p class=MsoPlainText>be cured magically or healed naturally.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell has

a special effect on undead creatures. Undead touched by the caster suffer </p>

<p class=MsoPlainText>no damage or Strength loss, but they must successfully

save vs. spell or flee for 1d4 rounds </p>

<p class=MsoPlainText>+ 1 round per level of the caster.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Color Spray</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:1'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 5 x 20 x20 ft. wedge<span

style='mso-tab-count:1'> </span>Saving Throw: Special<span

style='mso-tab-count:1'> </span></p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Upon casting this

spell, the wizard causes a vivid, fan-shaped spray of clashing colors to </p>

<p class=MsoPlainText>spring forth from his hand. From one to six creatures

(1d6) within the area are affected in </p>

<p class=MsoPlainText>order of increasing distance from the wizard. All

creatures above the level of the spellcaster </p>

<p class=MsoPlainText>and all those of 6th level or 6 Hit Dice or more are

entitled to a saving throw vs. spell. Blind </p>

<p class=MsoPlainText>or unseeing creatures are not affected by the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Creatures not

allowed or failing saving throws, and whose Hit Dice or levels are less than </p>

<p class=MsoPlainText>or equal to the spellcaster's level, are struck

unconscious for 2d4 rounds; those with Hit </p>

<p class=MsoPlainText>Dice or levels 1 or 2 greater than the wizard's level are

blinded for 1d4 rounds; those with </p>

<p class=MsoPlainText>Hit Dice or levels 3 or more greater than that of the

spellcaster are stunned (reeling and </p>

<p class=MsoPlainText>unable to think or act coherently) for one round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a pinch each of powder or sand that is colored </p>

<p class=MsoPlainText>red, yellow, and blue.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Comprehend Languages</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 5 rds./level<span style='mso-tab-count:3'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 1 speaking creature or written text<span

style='mso-tab-count:1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the wizard is able to understand the spoken words of a creature </p>

<p class=MsoPlainText>or read an otherwise incomprehensible written message

(such as writing in another </p>

<p class=MsoPlainText>language). In either case, the wizard must touch the

creature or the writing. Note that the </p>

<p class=MsoPlainText>ability to read does not necessarily impart understanding

of the material, nor does the spell </p>

<p class=MsoPlainText>enable the caster to speak or write an unknown language.

Written material can be read at </p>

<p class=MsoPlainText>the rate of one page or equivalent per round. Magical

writing cannot be read, other than to </p>

<p class=MsoPlainText>know it is magical, but the spell is often useful when

deciphering treasure maps. This spell </p>

<p class=MsoPlainText>can be foiled by certain warding magic (the 3rd-level

secret page and illusionary script </p>

<p class=MsoPlainText>spells), and it does not reveal messages concealed in

otherwise normal text.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a pinch of soot and a few grains of salt.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse of

this spell, confuse languages, cancels a comprehend languages spell or </p>

<p class=MsoPlainText>renders a writing or a creature's speech

incomprehensible, for the same duration as above.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Dancing Lights</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 40 yds. + 10 yds./level<span style='mso-tab-count:

1'> </span>Components: V, S, M</p>

<p class=MsoPlainText>Duration: 2 rds./level<span style='mso-tab-count:1'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: <span style='mso-tab-count:1'> </span>Special<span

style='mso-tab-count:1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a dancing

lights spell is cast, the wizard creates, at his option, from one to four </p>

<p class=MsoPlainText>lights that resemble either torches or lanterns (and cast

that amount of light), glowing spheres </p>

<p class=MsoPlainText>of light (such as evidenced by will-o-wisps), or one

faintly glowing, vaguely manlike shape, </p>

<p class=MsoPlainText>somewhat similar to that of a creature from the Elemental

Plane of Fire. The dancing lights </p>

<p class=MsoPlainText>move as the spellcaster desires, forward or back,

straight or turning corners, without </p>

<p class=MsoPlainText>concentration upon such movement by the wizard. The spell

cannot be used to cause </p>

<p class=MsoPlainText>blindness (see the 1st-level light spell), and it winks

out if the range or duration is exceeded.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is either a bit of phosphorus or wychwood, or a </p>

<p class=MsoPlainText>glowworm.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Detect Magic - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:5'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 2 rds./level<span style='mso-tab-count:4'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 10 x 60 ft.<span style='mso-tab-count:3'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the detect

magic spell is cast, the wizard detects magical radiations in a path 10 </p>

<p class=MsoPlainText>feet wide and up to 60 feet long, in the direction he is

facing. The intensity of the magic can </p>

<p class=MsoPlainText>be determined (dim, faint, moderate, strong,

overwhelming), and the wizard has a 10% </p>

<p class=MsoPlainText>chance per level to recognize if a certain type of magic

(alteration, conjuration, etc.) is </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>present. The caster can turn, scanning a 60-degree arc

per round. A stone wall of 1 foot or </p>

<p class=MsoPlainText>more thickness, solid metal of 1 inch thickness, or a

yard or more of solid wood blocks the </p>

<p class=MsoPlainText>spell. Magical areas, multiple types of magic, or strong

local magical emanations may </p>

<p class=MsoPlainText>confuse or conceal weaker radiations. Note that this

spell does not reveal the presence of </p>

<p class=MsoPlainText>good or evil, or reveal alignment. Otherplanar creatures

are not necessarily magical.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Detect Undead</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Divination, Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:5'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 3 turns<span style='mso-tab-count:4'> </span>Casting

Time: 1rd.</p>

<p class=MsoPlainText>Area of Effect: 60 ft. + 10 ft./level<span

style='mso-tab-count:2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the caster to detect all undead creatures out to the limit of the

spell. The </p>

<p class=MsoPlainText>area of effect extends in a path 10 feet wide and 60 feet

long (plus 10 feet longer per level </p>

<p class=MsoPlainText>of the wizard), in the direction the caster is facing.

Scanning a direction requires one round, </p>

<p class=MsoPlainText>and the caster must be motionless. While the spell

indicates direction, it does not give </p>

<p class=MsoPlainText>specific location or distance. It detects undead through

walls and obstacles but is blocked </p>

<p class=MsoPlainText>by 1 foot of solid stone, 1 yard of wood or loose earth,

or a thin coating of metal. The spell </p>

<p class=MsoPlainText>does not indicate the type of undead detected, only that

undead are present.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for this spell is a bit of earth from a grave.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Enlarge</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 5 yds./level<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 5 rds./level<span style='mso-tab-count:4'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 1 creature or object<span

style='mso-tab-count:2'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

causes instant growth of a creature or object, increasing both size and weight.

It </p>

<p class=MsoPlainText>can be cast only upon a single creature (or a symbiotic

or community entity) or upon a single </p>

<p class=MsoPlainText>object that does not exceed 10 cubic feet in volume per

caster level. The object or creature </p>

<p class=MsoPlainText>must be seen to be affected. It grows by up to 10% per

level of experience of the wizard, </p>

<p class=MsoPlainText>increasing this amount in height, width, and weight.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>All equipment

worn or carried by a creature is enlarged by the spell. Unwilling victims are </p>

<p class=MsoPlainText>entitled to a saving throw vs. spell. A successful saving

throw means the spell fails. If </p>

<p class=MsoPlainText>insufficient room is available for the desired growth,

the creature or object attains the </p>

<p class=MsoPlainText>maximum possible size, bursting weak enclosures in the

process, but it is constrained without </p>

<p class=MsoPlainText>harm by stronger materials--the spell cannot be used to

crush a creature by growth.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Magical

properties are not increased by this spell--a huge sword +1 is still only +1, a

</p>

<p class=MsoPlainText>staff-sized wand is still only capable of its normal

functions, a giant-sized potion merely </p>

<p class=MsoPlainText>requires a greater fluid intake to make its magical

effects operate, etc. Weight, mass, and </p>

<p class=MsoPlainText>strength are affected, though. Thus, a table blocking a

door would be heavier and more </p>

<p class=MsoPlainText>effective, a hurled stone would have more mass (and cause

more damage), chains would be </p>

<p class=MsoPlainText>more massive, doors thicker, a thin line turned to a

sizeable, longer rope, and so on. A </p>

<p class=MsoPlainText>creature's hit points, Armor Class, and attack rolls do

not change, but damage rolls increase </p>

<p class=MsoPlainText>proportionately with size.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For example, a

fighter at 160% normal size hits with his long sword and rolls a 6 for </p>

<p class=MsoPlainText>damage. The adjusted damage roll is 10 (that is, 6 x 1.6

= 9.6, rounded up). Bonuses due </p>

<p class=MsoPlainText>to Strength, class, and magic are not altered.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse

spell, reduce, negates the enlarge spell or makes creatures or objects </p>

<p class=MsoPlainText>smaller. The creature or object loses 10% of its original

size for every level of the caster, to </p>

<p class=MsoPlainText>a minimum of 10% of the original size. Thereafter, thesize shrinks by 1-foot increments to </p>

<p class=MsoPlainText>less than 1 foot, by 1-inch increments to 1 inch, and by

1/10-inch increments to a minimum </p>

<p class=MsoPlainText>of 1/10 of an inch--the recipient cannot dwindle away to

nothingness.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For example, a

16-foot-tall giant reduced by a 15th-level wizard (15 steps) would be </p>

<p class=MsoPlainText>reduced to 1.6 feet (in nine steps), then to 6/10 of a

foot or 7.2 inches (in one step), and </p>

<p class=MsoPlainText>finally to 2.2 inches (in the last five steps). A

shrinking object may damage weaker materials </p>

<p class=MsoPlainText>affixed to it, but an object will shrink only as long as

the object itself is not damaged. </p>

<p class=MsoPlainText>Unwilling creatures are allowed a saving throw vs. spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a pinch of powdered iron.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Erase</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:6'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:5'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 1 scroll or 2 pages<span

style='mso-tab-count:3'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The erase

spell removes writings of either magical or mundane nature from a scroll or </p>

<p class=MsoPlainText>from one to two pages of paper, parchment, or similar

surfaces. It removes explosive </p>

<p class=MsoPlainText>runes, glyphs of warding, sepia snake sigils, and wizard

marks, but it does not remove </p>

<p class=MsoPlainText>illusory script or symbols (see those spells). Nonmagical

writings are automatically erased </p>

<p class=MsoPlainText>if the caster is touching them; otherwise, the chance for

success is 90%. Magical writings </p>

<p class=MsoPlainText>must be touched, and are only 30% likely to be erased,

plus 5% per caster level, to a </p>

<p class=MsoPlainText>maximum of 90% (for example, 35% for a 1st-level caster,

40% for a 2nd-level caster, </p>

<p class=MsoPlainText>etc.).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Feather Fall</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:1'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:1'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this spell

is cast, the creature(s) or object(s) affected immediately assumes the </p>

<p class=MsoPlainText>mass of a piece of down. The rate of falling is instantly

changed to a mere 2 feet per second </p>

<p class=MsoPlainText>(120 feet per round), and no damage is incurred upon

landing while the spell is in effect. </p>

<p class=MsoPlainText>However, when the spell duration ceases, a normal rate of

fall occurs. The spell can be cast </p>

<p class=MsoPlainText>upon the wizard or some other creature or object up to

the maximum range and lasts for one </p>

<p class=MsoPlainText>round for each level of the wizard. The feather fall

affects one or more objects or creatures </p>

<p class=MsoPlainText>in a 10-foot cube, as long as the maximum weight of the

creatures or objects does not </p>

<p class=MsoPlainText>exceed a combined total of 200 pounds plus 200 pounds per

level of the spellcaster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For example, a

2nd-level wizard has a range of 20 yards, a duration of two rounds, and a </p>

<p class=MsoPlainText>weight limit of 600 pounds when casting this spell. The

spell works only upon free-falling, </p>

<p class=MsoPlainText>flying, or propelled objects (such as missiles). It does

not affect a sword blow or a charging </p>

<p class=MsoPlainText>creature. Note that the spell can be effectively combined

with gust of wind and similar </p>

<p class=MsoPlainText>spells.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Find Familiar</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 1 mile/level<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:3'> </span>Casting

Time: 2d12 hours</p>

<p class=MsoPlainText>Area of Effect: 1 familiar<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the caster to attempt to summon a familiar to act as his aide and </p>

<p class=MsoPlainText>companion. Familiars are typically small creatures, such

as cats, frogs, ferrets, crows, </p>

<p class=MsoPlainText>hawks, snakes, owls, ravens, toads, weasels, or even

mice. A creature acting as a familiar </p>

<p class=MsoPlainText>can benefit a wizard, conveying its sensory powers to its

master, conversing with him, and </p>

<p class=MsoPlainText>serving as a guard/scout/spy as well. A wizard can have

only one familiar at a time, </p>

<p class=MsoPlainText>however, and he has no control over what sort of creature

answers the summoning, if any at </p>

<p class=MsoPlainText>all come.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The creature

is always more intelligent than others of its type (typically by 2 or 3 </p>

<p class=MsoPlainText>Intelligence points), and its bond with the wizard

confers upon it an exceptionally long life. </p>

<p class=MsoPlainText>The wizard receives the heightened senses of his

familiar, which grants the wizard a +1 </p>

<p class=MsoPlainText>bonus to all surprise die rolls. Normal familiars have

2-4 hit points plus 1 hit point per caster </p>

<p class=MsoPlainText>level, and an Armor Class of 7 (due to size, speed,

etc.).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wizard has

an empathic link with the familiar and can issue it mental commands at a </p>

<p class=MsoPlainText>distance of up to 1 mile. Note that empathic responses

from the familiar are generally fairly </p>

<p class=MsoPlainText>basic--while able to communicate simple thoughts, these

are often overwhelmed by </p>

<p class=MsoPlainText>instinctual responses. Thus, a ferret familiar spying on

a band of orcs in the woods might lose </p>

<p class=MsoPlainText>its train of thought upon sighting a mouse. Certainly its

communications to its master would </p>

<p class=MsoPlainText>be tinged with fear of the &quot;big ones&quot; it was

spying on! The caster cannot see through the </p>

<p class=MsoPlainText>familiar's eyes.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If separated

from the caster, the familiar loses 1 hit point each day, and dies if reduced

to </p>

<p class=MsoPlainText>0 hit points. When the familiar is in physical contact

with its wizard, it gains the wizard's </p>

<p class=MsoPlainText>saving throws against special attacks. If a special attack

would normally cause damage, the </p>

<p class=MsoPlainText>familiar suffers no damage if the saving throw is

successful and half damage if the saving </p>

<p class=MsoPlainText>throw is failed. If the familiar dies, the wizard must

successfully roll an immediate system </p>

<p class=MsoPlainText>shock check or die. Even if he survives this check, the

wizard loses 1 point from his </p>

<p class=MsoPlainText>Constitution when the familiar dies.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The power of

the conjuration is such that it can be attempted but once per year. When </p>

<p class=MsoPlainText>the wizard decides to find a familiar, he must load a

brass brazier with charcoal. When this is </p>

<p class=MsoPlainText>burning well, he adds 1,000 gp worth of incense and

herbs. The spell incantation is then </p>

<p class=MsoPlainText>begun and must be continued until the familiar comes or

the casting time is finished. The DM </p>

<p class=MsoPlainText>secretly determines all results. Note that most familiars

are not inherently magical, nor does a </p>

<p class=MsoPlainText>dispel magic spell send them away.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Deliberate

mistreatment, failure to feed and care for the familiar, or continuous </p>

<p class=MsoPlainText>unreasonable demands have adverse effects on the

familiar's relationship with its master. </p>

<p class=MsoPlainText>Purposely arranging the death of one's own familiarincurs great disfavor from certain </p>

<p class=MsoPlainText>powerful entities, with dire results.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>D20 Roll<span

style='mso-tab-count:1'> </span>Familiar\*<span style='mso-tab-count:1'> </span>Sensory

Powers</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>1-5<span

style='mso-tab-count:3'> </span>Cat, black<span style='mso-tab-count:

1'> </span>Excellent night vision &amp; superior hearing</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>6-7<span

style='mso-tab-count:3'> </span>Crow<span style='mso-tab-count:

2'> </span>Excellent vision</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>8-9<span

style='mso-tab-count:3'> </span>Hawk<span style='mso-tab-count:

2'> </span>Very superior distance vision</p>

<p class=MsoPlainText>10-11<span style='mso-tab-count:2'> </span>Owl<span

style='mso-tab-count:2'> </span>Night vision equals human daylight

vision, superior hearing</p>

<p class=MsoPlainText>12-13<span style='mso-tab-count:2'> </span>Toad<span

style='mso-tab-count:2'> </span>Wide-angle vision</p>

<p class=MsoPlainText>14-15<span style='mso-tab-count:2'> </span>Weasel<span

style='mso-tab-count:2'> </span>Superior hearing &amp; very superior

olfactory power</p>

<p class=MsoPlainText>16-20<span style='mso-tab-count:2'> </span>No

familiar available within spell range</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>\* The DM can substitute other small animals suitable to

the area.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Friends</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1d4 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: 60-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A friends

spell causes the wizard to temporarily gain 2d4 points of Charisma. Intelligent

</p>

<p class=MsoPlainText>creatures within the area of effect at the time the spell

is cast must make immediate reaction </p>

<p class=MsoPlainText>checks based on the character's new Charisma. Those with

favorable reactions tend to be </p>

<p class=MsoPlainText>very impressed with the spellcaster and make an effort to

be his friends and help him, as </p>

<p class=MsoPlainText>appropriate to the situation. Officious bureaucrats might

decide to become helpful; surly gate </p>

<p class=MsoPlainText>guards might wax informative; attacking orcs might spare

the caster's life, taking him captive </p>

<p class=MsoPlainText>instead. When the spell wears off, the creatures realize

that they have been influenced, and </p>

<p class=MsoPlainText>their reactions are determined by the DM.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The components

for this spell are chalk (or white flour), lampblack (or soot), and </p>

<p class=MsoPlainText>vermilion applied to the face before casting the spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Gaze Reflection</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 2 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The gaze

reflection spell creates a shimmering, mirrorlike area of air before the wizard

</p>

<p class=MsoPlainText>that moves with the caster. Any gaze attack, such as that

of a basilisk, eyes of charming, a </p>

<p class=MsoPlainText>vampire's gaze, the 6th-level eyebite spell, and so on,

is reflected back upon the gazer if the </p>

<p class=MsoPlainText>gazer tries to make eye contact with the spellcaster (the

spellcaster suffers no effects from </p>

<p class=MsoPlainText>the gaze attack). Such creatures receive a saving throw

vs. their own gaze effect. The spell </p>

<p class=MsoPlainText>does not affect vision or lighting and is not effective

against creatures whose effect comes </p>

<p class=MsoPlainText>from being gazed upon (such as a medusa). Only active

gaze attacks are blocked by this </p>

<p class=MsoPlainText>spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Grease</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 3 rds. + 1 rd./level<span style='mso-tab-count:

2'> </span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: 10 x 10 ft.<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A grease spell

covers a material surface with a slippery layer of a fatty, greasy nature. </p>

<p class=MsoPlainText>Any creature entering the area or caught in it when the

spell is cast must save vs. spell or </p>

<p class=MsoPlainText>slip, skid, and fall. Those who successfully save can

reach the nearest nongreased surface </p>

<p class=MsoPlainText>by the end of the round. Those who remain in the area are

allowed a saving throw each </p>

<p class=MsoPlainText>round until they escape the area. The DM should adjust

saving throws by circumstance; for </p>

<p class=MsoPlainText>example, a creature charging down an incline that is

suddenly greased has little chance to </p>

<p class=MsoPlainText>avoid the effect, but its ability to exit the affected

area is almost assured! The spell can also </p>

<p class=MsoPlainText>be used to create a greasy coating on an item--a rope,

ladder rungs, weapon handle, etc. </p>

<p class=MsoPlainText>Material objects not in use are always affected by this

spell, while creatures wielding or </p>

<p class=MsoPlainText>employing items receive a saving throw vs. spell to avoid

the effect. If the initial saving throw </p>

<p class=MsoPlainText>is failed, the creature immediately drops the item. A

saving throw must be made each round </p>

<p class=MsoPlainText>the creature attempts to use the greased item. The caster

can end the effect with a single </p>

<p class=MsoPlainText>utterance; otherwise, it lasts for three rounds plus one

round per level.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell is a bit of pork rind or butter.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Hold Portal</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 20yds./level<span style='mso-tab-count:2'> </span>Component:

V</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 20 sq.ft./level<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

magically bars a door, gate, or valve of wood, metal, or stone. The magical </p>

<p class=MsoPlainText>closure holds the portal fast, just as if it were

securely closed and locked. Any extraplanar </p>

<p class=MsoPlainText>creature (djinn, elemental, etc.) with 4 or more Hit Dice

can shatter the spell and burst open </p>

<p class=MsoPlainText>the portal. A wizard of 4 or more experience levels

higher than the spellcaster can open the </p>

<p class=MsoPlainText>held portal at will. A knock spell or a successful dispel

magic spell can negate the hold </p>

<p class=MsoPlainText>portal. Held portals can be broken or physically battered

down.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Hypnotism</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 5 yds.<span style='mso-tab-count:4'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 rd. + 1 rd./level<span style='mso-tab-count:

2'> </span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: 30 ft. cube<span style='mso-tab-count:

2'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The gestures

of the wizard, along with his droning incantation, cause 1d6 creatures within </p>

<p class=MsoPlainText>the area to become susceptible to a suggestion--a brief

and reasonable-sounding request </p>

<p class=MsoPlainText>(see the 3rd-level wizard suggestion spell). The request

must be given after the hypnotism </p>

<p class=MsoPlainText>spell is cast. Until that time, the success of the spell

is unknown. Note that the subsequent </p>

<p class=MsoPlainText>suggestion is not a spell, but simply a vocalized urging

(the caster must speak a language the </p>

<p class=MsoPlainText>creature understands for this spell to work). Creatures

that successfully roll their saving </p>

<p class=MsoPlainText>throws are not under hypnotic influence. Those who are

exceptionally wary or hostile save </p>

<p class=MsoPlainText>with +1 to +3 bonuses. If the spell is cast at an

individual creature that meets the caster's </p>

<p class=MsoPlainText>gaze, the saving throw is made with a penalty of -2. A

creature that fails its saving throw </p>

<p class=MsoPlainText>does not remember that the caster enspelled it.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Identify</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:3'> </span>Casting

Time: Special</p>

<p class=MsoPlainText>Area of Effect: 1 item/level<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When an

identify spell is cast, magical items subsequently touched by the wizard can be

</p>

<p class=MsoPlainText>identified. The eight hours immediately preceding the

casting of the spell must be spent </p>

<p class=MsoPlainText>purifying the items and removing influences that would

corrupt and blur their magical auras. </p>

<p class=MsoPlainText>If this period is interrupted, it must be begun again. When

the spell is cast, each item must be </p>

<p class=MsoPlainText>handled in turn by the wizard. Any consequences of this

handling fall fully upon the wizard </p>

<p class=MsoPlainText>and may end the spell, although the wizard is allowed any

applicable saving throw.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The chance of

learning a piece of information about an item is equal to 10% per level of </p>

<p class=MsoPlainText>the caster, to a maximum of 90%, rolled by the DM. Any

roll of 96-00 indicates a false </p>

<p class=MsoPlainText>reading (91-95 reveals nothing). Only one function of a

multifunction item is discovered per </p>

<p class=MsoPlainText>handling (i.e., a 5th-level wizard could attempt to

determine the nature of five different items, </p>

<p class=MsoPlainText>five different functions of a single item, or any

combination of the two). If any attempt at </p>

<p class=MsoPlainText>reading fails, the caster cannot learn any more about

that item until he advances a level. Note </p>

<p class=MsoPlainText>that some items, such as special magical tomes, cannot be

identified with this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The item never

reveals its exact attack or damage bonuses, although the fact that it has </p>

<p class=MsoPlainText>few or many bonuses can be determined. If it has charges,

only a general indication of the </p>

<p class=MsoPlainText>number of charges remaining is learned: powerful (81% -

100% of the total possible </p>

<p class=MsoPlainText>charges), strong (61% - 80%), moderate (41% - 60%), weak

(6% - 40%), or faint (five </p>

<p class=MsoPlainText>charges or less). The faint result takes precedence, so a

fully charged ring of three wishes </p>

<p class=MsoPlainText>always appears to be only faintly charged.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>After casting

the spell and determining what can be learned from it, the wizard loses 8 </p>

<p class=MsoPlainText>points of Constitution. He must rest for one hour to

recover each point of Constitution. If the </p>

<p class=MsoPlainText>8-point loss drops the spellcaster below a Constitution

of 1, he falls unconscious. </p>

<p class=MsoPlainText>Consciousness is not regained until full Constitution is

restored, which takes 24 hours (one </p>

<p class=MsoPlainText>point per three hours for an unconscious character).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a pearl (of at least 100 gp value) and an owl </p>

<p class=MsoPlainText>feather steeped in wine; the infusion must be drunk prior

to spellcasting. If a luckstone is </p>

<p class=MsoPlainText>powdered and added to the infusion, the divination

becomes much more potent: Exact </p>

<p class=MsoPlainText>bonuses or charges can be determined, and the functions

of a multifunctional item can be </p>

<p class=MsoPlainText>learned from a single reading. At the DM's option,

certain properties of an artifact or relic </p>

<p class=MsoPlainText>might also be learned.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Jump</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1d3 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: Creature touched<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The individual

touched when this spell is cast is empowered to leap once per round for </p>

<p class=MsoPlainText>the duration of the spell. Leaps can be up to 30 feet forward

or straight upward or 10 feet </p>

<p class=MsoPlainText>backward. Horizontal leaps forward or backward have only

a slight arc--about 2 feet per </p>

<p class=MsoPlainText>10 feet of distance traveled. The jump spell does not

ensure safety in landing or grasping at </p>

<p class=MsoPlainText>the end of the leap.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component

of this spell is a grasshopper's hind leg, to be broken by the </p>

<p class=MsoPlainText>caster when the spell is cast.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Light - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 60 yds.<span style='mso-tab-count:4'> </span>Components:

V, M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:3'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 20-ft. radius<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

creates a luminous glow, equal to torchlight, within a fixed radius of the

spell's </p>

<p class=MsoPlainText>center. Objects in darkness beyond this sphere can be

seen, at best, as vague and shadowy </p>

<p class=MsoPlainText>shapes. The spell is centered on a point selected by the

caster, and he must have a line of </p>

<p class=MsoPlainText>sight and unobstructed path for the spell when it is

cast. Light can spring from air, rock, </p>

<p class=MsoPlainText>metal, wood, or almost any similar substance.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The effect is

immobile unless it is specifically centered on a moveable object or mobile </p>

<p class=MsoPlainText>creature. If this spell is cast upon a creature, the

applicable magic resistance and saving </p>

<p class=MsoPlainText>throw rolls must be made. Successful resistance negates

the spell, while a successful saving </p>

<p class=MsoPlainText>throw indicates that the spell is centered immediately behind

the creature, rather than upon </p>

<p class=MsoPlainText>the creature itself. Light taken into an area of magical

darkness does not function, but if cast </p>

<p class=MsoPlainText>directly against magical darkness negates it (but only

for the duration of the light spell, if the </p>

<p class=MsoPlainText>darkness effect is continual).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Light centered

on the visual organs of a creature blinds it, reducing its attack rolls and </p>

<p class=MsoPlainText>saving throws by 4 and worsening its Armor Class by 4.

The caster can end the spell at any </p>

<p class=MsoPlainText>time by uttering a single word.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a firefly or a piece of phosphorescent moss.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P></FONT><B></body></desc></spell>

<spell><name>Magic Missile</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 60 yds. + 10 yds./level<span style='mso-tab-count:

1'> </span>Components: V, S</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:1'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 1-5 targets<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Use of the

magic missile spell creates up to five missiles of magical energy that dart

forth </p>

<p class=MsoPlainText>from the wizard's fingertip and unerringly strike their

target. This includes enemy creatures in </p>

<p class=MsoPlainText>a melee. The target creature must be seen or otherwise

detected to be hit, however, so </p>

<p class=MsoPlainText>near-total concealment, such as that offered by arrow

slits, can render the spell ineffective. </p>

<p class=MsoPlainText>Likewise, the caster must be able to identify the target.

He cannot direct a magic missile to </p>

<p class=MsoPlainText>&quot;Strike the commander of the legion,&quot; unless he

can single out the commander from the rest </p>

<p class=MsoPlainText>of the soldiers. Specific parts of a creature cannot be

singled out. Inanimate objects (locks, </p>

<p class=MsoPlainText>etc.) cannot be damaged by the spell, and any attempt to

do so wastes the missiles to no </p>

<p class=MsoPlainText>effect. Against creatures, each missile inflicts 1d4+1

points of damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For every two

extra levels of experience, the wizard gains an additional missile--he has </p>

<p class=MsoPlainText>two at 3rd level, three at 5th level, four at 7th level,

etc., up to a total of five missiles at 9th </p>

<p class=MsoPlainText>level. If the wizard has multiple missile capability, he

can have them strike a single target </p>

<p class=MsoPlainText>creature or several creatures, as desired.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Mending</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:1'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 1 object<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell repairs

small breaks or tears in objects. It will weld a broken ring, chain link, </p>

<p class=MsoPlainText>medallion, or slender dagger, providing but one break

exists. Ceramic or wooden objects </p>

<p class=MsoPlainText>with multiple breaks can be invisibly rejoined to be as

strong as new. A hole in a leather </p>

<p class=MsoPlainText>sack or wineskin is completely healed over by a mending

spell. This spell does not, by </p>

<p class=MsoPlainText>itself, repair magical items of any type. One turn after

the spell is cast, the magic of the </p>

<p class=MsoPlainText>joining fades, and the effect cannot be magically

dispelled. The maximum volume of material </p>

<p class=MsoPlainText>the caster can mend is 1 cubic foot per level.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are two small magnets of any type (lodestone in all </p>

<p class=MsoPlainText>likelihood) or two burrs.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Message</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 5 rds./level<span style='mso-tab-count:1'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the wizard can whisper messages and receive replies with little </p>

<p class=MsoPlainText>chance of being overheard. When the spell is cast, the

wizard secretly or openly points his </p>

<p class=MsoPlainText>finger at each creature to be included in the spell

effect. Up to one creature per level can be </p>

<p class=MsoPlainText>included. When the wizard whispers, the whispered message

travels in a straight line and is </p>

<p class=MsoPlainText>audible to all of the involved creatures within 30 feet, plus

10 feet per level of the caster. The </p>

<p class=MsoPlainText>creatures who receive the message can whisper a reply

that is heard by the spellcaster. Note </p>

<p class=MsoPlainText>that there must be an unobstructed path between the

spellcaster and the recipients of the </p>

<p class=MsoPlainText>spell. The message must be in a language the caster

speaks; this spell does not by itself </p>

<p class=MsoPlainText>confer understanding upon the recipients. This spell is

most often used to conduct quick and </p>

<p class=MsoPlainText>private conferences when the caster does not wish to be

overheard.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell is a short piece of copper wire.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Mount</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2 hrs. + 1 hr./level<span style='mso-tab-count:

1'> </span>Casting Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 1 mount<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the caster conjures a normal animal to serve him as a mount. The </p>

<p class=MsoPlainText>animal serves willingly and well, but at the expiration

of the spell duration it disappears, </p>

<p class=MsoPlainText>returning to its own place. The type of mount gained by

this spell depends on the level of the </p>

<p class=MsoPlainText>caster; of course, a caster can choose a lesser mount if

desired. Available mounts include </p>

<p class=MsoPlainText>the following:</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Caster Level<span

style='mso-tab-count:1'> </span>Mount</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>1-3<span style='mso-tab-count:3'> </span>Mule

or light horse</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>4-7<span style='mso-tab-count:3'> </span>Draft

horse or war horse</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>8-12<span style='mso-tab-count:2'> </span>Camel</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>13-14<span

style='mso-tab-count:2'> </span>Elephant (and howdah at 18th level)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>15+<span style='mso-tab-count:2'> </span>Griffon

(and saddle at 18th level)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The mount does

not come with any riding gear, unless it is of a class lower than the caster </p>

<p class=MsoPlainText>would normally be entitled to; thus, a 4th-level wizard

can gain a war horse without saddle </p>

<p class=MsoPlainText>and harness, or a light horse with saddle and harness.

The statistics of the animal gained are </p>

<p class=MsoPlainText>typical of all creatures of the same class. The mount

disappears when slain.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell is a bit of hair from the type of animal to be conjured.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Nystul's Magical Aura</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 day/level<span style='mso-tab-count:1'> </span>Casting

Time: 1rd.</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, any one item of no more than five pounds weight per level of the </p>

<p class=MsoPlainText>spellcaster can be given an aura that is noticed by

someone using magic detection. </p>

<p class=MsoPlainText>Furthermore, the caster can specify the type of magical

aura that is detected (alteration, </p>

<p class=MsoPlainText>conjuration, etc.) and this effectively masks the item's

actual aura, if any, unless the item's </p>

<p class=MsoPlainText>own aura is exceptionally powerful (if it is an artifact,

for instance). If the object bearing </p>

<p class=MsoPlainText>Nystul's magical aura has an identify spell cast on it or

is similarly examined, the examiner </p>

<p class=MsoPlainText>has a 50% chance of recognizing that the aura has been

placed to mislead the unwary. </p>

<p class=MsoPlainText>Otherwise, the aura is believed and no amount of testing

reveals what the true magic is.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The component

for this spell is a small square of silk, which must be passed over the </p>

<p class=MsoPlainText>object that receives the aura.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></P>

</FONT><B></body></desc></spell>

<spell><name>Phantasmal Force</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 60 yds. + 10 yds./level<span style='mso-tab-count:

1'> </span>Components: V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 400 sq. ft. +100 sq. ft./level<span

style='mso-tab-count:2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

creates the illusion of any object, creature, or force, as long as it is within

the </p>

<p class=MsoPlainText>boundaries of the spell's area of effect. The illusion is

visual and affects all believing creatures </p>

<p class=MsoPlainText>(undead are immune) that view it. It does not create

sound, smell, or temperature. Effects </p>

<p class=MsoPlainText>that depend on these senses usually fail. The illusion

lasts until struck by an opponent--unless </p>

<p class=MsoPlainText>the spellcaster causes the illusion to react

appropriately--or until the wizard ceases </p>

<p class=MsoPlainText>concentration upon the spell (due to desire, moving, or a

successful attack that causes </p>

<p class=MsoPlainText>damage). Saving throws for illusions are explained under

&quot;Illusions&quot; in Chapter 7: Magic and </p>

<p class=MsoPlainText>under &quot;Adjudicating Illusions&quot; at the beginning

of Appendix 2. Creatures that disbelieve the </p>

<p class=MsoPlainText>illusion see it for what it is and add +4 to associates'

saving throws if this knowledge can be </p>

<p class=MsoPlainText>communicated effectively. Creatures believing the

illusion are subject to its effects (again, as </p>

<p class=MsoPlainText>explained in Chapter 7).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The

illusionary effect can be moved by the caster within the limits of the area of

effect. </p>

<p class=MsoPlainText>The DM has to rule on the effectiveness of this spell;

detailed guidelines are outlined in </p>

<p class=MsoPlainText>Chapter 7: Magic and under &quot;Adjudicating

Illusions&quot; at the beginning of Appendix 2.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell is a bit of fleece.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Protection From Evil - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<span style='mso-spacerun:yes'>

</span>(Reversible)</p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:5'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2 rds./level<span style='mso-tab-count:4'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: Creature touched<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, it creates a magical barrier around the recipient at a distance

of 1 </p>

<p class=MsoPlainText>foot. The barrier moves with the recipient and has three

major effects:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>First, all

attacks made by evil (or evilly enchanted) creatures against the protected </p>

<p class=MsoPlainText>creature suffer -2 penalties to attack rolls; any saving

throws caused by such attacks are </p>

<p class=MsoPlainText>made with +2 bonuses.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Second, any attempt

to possess (as by a magic jar attack) or to exercise mental control </p>

<p class=MsoPlainText>over (as by a vampire's charm ability) the protected

creature is blocked by this spell. Note </p>

<p class=MsoPlainText>that the protection does not prevent a vampire's charm

itself, but it does prevent the </p>

<p class=MsoPlainText>exercise of mental control through the barrier. Likewise,

a possessing life force is merely </p>

<p class=MsoPlainText>kept out. It would not be expelled if in place before the

protection is cast.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Third, the

spell prevents bodily contact by creatures of an extraplanar or conjured nature

</p>

<p class=MsoPlainText>(such as aerial servants, elementals, imps, invisible

stalkers, salamanders, water weirds, </p>

<p class=MsoPlainText>xorn, and others). This causes the natural (body) weapon

attacks of such creatures to fail </p>

<p class=MsoPlainText>and the creatures to recoil, if such attacks require

touching the protected being. Animals or </p>

<p class=MsoPlainText>monsters summoned or conjured by spells or similar magic

are likewise hedged from the </p>

<p class=MsoPlainText>character.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This

protection ends if the protected character makes a melee attack against or

tries to </p>

<p class=MsoPlainText>force the barrier against the blocked creature.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>To complete

this spell, the wizard must trace a 3-foot-diameter circle on the floor (or </p>

<p class=MsoPlainText>ground) with powdered silver.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell can

be reversed to become protection from good; the second and third </p>

<p class=MsoPlainText>benefits remain unchanged. The material component for the

reverse is a circle of powdered </p>

<p class=MsoPlainText>iron.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Read Magic</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2 rds./level<span style='mso-tab-count:1'> </span>Casting

Time: 1rd.</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of a

read magic spell, the wizard is able to read magical inscriptions on </p>

<p class=MsoPlainText>objects--books, scrolls, weapons, and the like--that

would otherwise be totally </p>

<p class=MsoPlainText>unintelligible. (The personal books of the wizard, and

works already magically read, are </p>

<p class=MsoPlainText>intelligible.) This deciphering does not normally invoke

the magic contained in the writing, </p>

<p class=MsoPlainText>although it may do so in the case of a cursed scroll.

Furthermore, once the spell is cast and </p>

<p class=MsoPlainText>the wizard has read the magical inscription, he is

thereafter able to read that particular </p>

<p class=MsoPlainText>writing without recourse to the use of the read magic

spell. The duration of the spell is two </p>

<p class=MsoPlainText>rounds per level of experience of the spellcaster; the

wizard can read one page or its </p>

<p class=MsoPlainText>equivalent per round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wizard

must have a clear crystal or mineral prism, which is not expended, to cast the </p>

<p class=MsoPlainText>spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Shield</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 5 rds./level<span style='mso-tab-count:1'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, an invisible barrier comes into being in front of the wizard.

This </p>

<p class=MsoPlainText>shield totally negates magic missile attacks. It provides

the equivalent protection of AC 2 </p>

<p class=MsoPlainText>against hand-hurled missiles (axes, darts, javelins,

spears, etc.), AC 3 against small device-</p>

<p class=MsoPlainText>propelled missiles (arrows, bolts, bullets, manticore

spikes, sling stones, etc.), and AC 4 </p>

<p class=MsoPlainText>against all other forms of attack. The shield also adds a

+1 bonus to the wizard's saving </p>

<p class=MsoPlainText>throws against attacks that are basically frontal. Note

that these benefits apply only if the </p>

<p class=MsoPlainText>attacks originate from in front of the wizard, where the

shield can move to interpose itself.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Shocking Grasp</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:5'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:4'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: Creature touched<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the wizard

casts this spell, he develops a powerful electrical charge that gives a jolt </p>

<p class=MsoPlainText>to the creature touched. The spell remains in effect for

one round per level of the caster or </p>

<p class=MsoPlainText>until it is discharged by the caster touching another

creature. The shocking grasp delivers </p>

<p class=MsoPlainText>1d8 points of damage, plus 1 point per level of the

wizard (for example, a 2nd-level wizard </p>

<p class=MsoPlainText>would discharge a shock causing 1d8+2 points of damage).

While the wizard must come </p>

<p class=MsoPlainText>close enough to his opponent to lay a hand on the

opponent's body or upon an electrical </p>

<p class=MsoPlainText>conductor that touches the opponent's body, a like touch

from the opponent does not </p>

<p class=MsoPlainText>discharge the spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Sleep</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 5 rds./level<span style='mso-tab-count:1'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a wizard

casts a sleep spell, he causes a comatose slumber to come upon one or </p>

<p class=MsoPlainText>more creatures (other than undead and certain other

creatures specifically excluded from the </p>

<p class=MsoPlainText>spell's effects). All creatures to be affected by the

sleep spell must be within 30 feet of each </p>

<p class=MsoPlainText>other. The number of creatures that can be affected is a

function of Hit Dice or levels. The </p>

<p class=MsoPlainText>spell affects 2d4 Hit Dice of monsters. Monsters with 4+3

Hit Dice (4 Hit Dice plus 3 hit </p>

<p class=MsoPlainText>points) or more are unaffected. The center of the area of

effect is determined by the </p>

<p class=MsoPlainText>spellcaster. The creatures with the least Hit Dice are

affected first, and partial effects are </p>

<p class=MsoPlainText>ignored.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For example, a

wizard casts sleep at three kobolds, two gnolls, and an ogre. The roll </p>

<p class=MsoPlainText>(2d4) result is 4. All the kobolds and one gnoll are

affected (½ + ½ + ½ + 2 = 3 ½ Hit Dice). </p>

<p class=MsoPlainText>Note that the remainder is not enough to affect the last

gnoll or the ogre.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Slapping or

wounding awakens affected creatures but normal noise does not. Awakening </p>

<p class=MsoPlainText>requires one entire round. Magically sleeping opponents

can be attacked with substantial </p>

<p class=MsoPlainText>bonuses (see &quot;Modifiers to the Attack Roll&quot; in

Chapter 9: Combat).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for this spell is a pinch of fine sand, rose petals, or a live

cricket.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Spider Climb</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 3 rds. + 1 rd./level<span style='mso-tab-count:

2'> </span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: Creature touched<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A spider climb

spell enables the recipient to climb and travel upon vertical surfaces as </p>

<p class=MsoPlainText>well as a giant spider, or even hang upside down from

ceilings. Unwilling victims must be </p>

<p class=MsoPlainText>touched and are then allowed a saving throw vs. spell to

negate the effect. The affected </p>

<p class=MsoPlainText>creature must have bare hands and feet in order to climb

in this manner, at a movement rate </p>

<p class=MsoPlainText>of 6 (3 if at all encumbered). During the course of the

spell, the recipient cannot handle </p>

<p class=MsoPlainText>objects that weigh less than a dagger (one pound), for

such objects stick to his hands and </p>

<p class=MsoPlainText>feet. Thus, a wizard will find it virtually impossible to

cast spells if under a spider climb spell. </p>

<p class=MsoPlainText>Sufficient force can pull the recipient free; the DM can

assign a saving throw based on </p>

<p class=MsoPlainText>circumstances, the strength of the force, and so on. For

example, a creature with a Strength </p>

<p class=MsoPlainText>of 12 might pull the subject free if the subject fails a

saving throw vs. paralyzation (a </p>

<p class=MsoPlainText>moderately difficult saving throw). The caster can end

the spell effect with a word.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a drop of bitumen and a live spider, both of </p>

<p class=MsoPlainText>which must be eaten by the spell recipient.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Spook</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 ft.<span style='mso-tab-count:4'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:3'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

2'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A spook spell enables

the wizard to play upon natural fears to cause the target creature to </p>

<p class=MsoPlainText>perceive the spellcaster as someone or something

inimical. Without actually knowing what </p>

<p class=MsoPlainText>this is, the wizard merely advances threateningly upon

the creature. If the creature does not </p>

<p class=MsoPlainText>make a successful saving throw vs. spell, it turns and

flees at maximum speed as far from the </p>

<p class=MsoPlainText>wizard as possible, though items carried are not dropped.

The creature has a saving throw </p>

<p class=MsoPlainText>penalty of -1 for every two experience levels of the

caster, to a maximum of -6 at 12th level. </p>

<p class=MsoPlainText>Note that a natural (unmodified) roll of 20 automatically

succeeds, regardless of saving </p>

<p class=MsoPlainText>throw penalties. Although the caster does not actually

pursue the fleeing creature, a </p>

<p class=MsoPlainText>phantasm from its own mind does. Each round after the

initial casting, the creature receives </p>

<p class=MsoPlainText>another saving throw, without penalty, until it

successfully saves and the spell is broken. In </p>

<p class=MsoPlainText>any event, the spell functions only against creatures

with Intelligences of 2 or more, and </p>

<p class=MsoPlainText>undead are not affected at all.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Taunt</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 60 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd<span style='mso-tab-count:3'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 30-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A taunt spell

enables the caster to jape and jeer effectively at a single type of creature </p>

<p class=MsoPlainText>with an Intelligence of 2 or greater. The caster need not

speak the language of the creatures. </p>

<p class=MsoPlainText>His words and sounds have real meaning for the subject

creature or creatures, challenging, </p>

<p class=MsoPlainText>insulting, and generally irritating and angering the

listeners. Those failing to save vs. spell rush </p>

<p class=MsoPlainText>forth in fury to do battle with the spellcaster. All

affected creatures attack the spellcaster in </p>

<p class=MsoPlainText>melee if physically capable of doing so, seeking to use

body or hand-held weapons rather </p>

<p class=MsoPlainText>than missile weapons or spells.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Separation of

the caster from the victim by an impenetrable or uncrossable boundary (a </p>

<p class=MsoPlainText>wall of fire, a deep chasm, a formation of set pikemen)

causes the spell to break. If the </p>

<p class=MsoPlainText>caster taunts a mixed group, he must choose the type of

creature to be affected. Creatures </p>

<p class=MsoPlainText>commanded by a strong leader (i.e., with a Charisma

bonus, with higher Hit Dice, etc.) </p>

<p class=MsoPlainText>might gain a saving throw bonus of +1 to +4, at the DM's

discretion. If used in conjunction </p>

<p class=MsoPlainText>with a ventriloquism spell, the creatures may attack the

apparent source, depending upon </p>

<p class=MsoPlainText>their Intelligence, a leader's presence, and so on.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a slug, which is hurled at the creatures to be taunted.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Tenser's Floating Disc</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 20 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 3 turns + 1 turn/level<span style='mso-tab-count:

1'> </span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>With this

spell, the caster creates the slightly concave, circular plane of force known

as </p>

<p class=MsoPlainText>Tenser's floating disc (after the famed wizard whose

greed and ability to locate treasure are </p>

<p class=MsoPlainText>well known). The disc is 3 feet in diameter and holds 100

pounds of weight per level of the </p>

<p class=MsoPlainText>wizard casting the spell. The disc floats approximately 3

feet above the ground at all times </p>

<p class=MsoPlainText>and remains level. It floats along horizontally within

its range of 20 yards at the command of </p>

<p class=MsoPlainText>the caster, and will accompany him at a movement rate of

no more than 6. If unguided, it </p>

<p class=MsoPlainText>maintains a constant interval of 6 feet between itself

and the wizard. If the spellcaster moves </p>

<p class=MsoPlainText>beyond range (by moving faster, by such means as a

teleport spell, or by trying to take the </p>

<p class=MsoPlainText>disc more than 3 feet from the surface beneath it), or if

the spell duration expires, the floating </p>

<p class=MsoPlainText>disc winks out of existence, and whatever it was

supporting crashes to the surface beneath </p>

<p class=MsoPlainText>it.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell is a drop of mercury.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Unseen Servant</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 hr. + 1 turn/level<span style='mso-tab-count:

1'> </span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: 30-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The unseen

servant is an invisible, mindless, and shapeless force, used to step and fetch,

</p>

<p class=MsoPlainText>open unstuck doors, and hold chairs, as well as to clean

and mend. It is not strong, but </p>

<p class=MsoPlainText>unfailingly obeys the command of the wizard. It can

perform only one activity at a time and </p>

<p class=MsoPlainText>can move only lightweight items, carrying a maximum of 20

pounds or pushing/pulling 40 </p>

<p class=MsoPlainText>pounds across a smooth surface. It can open only normal

doors, drawers, lids, etc. The </p>

<p class=MsoPlainText>unseen servant cannot fight, nor can it be killed, as it

is a force rather than a creature. It can </p>

<p class=MsoPlainText>be magically dispelled, or eliminated after receiving 6

points of damage from area-effect </p>

<p class=MsoPlainText>spells, breath weapons, or similar attacks. If the caster

attempts to send it beyond the </p>

<p class=MsoPlainText>allowed radius, the spell ends immediately.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of the spell are a piece of string and a bit of wood.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Ventriloquism</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level, max. 90 yds.<span style='mso-tab-count:

1'> </span>Components: V, M</p>

<p class=MsoPlainText>Duration: 4 rds. + 1 rd./level<span style='mso-tab-count:

2'> </span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: 1 creature or object<span

style='mso-tab-count:1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the wizard to make his voice--or someone else's voice--or a similar </p>

<p class=MsoPlainText>sound seem to issue from someplace else, such as from

another creature, a statue, from </p>

<p class=MsoPlainText>behind a door, down a passage, etc. The spellcaster can speak

in any language that he </p>

<p class=MsoPlainText>knows, or make any sound that he can normally make. With

respect to such voices and </p>

<p class=MsoPlainText>sounds, anyone rolling a successful saving throw vs.

spell with a -2 penalty detects the ruse. </p>

<p class=MsoPlainText>If cast in conjunction with other illusions, the DM may

rule greater penalties or disallow an </p>

<p class=MsoPlainText>independent saving throw against this spell in

consideration of its contribution to the total </p>

<p class=MsoPlainText>effect of the combined illusion.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a parchment rolled up into a small cone.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Wall of Fog</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2d4 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: 20 ft. cube<span style='mso-tab-count:1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>+ 10 ft.

cube/level</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By castingthis spell, the wizard creates a billowing wall of misty vapors in any area

within </p>

<p class=MsoPlainText>the spell range. The wall of fog obscures all sight,

normal and infravision, beyond 2 feet. The </p>

<p class=MsoPlainText>caster may create less vapor if he wishes. The wall must

be a roughly cubic or rectangular </p>

<p class=MsoPlainText>mass, at least 10 feet across in its smallest dimension.

The misty vapors persist for three or </p>

<p class=MsoPlainText>more rounds. Their duration can be halved by a moderate

wind, and they can be blown </p>

<p class=MsoPlainText>away by a strong wind.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a pinch of split dried peas.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Wizard Mark</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:3'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: Up to 1 sq. ft.<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the wizard is able to inscribe, visibly or invisibly, his

personal rune </p>

<p class=MsoPlainText>or mark, as well as up to six additional characters of

smaller size. A wizard mark spell </p>

<p class=MsoPlainText>enables the caster to etch the rune upon stone, metal, or

any softer substance without harm </p>

<p class=MsoPlainText>to the material upon which the mark is placed. If an

invisible mark is made, a detect magic </p>

<p class=MsoPlainText>spell will cause it to glow and be visible (though not

necessarily understandable). Detect </p>

<p class=MsoPlainText>invisibility, true seeing, a gem of seeing, or a robe of

eyes will likewise expose an </p>

<p class=MsoPlainText>invisible wizard mark. A read magic spell will reveal the

maker's words, if any. The mark </p>

<p class=MsoPlainText>cannot be dispelled, but it can be removed by the caster

or by an erase spell. If cast on a </p>

<p class=MsoPlainText>living being, normal wear gradually causes the mark to

fade.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components for this spell are a pinch of diamond dust (about 100 gp worth) </p>

<p class=MsoPlainText>and a pigment or pigments for the coloration of the mark.

If the mark is to be invisible, the </p>

<p class=MsoPlainText>pigments are still used, but the caster uses a stylus of

some sort rather than his finger.</p>

</FONT><B></body></desc></spell>

<spell><name>Alter Self</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:4'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 3d4 rds. + 2 rds./level<span style='mso-tab-count:

1'> </span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the wizard can alter his appearance and form--including clothing

</p>

<p class=MsoPlainText>and equipment--to appear taller or shorter; thin, fat, or

in between; human, humanoid, or </p>

<p class=MsoPlainText>any other generally man-shaped bipedal creature. The

caster's body can undergo a limited </p>

<p class=MsoPlainText>physical alteration and his size can be changed up to

50%. If the form selected has wings, </p>

<p class=MsoPlainText>the wizard can actually fly, but at only one-third the

speed of a true creature of that type, </p>

<p class=MsoPlainText>and with a loss of two maneuverability classes (to a

minimum of E). If the form has gills, the </p>

<p class=MsoPlainText>caster can breathe under water as long as the spell

lasts. However, the caster does not gain </p>

<p class=MsoPlainText>any multiple attack routines or additional damage allowed

to an assumed form.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster's

attack rolls, Armor Class, and saving throws do not change. The spell does </p>

<p class=MsoPlainText>not confer special abilities, attack forms, or defenses.

Once the new form is chosen, it </p>

<p class=MsoPlainText>remains for the duration of the spell. The caster can

change back into his own form at will; </p>

<p class=MsoPlainText>this ends the spell immediately. A caster who is slain

automatically returns to his normal </p>

<p class=MsoPlainText>form.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Bind</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:5'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:4'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 50 ft. + 5 ft./level<span

style='mso-tab-count:2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is employed, the wizard can command any nonliving ropelike object, </p>

<p class=MsoPlainText>including string, yarn, cord, line, rope, or even a

cable. The spell affects 50 feet of normal </p>

<p class=MsoPlainText>rope (with a 1 inch diameter), plus 5 feet per caster

level. This length is reduced by 50% for </p>

<p class=MsoPlainText>every additional inch of thickness and increased by 50%

for each half-inch less. The </p>

<p class=MsoPlainText>possible commands are Coil (form a neat, coiled stack),

Coil &amp; Knot, Loop, Loop &amp; Knot, </p>

<p class=MsoPlainText>Tie &amp; Knot, and the reverses of all of the above

(Uncoil, etc.). One command can be given </p>

<p class=MsoPlainText>each round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The rope can

only enwrap a creature or an object within 1 foot of it--it does not snake </p>

<p class=MsoPlainText>outward--so it must be thrown or hurled near the intended

target. Note that the rope itself, </p>

<p class=MsoPlainText>and any knots tied in it, are not magical. A typical rope

might be AC 6 and take 4 points of </p>

<p class=MsoPlainText>slashing damage before breaking. The rope does not

inflict damage of any type, but it can be </p>

<p class=MsoPlainText>used as a trip line or to entangle a single opponent who

fails a saving throw vs. spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Blindness</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30yds+10yds/level<span style='mso-tab-count:1'> </span>Component:

V</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The blindness

spell causes the victim to become blind, able to see only a grayness before </p>

<p class=MsoPlainText>its eyes. Various cure spells will not remove this

effect, and only a dispel magic or the </p>

<p class=MsoPlainText>spellcaster can do away with the blindness if the creature

fails its initial saving throw vs. spell. </p>

<p class=MsoPlainText>A blinded creature suffers a -4 penalty to its attack

rolls, and its opponents gain a +4 bonus </p>

<p class=MsoPlainText>to their attack rolls.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Blur</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 3 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a blur

spell is cast, the wizard causes the outline of his form to become blurred, </p>

<p class=MsoPlainText>shifting and wavering. This distortion causes all missile

and melee combat attacks against the </p>

<p class=MsoPlainText>caster to be made with -4 penalties on the first attempt

and -2 penalties on all successive </p>

<p class=MsoPlainText>attacks. It also grants the wizard a +1 bonus to his

saving throw for any direct magical </p>

<p class=MsoPlainText>attack. A detect invisibility spell will not counter this

effect, but the 5th-level priest spell </p>

<p class=MsoPlainText>true seeing and similar magic will.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Continual Light - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 60 yds.<span style='mso-tab-count:4'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:3'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 60-ft. radius <span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is similar

to a light spell, except that it is as bright as full daylight and lasts until </p>

<p class=MsoPlainText>negated by magical darkness or by a dispel magic spell.

Creatures who suffer penalties in </p>

<p class=MsoPlainText>bright light suffer them in this spell's area of effect.

As with the light spell, it can be cast into </p>

<p class=MsoPlainText>the air, onto an object, or at a creature. When cast at a

creature, the target gets a saving </p>

<p class=MsoPlainText>throw vs. spell; success indicates that the spell affects

the space about 1 foot behind the </p>

<p class=MsoPlainText>creature instead. Note that this spell can also blind a

creature if it is successfully cast upon </p>

<p class=MsoPlainText>the creature's visual organs, reducing its attack rolls,

saving throws, and Armor Class by 4. </p>

<p class=MsoPlainText>If the spell is cast on a small object that is then

placed in a light-proof covering, the spell's </p>

<p class=MsoPlainText>effects are blocked until the covering is removed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A continual

light brought into an area of magical darkness (or vice versa) is temporarily </p>

<p class=MsoPlainText>negated so that the otherwise prevailing light conditions

exist in the overlapping areas of </p>

<p class=MsoPlainText>effect. A direct casting of continual light against a

similar or weaker magical darkness </p>

<p class=MsoPlainText>cancels both.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

eventually consumes the material it is cast upon, but the process takes far

longer </p>

<p class=MsoPlainText>than the time in the typical campaign. Extremely hard and

expensive materials can last </p>

<p class=MsoPlainText>hundreds or even thousands of years.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Darkness, 15' Radius</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn + 1 rd./level<span style='mso-tab-count:

2'> </span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 15-ft. radius<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell causes

total, impenetrable darkness in the area of effect. Infravision is useless. </p>

<p class=MsoPlainText>Neither normal nor magical light works unless a light or

continual light spell is used. In the </p>

<p class=MsoPlainText>former event, the darkness spell is negated by the light

spell, and vice versa.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a bit of bat fur and either a drop of pitch or a </p>

<p class=MsoPlainText>piece of coal.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Deafness</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 60 yds.<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:3'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

2'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The deafness

spell causes the recipient to become totally deaf and unable to hear any </p>

<p class=MsoPlainText>sounds. The victim is allowed a saving throw vs. spell.

An affected creature has a -1 penalty </p>

<p class=MsoPlainText>to its surprise rolls unless its other senses are

unusually keen. Deafened spellcasters have a </p>

<p class=MsoPlainText>20% chance to miscast any spell with a verbal component.

This deafness can be done away </p>

<p class=MsoPlainText>with only by means of a dispel magic spell or by the

spellcaster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is beeswax.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Deeppockets</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration, Enchantment)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 12 hrs. + 1 hr./level<span style='mso-tab-count:

2'> </span>Casting Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 1 garment<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the wizard to specially prepare a garment so as to hold far more than

it </p>

<p class=MsoPlainText>normally could. A finely sewn gown or robe of

high-quality material (at least 50 gp value) is </p>

<p class=MsoPlainText>fashioned so as to contain numerous hand-sized pockets.

One dozen is the minimum </p>

<p class=MsoPlainText>number. The deeppockets spell then enables these pockets

to hold a total of 100 pounds (5 </p>

<p class=MsoPlainText>cubic feet in volume) as if it were only 10 pounds of

weight. Furthermore, there are no </p>

<p class=MsoPlainText>discernible bulges where the special pockets are. At the

time of casting, the caster can </p>

<p class=MsoPlainText>instead choose to have 10 pockets each holding 10 pounds

(½ cubic foot volume each). If </p>

<p class=MsoPlainText>the robe or like garment is sewn with 100 or more pockets

(200 gp minimum cost), 100 </p>

<p class=MsoPlainText>pockets can be created to contain one pound of weight and

1/6 cubic foot volume each. </p>

<p class=MsoPlainText>Each special pocket is actually an extradimensional

holding space.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the spell

duration expires while there is material within the enchanted pockets, or if a </p>

<p class=MsoPlainText>successful dispel magic is cast upon the enchanted

garment, all the material suddenly </p>

<p class=MsoPlainText>appears around the wearer and immediately falls to the

ground. The caster can also cause all </p>

<p class=MsoPlainText>the pockets to empty with a single command.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>In addition to

the garment, which is reusable, the material components of this spell are a </p>

<p class=MsoPlainText>tiny golden needle and a strip of fine cloth given a

half-twist and fastened at the ends.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Detect Evil - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:4'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 5 rds./level<span style='mso-tab-count:3'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 10 x 180 ft.<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

discovers emanations of evil (or of good in the case of the reverse spell) from

</p>

<p class=MsoPlainText>any creature, object, or area. Character alignment is not

revealed under most circumstances: </p>

<p class=MsoPlainText>Characters who are strongly aligned, do not stray from

their faith, and who are at least 9th </p>

<p class=MsoPlainText>level might radiate good or evil if they are intent upon

appropriate actions. Powerful </p>

<p class=MsoPlainText>monsters, such as ki-rin, send forth emanations of evil

or good, even if polymorphed. </p>

<p class=MsoPlainText>Aligned undead radiate evil, for it is this power and

negative force that enables them to </p>

<p class=MsoPlainText>continue existing. An evilly cursed object or unholy water

radiates evil, but a hidden trap or </p>

<p class=MsoPlainText>an unintelligent viper does not. The degree of evil

(faint, moderate, strong, overwhelming) </p>

<p class=MsoPlainText>can be noted. Note that priests have a more powerful

version of this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell has

a path of detection 10 feet wide and 60 yards long in the direction in which </p>

<p class=MsoPlainText>the wizard is facing. The wizard must concentrate--stop,

have quiet, and intently seek to </p>

<p class=MsoPlainText>detect the aura--for at least one round to receive a

reading.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Detect Invisibility</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 5 rds./level<span style='mso-tab-count:3'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 10 yds./level<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the

wizard casts a detect invisibility spell, he is able to see clearly any objects

or </p>

<p class=MsoPlainText>beings that are invisible, as well as any that are astral,

ethereal, or out of phase. In addition, </p>

<p class=MsoPlainText>it enables the wizard to detect hidden or concealed

creatures (for example, thieves in </p>

<p class=MsoPlainText>shadows, halflings in underbrush, and so on). It does not

reveal the method of concealment </p>

<p class=MsoPlainText>or invisibility, except in the case of astral travelers

(where the silver cord can be seen). It </p>

<p class=MsoPlainText>does not reveal illusions or enable the caster to see

through physical objects. Detection is a </p>

<p class=MsoPlainText>path 10 ft. wide along the wizard's line of sight to the

range limit.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a pinch of talc and a small sprinkling of </p>

<p class=MsoPlainText>powdered silver.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>ESP</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:3'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 5 yds./level <span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>(90 yds.

maximum)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When an ESP spell

is used, the caster is able to detect the surface thoughts of any </p>

<p class=MsoPlainText>creatures in range--except for those of undead and

creatures without minds (as we know </p>

<p class=MsoPlainText>them). The ESP is stopped by 2 feet of rock, 2 inches of

any metal other than lead, or a thin </p>

<p class=MsoPlainText>sheet of lead foil.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wizard

employing the spell is able to probe the surface thoughts of one creature per </p>

<p class=MsoPlainText>round, getting simple instinctual thoughts from lower

order creatures. Probes can continue </p>

<p class=MsoPlainText>on the same creature from round to round or can move on

to other creatures. The caster </p>

<p class=MsoPlainText>can use the spell to help determine if a creature lurks

behind a door, for example, but the </p>

<p class=MsoPlainText>ESP does not always reveal what sort of creature it is.

If used as part of a program of </p>

<p class=MsoPlainText>interrogation, an intelligent and wary subject receives

an initial saving throw. If successful, </p>

<p class=MsoPlainText>the creature successfully resists and the spell reveals

no additional information. If the saving </p>

<p class=MsoPlainText>throw is failed, the caster may learn additional

information, according to the DM's ruling. </p>

<p class=MsoPlainText>The creature's Wisdom adjustment applies, as may

additional bonuses up to +4, based on </p>

<p class=MsoPlainText>the sensitivity of the information sought.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a copper piece.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Flaming Sphere</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:3'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 3-ft. radius<span style='mso-tab-count:

2'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A flaming

sphere spell creates a burning globe of fire within 10 yards of the caster.

This </p>

<p class=MsoPlainText>sphere rolls in whichever direction the wizard points, at

a rate of 30 feet per round. It rolls </p>

<p class=MsoPlainText>over barriers less than 4 feet tall, such as furniture,

low walls, etc. Flammable substances are </p>

<p class=MsoPlainText>set afire by contact with the sphere. Creatures in

contact with the globe must successfully </p>

<p class=MsoPlainText>save vs. spell or suffer 2d4 points of fire damage. Those

within 5 feet of the sphere's surface </p>

<p class=MsoPlainText>must also save or suffer 1d4 points of heat damage. A

successful saving throw means no </p>

<p class=MsoPlainText>damage is suffered. The DM may adjust the saving throws

if there is little or no room to </p>

<p class=MsoPlainText>dodge the sphere.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The sphere

moves as long as the spellcaster actively directs it; otherwise, it merely

stays </p>

<p class=MsoPlainText>at rest and burns. It can be extinguished by the same

means as any normal fire of its size. </p>

<p class=MsoPlainText>The surface of the sphere has a spongy, yielding

consistency and so does not cause damage </p>

<p class=MsoPlainText>except by its flame. It cannot push unwilling creatures

aside or batter down large obstacles.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components are a bit of tallow, a pinch of sulphur, and a dusting of </p>

<p class=MsoPlainText>powdered iron.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Fog Cloud</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 4 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The fog cloud

spell can be cast in one of two ways, at the caster's option: as a large, </p>

<p class=MsoPlainText>stationary bank of normal fog, or as a harmless fog that

resembles the 5th-level wizard spell </p>

<p class=MsoPlainText>cloudkill.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>As a fog bank,

this spell creates a fog of any size and shape up to a maximum 20-foot </p>

<p class=MsoPlainText>cube per caster level. The fog obscures all sight, normal

and infravision, beyond 2 feet.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>As a

cloudkill-like fog, this is a billowing mass of ghastly, yellowish-green

vapors, </p>

<p class=MsoPlainText>measuring 40 feet x 20 feet x 20 feet. This moves away

from the caster at 10 feet per round. </p>

<p class=MsoPlainText>The vapors are heavier than air and sink to the lowest

level, even pouring down sinkholes </p>

<p class=MsoPlainText>and den openings. Very thick vegetation breaks up the fog

after it has moved 20 feet into </p>

<p class=MsoPlainText>the vegetation.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The only

effect of either version is to obscure vision. A strong breeze will disperse

either </p>

<p class=MsoPlainText>effect in one round, while a moderate breeze will reduce

the spell duration by 50%. The </p>

<p class=MsoPlainText>spell cannot be cast under water.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Fools' Gold</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration, Illusion)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 hr./level<span style='mso-tab-count:1'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 10 cu. in./level<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Copper coins

can temporarily be changed to gold pieces, or brass items turned to solid </p>

<p class=MsoPlainText>gold, for the spell duration by means of this magic. The

area of effect is 10 cubic inches per </p>

<p class=MsoPlainText>level--i.e., a 1-inch x 1-inch x 10-inch volume or

equivalent, equal to about 150 gold coins. </p>

<p class=MsoPlainText>Any creature viewing the &quot;gold&quot; is entitled to

a saving throw vs. spell, which can be modified </p>

<p class=MsoPlainText>by the creature's Wisdom; for every level of the wizard,

the creature must subtract 1 from </p>

<p class=MsoPlainText>his dice roll. Thus, it is unlikely that fools' gold will

be detected if created by a high-level </p>

<p class=MsoPlainText>caster. If the &quot;gold&quot; is struck hard by an

object of cold-wrought iron, there is a slight chance </p>

<p class=MsoPlainText>it will revert to its natural state, depending on the

material component used to create the </p>

<p class=MsoPlainText>&quot;gold.&quot; If a 25-gp citrine is powdered and

sprinkled over the metal as this spell is cast, the </p>

<p class=MsoPlainText>chance that cold iron will return it to its true nature

is 30%; if a 50-gp amber stone is </p>

<p class=MsoPlainText>powdered and used, the chance drops to 25%; if a 250-gp

topaz is powdered and used, </p>

<p class=MsoPlainText>the chance drops to 10%; and if a 500-gp oriental

(corundum) topaz is powdered and used, </p>

<p class=MsoPlainText>there is only a 1% chance that the cold iron will reveal

that it is fools' gold.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Forget</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1-4 creatures<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>in a 20-ft.

cube</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the spellcaster causes creatures within the area of effect to

forget </p>

<p class=MsoPlainText>the events of the previous round (the one minute of time

previous to the utterance of the </p>

<p class=MsoPlainText>spell). For every three levels of experience of the

spellcaster, another minute of past time is </p>

<p class=MsoPlainText>forgotten. This does not negate charm, suggestion, geas,

quest, or similar spells, but it is </p>

<p class=MsoPlainText>possible that the being who placed such magic upon the

recipient could be forgotten. From </p>

<p class=MsoPlainText>one to four creatures can be affected, at the discretion

of the caster. If only one is to be </p>

<p class=MsoPlainText>affected, the recipient saves vs. spell with a -2

penalty; if two, they save with -1 penalties; if </p>

<p class=MsoPlainText>three or four are to be affected, they save normally. All

saving throws are adjusted by </p>

<p class=MsoPlainText>Wisdom. A priest's heal or restoration spell, if

specially cast for this purpose, will restore </p>

<p class=MsoPlainText>the lost memories, as will a limited wish or wish, but no

other means will do so.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Glitterdust</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 20 ft. cube<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

creates a cloud of glittering golden particles within the area of effect. Those

in </p>

<p class=MsoPlainText>the area must roll a successful saving throw vs. spell or

be blinded (-4 penalties to attack </p>

<p class=MsoPlainText>rolls, saving throws, and Armor Class) for 1d4+1 rounds.

In addition, all within the area are </p>

<p class=MsoPlainText>covered by the dust, which cannot be removed and

continues to sparkle until it fades. Note </p>

<p class=MsoPlainText>that this reveals invisible creatures. The dust fades in

1d4 rounds plus one round per caster </p>

<p class=MsoPlainText>level. Thus, glitterdust cast by a 3rd-level wizard lasts

for four to seven rounds.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is ground mica.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Hypnotic Pattern</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:3'> </span>Components:

S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 30-ft. cube<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this spell

is cast, the wizard creates a weaving, twisting pattern of subtle colors in </p>

<p class=MsoPlainText>the air. This pattern causes any creature looking at it

to become fascinated and stand gazing </p>

<p class=MsoPlainText>at it as long as the spellcaster maintains the display,

plus two rounds thereafter. The spell can </p>

<p class=MsoPlainText>captivate a maximum of 24 levels, or Hit Dice, of

creatures (for example, 24 creatures with </p>

<p class=MsoPlainText>1 Hit Die each, 12 with 2 Hit Dice, etc.). All creatures

affected must be within the area of </p>

<p class=MsoPlainText>effect, and each is entitled to a saving throw vs. spell.

A damage-inflicting attack on an </p>

<p class=MsoPlainText>affected creature frees it from the spell immediately.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wizard

need not utter a sound, but he must gesture appropriately while holding a </p>

<p class=MsoPlainText>glowing stick of incense or a crystal rod filled with

phosphorescent material.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Improved Phantasmal Force</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 60 yds. + 10 yds./level<span style='mso-tab-count:

1'> </span>Components: V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 200 sq.ft.+50 sq.ft./lev<span

style='mso-tab-count:1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Like the

1st-level phantasmal force spell, this spell creates the illusion of any

object, </p>

<p class=MsoPlainText>creature, or force, as long as it is within the spell's

area of effect. The spellcaster can </p>

<p class=MsoPlainText>maintain the illusion with minimal concentration; thus,

he can move at half normal speed (but </p>

<p class=MsoPlainText>not cast other spells). Some minor sounds are included in

the effects of the spell, but not </p>

<p class=MsoPlainText>understandable speech. Also, the improved phantasm

continues for two rounds after the </p>

<p class=MsoPlainText>wizard ceases to concentrate upon it.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a bit of fleece.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Invisibility</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:5'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:4'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: Creature touched <span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

causes the creature touched to vanish from sight and be undetectable by normal </p>

<p class=MsoPlainText>vision or even infravision. Of course, the invisible

creature is not magically silenced, and </p>

<p class=MsoPlainText>certain other conditions can render the creature

detectable. Even allies cannot see the </p>

<p class=MsoPlainText>invisible creature or his gear, unless these allies can

normally see invisible things or employ </p>

<p class=MsoPlainText>magic to do so. Items dropped or put down by the

invisible creature become visible; items </p>

<p class=MsoPlainText>picked up disappear if tucked into the clothing or

pouches worn by the creature. Note, </p>

<p class=MsoPlainText>however, that light never becomes invisible, although a

source of light can become so (thus, </p>

<p class=MsoPlainText>the effect is that of a light with no visible source).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell

remains in effect until it is magically broken or dispelled, until the wizard

or </p>

<p class=MsoPlainText>recipient cancels it, until the recipient attacks any

creature, or until 24 hours have passed. </p>

<p class=MsoPlainText>Thus, the invisible being can open doors, talk, eat,

climb stairs, etc., but if he attacks, he </p>

<p class=MsoPlainText>immediately becomes visible, although the invisibility

enables him to attack first. Note that </p>

<p class=MsoPlainText>the priest spells bless, chant, and prayer are not

attacks for this purpose. All highly </p>

<p class=MsoPlainText>Intelligent (Intelligence 13 or more) creatures with 10

or more Hit Dice or levels of </p>

<p class=MsoPlainText>experience have a chance to detect invisible objects

(they roll saving throws vs. spell; </p>

<p class=MsoPlainText>success means they noticed the invisible object).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of the invisibility spell are an eyelash and a bit of gum arabic, </p>

<p class=MsoPlainText>the former encased in the latter.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Irritation</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1-4 creatures in<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>a 15-ft.

radius</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>An irritation

spell affects the epidermis of the subject creatures. Creatures with very </p>

<p class=MsoPlainText>thick or insensitive skins (such as buffalo, elephants,

scaled creatures, etc.) are basically </p>

<p class=MsoPlainText>unaffected. There are two versions of the spell, either

of which can be cast from the </p>

<p class=MsoPlainText>standard preparation:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Itching. When

cast, this causes each subject to feel an instant itching sensation on some </p>

<p class=MsoPlainText>portion of its body. If one round is not immediately spent

scratching the irritated area, the </p>

<p class=MsoPlainText>creature is so affected that the next three rounds are

spent squirming and twisting, effectively </p>

<p class=MsoPlainText>worsening its Armor Class by 4 and its attack rolls by 2

during this time. Spell preparations </p>

<p class=MsoPlainText>are ruined in the first round this spell is in effect,

but not in the following three rounds. Doing </p>

<p class=MsoPlainText>nothing but scratching the itch for a full round prevents

the rest of the effect. If cast at one </p>

<p class=MsoPlainText>creature, the saving throw has a -3 penalty; if cast at

two creatures, the saving throw has a -</p>

<p class=MsoPlainText>1 penalty; and if cast at three or four creatures, the

saving throw is normal.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Rash. When a

rash is cast, the subject notices nothing for 1d4 rounds, but thereafter its </p>

<p class=MsoPlainText>entire skin breaks out in red welts that itch. The rash

persists until either a cure disease or </p>

<p class=MsoPlainText>dispel magic spell is cast upon it. It lowers Charisma by

1 point per day for each of four </p>

<p class=MsoPlainText>days (i.e., maximum Charisma loss is 4 points). After one

week, Dexterity is lowered by 1 </p>

<p class=MsoPlainText>point also. Symptoms vanish immediately upon the removal

of the rash, and all statistics </p>

<p class=MsoPlainText>return to normal. This can be cast at one creature only,

with a saving throw penalty of -2.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for this spell is a leaf from poison ivy, oak, or sumac.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Knock</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 60 yds.<span style='mso-tab-count:1'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 10 sq. ft./level <span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The knock

spell opens stuck, barred, locked, held, or wizard-locked doors. It opens </p>

<p class=MsoPlainText>secret doors, as well as locked or trick-opening boxes or

chests. It also loosens welds, </p>

<p class=MsoPlainText>shackles, or chains. If used to open a wizard-locked

door, the spell does not remove the </p>

<p class=MsoPlainText>former spell, but simply suspends its functioning for one

turn. In all other cases, it </p>

<p class=MsoPlainText>permanently opens locks or welds--although the former

could be closed and locked again </p>

<p class=MsoPlainText>later. It does not raise barred gates or similar

impediments (such as a portcullis), nor does it </p>

<p class=MsoPlainText>affect ropes, vines, and the like. Note that the effect

is limited by the area; a 3rd-level wizard </p>

<p class=MsoPlainText>can cast a knock spell on a door of 30 square feet or

less (for example, a standard 4-ft. x </p>

<p class=MsoPlainText>7-ft. door). Each spell can undo up to two means of

preventing egress through a portal. </p>

<p class=MsoPlainText>Thus if a door is locked, barred, and held, or triple

locked, opening it requires two knock </p>

<p class=MsoPlainText>spells. In all cases, the location of the door or item

must be known--the spell cannot be used </p>

<p class=MsoPlainText>against a wall in hopes of discovering a secret door.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse

spell, lock, closes and locks a door or similar closure, provided there is a </p>

<p class=MsoPlainText>physical mechanism. It does not create a weld, but it

locks physically operated locking </p>

<p class=MsoPlainText>mechanisms, set bars, and so on, up to two functions. It

cannot affect a portcullis.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Know Alignment - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 1 creature or object per 2 rds.<span

style='mso-tab-count:2'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A know

alignment spell enables the wizard to read the aura of a creature or an aligned

</p>

<p class=MsoPlainText>object (unaligned objects reveal nothing). The caster must

remain stationary and concentrate </p>

<p class=MsoPlainText>on the subject for two full rounds. A creature is allowed

a saving throw vs. spell and, if </p>

<p class=MsoPlainText>successful, the caster learns nothing about that

particular creature from the casting. If the </p>

<p class=MsoPlainText>caster concentrates on a creature or object for only one

round, he can learn only its </p>

<p class=MsoPlainText>alignment with respect to law and chaos. Certain magical

devices negate the know </p>

<p class=MsoPlainText>alignment spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse,

undetectable alignment, conceals the alignment of an object or creature for </p>

<p class=MsoPlainText>24 hours--even from a know alignment spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Leomund's Trap</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:1'> </span>Casting

Time: 3 rds.</p>

<p class=MsoPlainText>Area of Effect: Object touched<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This false

trap is designed to fool a thief or other character attempting to pilfer the </p>

<p class=MsoPlainText>spellcaster's goods. The wizard places the spell upon any

small mechanism or device, such </p>

<p class=MsoPlainText>as a lock, hinge, hasp, screw-on cap, ratchet, etc. Any

character able to detect traps, or </p>

<p class=MsoPlainText>who uses any spell or device enabling trap detection, is

100% certain a real trap exists. Of </p>

<p class=MsoPlainText>course, the spell is illusory and nothing happens if the

trap is sprung; its primary purpose is to </p>

<p class=MsoPlainText>frighten away thieves or make them waste precious time.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell is a piece of iron pyrite touched to the object to be </p>

<p class=MsoPlainText>trapped while the object is sprinkled with a special dust

requiring 200 gp to prepare. If </p>

<p class=MsoPlainText>another Leomund's trap is within 50 feet when the spell

is cast, the casting fails.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Levitate</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 20 yds./level<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:3'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 creature or object<span

style='mso-tab-count:1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a

levitate spell is cast, the wizard can place it upon his person, an object, or

a </p>

<p class=MsoPlainText>single creature, subject to a maximum weight limit of 100

pounds per level of experience (for </p>

<p class=MsoPlainText>example, a 3rd-level wizard can levitate a maximum of 300

pounds). If the spell is cast upon </p>

<p class=MsoPlainText>the wizard, he can move vertically up or down at a

movement rate of 2 per round. If cast </p>

<p class=MsoPlainText>upon an object or another creature, the wizard can

levitate it at the same speed, according </p>

<p class=MsoPlainText>to his command. This spell does not empower horizontal

movement, but the recipient could </p>

<p class=MsoPlainText>push along the face of a cliff, for example, to move

laterally. The spellcaster can cancel the </p>

<p class=MsoPlainText>spell as desired. If the subject of the spell is

unwilling, or the object is in the possession of a </p>

<p class=MsoPlainText>creature, a saving throw vs. spell is allowed to

determine if the levitate spell affects it.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Once cast, the

spell requires no concentration, except when changing height. A levitating </p>

<p class=MsoPlainText>creature attempting to use a missile weapon finds himself

increasingly unstable; the first </p>

<p class=MsoPlainText>attack has an attack roll penalty of -1, the second -2,

the third -3, etc., up to a maximum of </p>

<p class=MsoPlainText>-5. A full round spent stabilizing allows the creature to

begin again at -1. Lack of leverage </p>

<p class=MsoPlainText>makes it impossible to cock a medium or heavy crossbow.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is either a small leather loop or a piece of golden </p>

<p class=MsoPlainText>wire bent into a cup shape with a long shank on one end.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Locate Object - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 20 yds./level<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell aids

in locating a known or familiar object. The wizard casts the spell, slowly </p>

<p class=MsoPlainText>turns, and senses when he is facing in the direction of

the object to be located, provided the </p>

<p class=MsoPlainText>object is within range (i.e., 60 yards for 3rd-level

wizards, 80 yards for 4th, 100 yards for </p>

<p class=MsoPlainText>5th, etc.). The spell can locate such objects as apparel,

jewelry, furniture, tools, weapons, </p>

<p class=MsoPlainText>or even a ladder or stairway. Note that attempting to

find a specific item, such as jewelry or </p>

<p class=MsoPlainText>a crown, requires an accurate mental image; if the image

is not close enough to the actual, </p>

<p class=MsoPlainText>the spell does not work. Desired but unique objects

cannot be located by this spell unless </p>

<p class=MsoPlainText>they are known by the caster. The spell is blocked by

lead. Creatures cannot be found by </p>

<p class=MsoPlainText>this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a forked twig.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reversal,

obscure object, hides an object from location by spell, crystal ball, or </p>

<p class=MsoPlainText>similar means for eight hours. Creatures cannot be

affected by this spell. The material </p>

<p class=MsoPlainText>component is a chameleon skin.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Magic Mouth</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 object <span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the wizard imbues the chosen object with an enchanted mouth that

</p>

<p class=MsoPlainText>suddenly appears and speaks its message when a specified

event occurs. The message, </p>

<p class=MsoPlainText>which must be of 25 words or less, can be in any language

known by the spellcaster, and </p>

<p class=MsoPlainText>can be delivered over a period of one turn. The mouth

cannot speak magical spells or use </p>

<p class=MsoPlainText>command words. It does, however, move to the words

articulated--if it is placed upon a </p>

<p class=MsoPlainText>statue, the mouth of the statue would actually move and

appear to speak. Of course, the </p>

<p class=MsoPlainText>magic mouth can be placed upon a tree, rock, door, or any

other object, excluding </p>

<p class=MsoPlainText>intelligent members of the animal or vegetable kingdoms.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell

functions when specific conditions are fulfilled, according to the command of

the </p>

<p class=MsoPlainText>spellcaster. Some examples are to speak &quot;to the

first creature that touches you,&quot; or &quot;to the </p>

<p class=MsoPlainText>first creature that passes within 30 feet.&quot; Commands

can be as general or as detailed as </p>

<p class=MsoPlainText>desired, although only visual and audible triggers can be

used, such as the following: &quot;Speak </p>

<p class=MsoPlainText>only when a venerable female human carrying a sack of

groat clusters sits crosslegged within </p>

<p class=MsoPlainText>1 foot.&quot; Such visual triggers can react to a

character using the disguise ability. Command </p>

<p class=MsoPlainText>range is 5 yards per level of the wizard, so a 6th-level

wizard can command the magic </p>

<p class=MsoPlainText>mouth to speak at a maximum encounter range of 30 yards

(&quot;Speak when a winged creature </p>

<p class=MsoPlainText>comes within 30 yards.&quot;). The spell lasts until the

speak command can be fulfilled; thus, the </p>

<p class=MsoPlainText>spell duration is variable. A magic mouth cannot

distinguish invisible creatures, alignments, </p>

<p class=MsoPlainText>level, Hit Dice, or class, except by external garb. If

desired, the effect can be keyed to a </p>

<p class=MsoPlainText>specific noise or spoken word.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a small bit of honeycomb.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Melf's Acid Arrow</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 180 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:1'> </span>Saving

Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the wizard creates a magical arrow that speeds to its target as if </p>

<p class=MsoPlainText>fired from the bow of a fighter of the same level as the

wizard. No modifiers for range, </p>

<p class=MsoPlainText>nonproficiency, or specialization are used. The arrow has

no attack or damage bonus, but it </p>

<p class=MsoPlainText>inflicts 2d4 points of acid damage (with saving throws

for items on the target); there is no </p>

<p class=MsoPlainText>splash damage. For every three levels that the caster has

achieved, the acid, unless </p>

<p class=MsoPlainText>somehow neutralized, lasts for another round, inflicting

another 2d4 points of damage each </p>

<p class=MsoPlainText>round. So at 3rd-5th level, the acid lasts two rounds; at

6th-8th level, the acid lasts for three </p>

<p class=MsoPlainText>rounds, etc.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material components

of the spell are a dart, powdered rhubarb leaf, and an adder's </p>

<p class=MsoPlainText>stomach.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Mirror Image</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 3 rds./level<span style='mso-tab-count:2'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 6-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a mirror

image spell is invoked, the spellcaster causes from two to eight exact </p>

<p class=MsoPlainText>duplicates of himself to come into being around him.

These images do exactly what the </p>

<p class=MsoPlainText>wizard does. Since the spell causes a blurring and slight

distortion when it is cast, it is </p>

<p class=MsoPlainText>impossible for opponents to be certain which are the

illusions and which is the actual wizard. </p>

<p class=MsoPlainText>When an image is struck by a melee or missile attack,

magical or otherwise, it disappears, </p>

<p class=MsoPlainText>but any other existing images remain intact until struck.

The images seem to shift from round </p>

<p class=MsoPlainText>to round, so that if the actual wizard is struck during

one round, he cannot be picked out </p>

<p class=MsoPlainText>from among his images the next. To determine the number

of images that appear, roll 1d4 </p>

<p class=MsoPlainText>and add 1 for every three levels of experience the wizard

has achieved, to a maximum of </p>

<p class=MsoPlainText>eight images. At the end of the spell duration, all

surviving images wink out.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Misdirection</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 8 hrs.<span style='mso-tab-count:1'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 creature or object<span

style='mso-tab-count:1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the wizard misdirects the information from a detection spell

(detect </p>

<p class=MsoPlainText>charm, detect evil, detect invisibility, detect lie,

detect magic, detect snares and pits, </p>

<p class=MsoPlainText>etc.). While the detection spell functions, it indicates

the wrong area, creature, or the </p>

<p class=MsoPlainText>opposite of the truth with respect to detect evil or

detect lie. The wizard directs the spell </p>

<p class=MsoPlainText>effect upon the object of the detection spell. If the

caster of the detection spell fails his saving </p>

<p class=MsoPlainText>throw vs. spell, the misdirection takes place. Note that

this spell does not affect other types </p>

<p class=MsoPlainText>of divination (know alignment, augury, ESP, clairvoyance,

etc.).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Protection From Cantrips</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 5 hrs. + 1 hr./level<span style='mso-tab-count:

1'> </span>Casting Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: Creature or<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>object touched</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By casting

this spell, the wizard receives immunity to the effects of cantrips cast by

other </p>

<p class=MsoPlainText>wizards, apprentices, or creatures that use the cantrip

spell. The spell protects the caster, or </p>

<p class=MsoPlainText>one item or person that he touches (such as a spell book

or a drawer containing spell </p>

<p class=MsoPlainText>components). Any cantrip cast against the protected

person or item dissipates with an </p>

<p class=MsoPlainText>audible popping sound. This spell is often used by a

wizard who has mischievous </p>

<p class=MsoPlainText>apprentices, or one who wishes apprentices to clean or

shine an area using elbow grease </p>

<p class=MsoPlainText>rather than magic. Any unwilling target of this spell

must be touched (via an attack roll) and </p>

<p class=MsoPlainText>is allowed a saving throw vs. spell to escape the effect.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Pyrotechnics - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 120 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:3'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 fire source<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A pyrotechnics

spell draws on an existing fire source to produce one of two effects, at </p>

<p class=MsoPlainText>the option of the caster. First, it can produce a

flashing and fiery burst of glowing, colored </p>

<p class=MsoPlainText>aerial fireworks that lasts one round. This effect

temporarily blinds those creatures in, under, </p>

<p class=MsoPlainText>or within 120 feet of the area and that have an

unobstructed line of sight to the burst. </p>

<p class=MsoPlainText>Creatures viewing this are blinded for 1d4+1 rounds

unless they successfully save vs. spell. </p>

<p class=MsoPlainText>The fireworks fill a volume 10 times greater than that of

the original fire source.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell can

also cause a thick, writhing stream of smoke to arise from the source and </p>

<p class=MsoPlainText>form a choking cloud that lasts for one round per

experience level of the caster. This covers </p>

<p class=MsoPlainText>a roughly spherical volume from the ground or floor up

(or conforming to the shape of a </p>

<p class=MsoPlainText>confined area) that totally obscures vision beyond 2

feet. The smoke fills a volume 100 times </p>

<p class=MsoPlainText>that of the fire source. All within the cloud must roll

successful saving throws vs. spell or </p>

<p class=MsoPlainText>suffer -2 penalties to all combat rolls and Armor Class.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell uses

one fire source within a 20-foot cube, which is immediately extinguished. </p>

<p class=MsoPlainText>An extremely large fire used as a source might be only

partially extinguished. Magical fires </p>

<p class=MsoPlainText>are not extinguished, although a fire-based creature

(such as a fire elemental) used as a </p>

<p class=MsoPlainText>source suffers 1 point of damage per caster level.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Ray of Enfeeblement</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds. + 5 yds./level<span style='mso-tab-count:

2'> </span>Components: V, S</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:3'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

2'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of a

ray of enfeeblement, a wizard weakens an opponent, reducing its </p>

<p class=MsoPlainText>Strength and thereby the attacks that rely upon it.

Humans, demihumans, and humanoids of </p>

<p class=MsoPlainText>man-size or less are reduced to an effective Strength of 5,

losing all Strength bonuses and </p>

<p class=MsoPlainText>suffering an attack roll penalty of -2 and a -1 penalty

to damage. Other creatures suffer a </p>

<p class=MsoPlainText>penalty of -2 on attack rolls. Furthermore, they have a

-1 penalty for each die of damage </p>

<p class=MsoPlainText>they inflict. (But no damage roll can inflict less than 1

point per die of damage.) Your DM </p>

<p class=MsoPlainText>will determine any other effects appropriate to the

affected creature. If the target creature </p>

<p class=MsoPlainText>makes its saving throw, the spell has no effect. This

spell does not affect combat bonuses </p>

<p class=MsoPlainText>due to magical items, and those conferring increased

Strength function normally.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Rope Trick</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2 turns/level<span style='mso-tab-count:1'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope </p>

<p class=MsoPlainText>rises into the air until the whole rope hangs

perpendicular, as if affixed at the upper end. The </p>

<p class=MsoPlainText>upper end is, in fact, fastened to an extradimensional

space. The spellcaster and up to seven </p>

<p class=MsoPlainText>others can climb up the rope and disappear into this

place of safety where no creature can </p>

<p class=MsoPlainText>find them. The rope can be taken into the

extradimensional space if fewer than eight persons </p>

<p class=MsoPlainText>have climbed it; otherwise, it simply stays hanging in

the air (extremely strong creatures might </p>

<p class=MsoPlainText>be able to remove it, at the DM's option). Spells cannot

be cast across the interdimensional </p>

<p class=MsoPlainText>interface, nor can area effects cross it. Those in the

extradimensional space can see out of it </p>

<p class=MsoPlainText>as if there were a 3-foot x 5-foot window centered on the

rope. The persons in the </p>

<p class=MsoPlainText>extradimensional space must climb down prior to the end

of the spell, or they are dropped </p>

<p class=MsoPlainText>from the height at which they entered the

extradimensional space. The rope can be climbed </p>

<p class=MsoPlainText>by only one person at a time. Note that the rope trick

spell enables climbers to reach a </p>

<p class=MsoPlainText>normal place if they do not climb all the way to the

extradimensional space. Also note that </p>

<p class=MsoPlainText>creating or taking extradimensional spaces into an

existing extradimensional space is </p>

<p class=MsoPlainText>hazardous.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material components

of this spell are powdered corn extract and a twisted loop of </p>

<p class=MsoPlainText>parchment.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Scare</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds. + 10 yds./level<span style='mso-tab-count:

1'> </span>Components: V, S, M</p>

<p class=MsoPlainText>Duration: 1d4 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 15-foot radius<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

causes creatures with fewer than 6 Hit Dice or levels of experience to fall

into </p>

<p class=MsoPlainText>fits of trembling and shaking. The frightened creatureshave a -2 reaction adjustment and </p>

<p class=MsoPlainText>may drop items held if encumbered. If cornered, they

fight, but with -1 penalties to attack </p>

<p class=MsoPlainText>rolls, damage rolls, and saving throws.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Only elves,

half-elves, and priests are allowed saving throws against this spell. Note that

</p>

<p class=MsoPlainText>this spell has no effect on the undead (skeletons,

zombies, ghouls, and so on), or on upper </p>

<p class=MsoPlainText>or lower planar creatures of any sort.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component used for this spell is a bit of bone from an undead skeleton, </p>

<p class=MsoPlainText>zombie, ghoul, ghast, or mummy.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Shatter</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds. + 10 yds./level<span style='mso-tab-count:

1'> </span>Components: V, S, M</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:1'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 3-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The shatter

spell is a sound-based attack that affects nonmagical objects of crystal,

glass, </p>

<p class=MsoPlainText>ceramic, or porcelain, such as vials, bottles, flasks, jugs,

windows, mirrors, etc. All such </p>

<p class=MsoPlainText>objects within a 3-foot radius of the center of the spell

effect are smashed into dozens of </p>

<p class=MsoPlainText>pieces by the spell. Objects weighing more than one pound

per level of the caster are not </p>

<p class=MsoPlainText>affected, but all other objects of the appropriate

composition must save vs. crushing blow or </p>

<p class=MsoPlainText>be shattered. Alternatively, the spell can be focused

against a single item of up to 10 pounds </p>

<p class=MsoPlainText>per caster level. Crystalline creatures usually suffer

1d6 points of damage per caster level to </p>

<p class=MsoPlainText>a maximum of 6d6, with a saving throw vs. spell for half

damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a chip of mica.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Spectral Hand</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds. + 5 yds./level<span style='mso-tab-count:

2'> </span>Components: V, S</p>

<p class=MsoPlainText>Duration: 2 rds./level<span style='mso-tab-count:3'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 opponent<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

causes a ghostly, glowing hand, shaped from the caster's life force, to </p>

<p class=MsoPlainText>materialize within the spell range and move as the caster

desires. Any touch attack spell of </p>

<p class=MsoPlainText>4th level or less that is subsequently cast by the wizard

can be delivered by the spectral </p>

<p class=MsoPlainText>hand. The spell gives the caster a +2 bonus to his attack

roll. The caster cannot perform any </p>

<p class=MsoPlainText>other actions when attacking with the hand; the hand

returns to the caster and hovers if the </p>

<p class=MsoPlainText>caster takes other actions. The hand lasts the full spell

duration unless dismissed by the </p>

<p class=MsoPlainText>caster, and it is possible to use more than one touch

attack with it. The hand receives flank </p>

<p class=MsoPlainText>and rear attack bonuses if the caster is in a position to

do so. The hand is vulnerable to </p>

<p class=MsoPlainText>magical attack but has an Armor Class of -2. Any damage

to the hand ends the spell and </p>

<p class=MsoPlainText>inflicts 1d4 points of damage to the caster.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Stinking Cloud</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 20-ft. cube<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a

stinking cloud is cast, the wizard creates a billowing mass of nauseous vapors </p>

<p class=MsoPlainText>up to 30 yards away from his position. Any creature

caught within the cloud must roll a </p>

<p class=MsoPlainText>successful saving throw vs. poison or be reeling and

unable to attack because of nausea for </p>

<p class=MsoPlainText>1d4+1 rounds after leaving the cloud. Those who make

successful saving throws can leave </p>

<p class=MsoPlainText>the cloud without suffering any ill effects, although

those remaining in the cloud must continue </p>

<p class=MsoPlainText>to save each round. These poisonous effects can be slowed

or neutralized by appropriate </p>

<p class=MsoPlainText>magic. The cloud duration is halved in a moderate breeze

(8-18 m.p.h.) and is dispersed in </p>

<p class=MsoPlainText>one round by a stronger breeze.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell is a rotten egg or several skunk cabbage leaves.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Strength</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 hr./level<span style='mso-tab-count:1'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: Person touched<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Application of

this spell increases the Strength of the character by a number of points--or </p>

<p class=MsoPlainText>tenths of points after 18 Strength is attained (only if

the character is a warrior). Benefits of </p>

<p class=MsoPlainText>the strength spell last for the duration of the magic.

The amount of added Strength depends </p>

<p class=MsoPlainText>upon the spell recipient's group and is subject to all

restrictions on Strength due to race and </p>

<p class=MsoPlainText>class. Multiclass characters use the best die.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Class<span

style='mso-tab-count:2'> </span>Strength Gain</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Priest<span

style='mso-tab-count:2'> </span>1d6 points</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Rogue<span

style='mso-tab-count:2'> </span>1d6 points</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Warrior<span

style='mso-tab-count:2'> </span>1d8 points</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Wizard<span

style='mso-tab-count:2'> </span>1d4 points</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If a warrior has

an 18 Strength already, from 10% to 80% is added to his extraordinary </p>

<p class=MsoPlainText>Strength roll. The spell cannot confer a Strength of 19

or more, nor is it cumulative with </p>

<p class=MsoPlainText>other magic that adds to Strength. Beings without

Strength scores (kobolds, lizard men, etc.) </p>

<p class=MsoPlainText>receive a +1 to attack and damage rolls.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a few hairs, or a pinch of dung, from a particularly

</p>

<p class=MsoPlainText>strong animal--ape, bear, ox, etc.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Summon Swarm</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 60 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 10-ft. cube<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The swarm of

small animals (roll on following table to determine type, or the DM can </p>

<p class=MsoPlainText>assign an appropriate creature) drawn by the summon swarm

spell will viciously attack all </p>

<p class=MsoPlainText>creatures in the area chosen by the caster. Creatures

actively defending against the swarm to </p>

<p class=MsoPlainText>the exclusion of other activities suffer 1 point of

damage for each round spent in the swarm. </p>

<p class=MsoPlainText>Those taking other actions, including leaving the swarm,

receive damage equal to 1d4 points </p>

<p class=MsoPlainText>+ 1 point per three levels of the caster each round. Note

that spellcasting within the swarm is </p>

<p class=MsoPlainText>impossible.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Dice Roll<span

style='mso-tab-count:1'> </span>Swarm Type</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>01-40<span

style='mso-tab-count:1'> </span>Rats</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>41-70<span

style='mso-tab-count:1'> </span>Bats</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>71-80<span

style='mso-tab-count:1'> </span>Spiders</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>81-90<span

style='mso-tab-count:1'> </span>Centipedes/beetles</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>91-100<span

style='mso-tab-count:1'> </span>Flying insects</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The swarm

cannot be fought effectively with weapons, but fire and area effects can force </p>

<p class=MsoPlainText>it to disperse by inflicting damage. The swarm disperses

when it has taken a total of 2 hit </p>

<p class=MsoPlainText>points per caster level from these attacks. A protection

from evil spell keeps the swarm at </p>

<p class=MsoPlainText>bay, and certain area-effect spells, such as gust of wind

and stinking cloud, disperse a </p>

<p class=MsoPlainText>swarm immediately, if appropriate to the swarm summoned

(for example, only flyers are </p>

<p class=MsoPlainText>affected by a gust of wind). The caster must remain

stationary and undisturbed to control </p>

<p class=MsoPlainText>the swarm; if his concentration lapses or is broken, the

swarm disperses in two rounds. The </p>

<p class=MsoPlainText>swarm is stationary once conjured.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a square of red cloth.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Tasha's Uncontrollable Hideous Laughter</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 60 yds.<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:3'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 or more creatures<span

style='mso-tab-count:1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>in a 30-ft.

cube</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The victim of

this spell perceives everything as hilariously funny. The effect is not </p>

<p class=MsoPlainText>immediate, and the creature feels only a slight tingling

on the round the spell is cast. On the </p>

<p class=MsoPlainText>round immediately following, the victim begins smiling,

then giggling, chuckling, tittering, </p>

<p class=MsoPlainText>snickering, guffawing, and finally collapsing into gales

of uncontrollable, hideous laughter. </p>

<p class=MsoPlainText>Although this magical mirth lasts only a single round,

the affected creature must spend the </p>

<p class=MsoPlainText>next round regaining its feet, and it loses 2 points from

its Strength (or -2 to attack and </p>

<p class=MsoPlainText>damage rolls) for all remaining rounds of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The saving

throw vs. spell is modified by the Intelligence of the creature. Creatures with

</p>

<p class=MsoPlainText>Intelligences of 4 or less (semi-intelligent) are totally

unaffected. Those with Intelligences of </p>

<p class=MsoPlainText>5-7 (low) save with -6 penalties. Those with

Intelligences of 8-12 (average to very) save </p>

<p class=MsoPlainText>with -4 penalties. Those with Intelligences of 13-14

(high) save with -2 penalties. Those with </p>

<p class=MsoPlainText>Intelligences of 15 or greater (exceptional) have

unmodified saving throws.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster can

affect one creature for every three levels attained--for example, one at 3rd </p>

<p class=MsoPlainText>level, two at 6th level, three at 9th level, etc. All

affected beings must be within 30 feet of </p>

<p class=MsoPlainText>each other.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components are a small feather and minute tarts. The tarts are hurled at the </p>

<p class=MsoPlainText>subjects, while the feather is waved in one hand.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Web</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 5 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2 turns/level<span style='mso-tab-count:1'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 8,000 cubic ft.<span style='mso-tab-count:

1'> </span>Saving Throw: Neg. or ½</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A web spell creates

a many-layered mass of strong, sticky strands similar to spider webs </p>

<p class=MsoPlainText>but far larger and tougher. These masses must be anchored

to two or more solid and </p>

<p class=MsoPlainText>diametrically opposed points--floor and ceiling, opposite

walls, etc.--or the web collapses </p>

<p class=MsoPlainText>upon itself and disappears.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The web spell

covers a maximum area of eight 10-foot x 10-foot x 10-foot cubes and the </p>

<p class=MsoPlainText>webs must be at least 10 feet thick, so a mass 40 feet

high, 20 feet wide, and 10 feet deep </p>

<p class=MsoPlainText>may be cast. Creatures caught within webs, or simply

touching them, become stuck among </p>

<p class=MsoPlainText>the gluey fibers.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Anyone in the

area when the spell is cast must roll a saving throw vs. spell with a -2 </p>

<p class=MsoPlainText>penalty. If the saving throw is successful, two things

may have occurred. If the creature has </p>

<p class=MsoPlainText>room to escape the area, then it is assumed to have

jumped free. If there is no room to </p>

<p class=MsoPlainText>escape, then the webs are only half strength. Creatures

with less than 13 Strength (7 if the </p>

<p class=MsoPlainText>webs are half strength) are stuck until freed by another

or until the spell wears off. Missile </p>

<p class=MsoPlainText>fire is generally ineffective against creatures trapped

in webs.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Creatures with

Strengths between 13 and 17 can break through 1 foot of webs per </p>

<p class=MsoPlainText>round. Creatures with 18 or greater Strength can break

through 2 feet of webs per round. If </p>

<p class=MsoPlainText>the webs are at half strength, these rates are doubled.

(Great mass equates to great strength </p>

<p class=MsoPlainText>in this case, and creatures of large mass hardly notice

webs.) Strong and huge creatures can </p>

<p class=MsoPlainText>break through 10 feet of webs per round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Furthermore,

the strands of a web spell are flammable. A magical flaming sword can </p>

<p class=MsoPlainText>slash them away as easily as a hand brushes away cobwebs.

Any fire--torch, flaming oil, </p>

<p class=MsoPlainText>flaming sword, etc.--can set them alight and burn them

away in a single round. All creatures </p>

<p class=MsoPlainText>within flaming webs suffer 2d4 points of damage from the

flames, but those free of the </p>

<p class=MsoPlainText>strands are not harmed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a bit of spider web.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Whispering Wind</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration, Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 1 mi./level<span style='mso-tab-count:2'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 2-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the wizard is able to either send a message or cause some desired </p>

<p class=MsoPlainText>sound effect. The whispering wind can travel as many

miles above ground as the spellcaster </p>

<p class=MsoPlainText>has levels of experience, to a specific location within

range that is familiar to the wizard. The </p>

<p class=MsoPlainText>whispering wind is as gentle and unnoticed as a zephyr

until it reaches the location. It then </p>

<p class=MsoPlainText>delivers its whisper-quiet message or other sound. Note

that the message is delivered </p>

<p class=MsoPlainText>regardless of whether anyone is present to hear it. The

wind then dissipates. The wizard can </p>

<p class=MsoPlainText>prepare the spell to bear a message of up to 25 words,

cause the spell to deliver other </p>

<p class=MsoPlainText>sounds for one round, or merely have the whispering wind

seem to be a faint stirring of the </p>

<p class=MsoPlainText>air that has a susurrant sound. He can likewise cause the

whispering wind to move as slowly </p>

<p class=MsoPlainText>as a mile per hour or as quickly as a mile per turn. When

the spell reaches its objective, it </p>

<p class=MsoPlainText>swirls and remains until the message is delivered. As

with the magic mouth spell, no spells </p>

<p class=MsoPlainText>may be cast via the whispering wind.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Wizard Lock</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:4'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:3'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 30 sq. ft./level<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A wizard lock

spell cast upon a door, chest, or portal magically locks it. The caster can </p>

<p class=MsoPlainText>freely pass his own lock without affecting it; otherwise,

the wizard-locked door or object </p>

<p class=MsoPlainText>can be opened only by breaking in, by a successful dispel

magic or knock spell, or by a </p>

<p class=MsoPlainText>wizard four or more levels higher than the one casting

the spell. Note that the last two </p>

<p class=MsoPlainText>methods do not remove the wizard lock; they only negate

it for a brief duration--about one </p>

<p class=MsoPlainText>turn. Creatures from other planes cannot burst a wizard

lock as they can a held portal (see </p>

<p class=MsoPlainText>the hold portal spell).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></P>

</FONT><B></body></desc></spell>

<spell><name>Blink</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the wizard causes his material form to &quot;blink&quot; directly

from one </p>

<p class=MsoPlainText>point to another at a random time and in a random

direction. This means that melee attacks </p>

<p class=MsoPlainText>against the wizard automatically miss if initiative indicates

they fall after he has blinked.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Each round the

spell is in effect, the wizard rolls 2d8 to determine the timing of the blink--</p>

<p class=MsoPlainText>the result of the dice roll is used as the wizard's

initiative for that round. The wizard </p>

<p class=MsoPlainText>disappears and instantaneously reappears 10 feet distant

from his previous position. </p>

<p class=MsoPlainText>(Direction is determined by a roll of 1d8: 1 = right

ahead, 2 = right, 3 = right behind, 4 = </p>

<p class=MsoPlainText>behind, 5 = left behind, 6 = left, 7 = left ahead, 8 =

ahead.) The caster cannot blink into a </p>

<p class=MsoPlainText>solid object; if such is indicated, reroll the direction.

Movable objects of size and mass </p>

<p class=MsoPlainText>comparable to the caster are shoved aside when the caster

blinks in. If blinking is impossible </p>

<p class=MsoPlainText>except into a fixed, solid object, the caster is then

trapped on the Ethereal Plane.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>During each

round that he blinks, the spellcaster can be attacked only by opponents who </p>

<p class=MsoPlainText>win initiative or by those who are able to strike both

locations at once (for example, with a </p>

<p class=MsoPlainText>breath weapon, fireball, or similar wide-area attack

forms). Opponents with multiple </p>

<p class=MsoPlainText>attacks, or those operating under haste or similar

effects, can often strike early enough to </p>

<p class=MsoPlainText>have at least one attack against the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the

spellcaster holds off his attack (if any) until after the blink, the 2d8 delay

until the </p>

<p class=MsoPlainText>blink is added to his normal 1d10 initiative roll (thus,

he probably attacks last in the round). </p>

<p class=MsoPlainText>The spellcaster can also try to get his attack in before

he blinks (he must announce his intent </p>

<p class=MsoPlainText>before rolling the 2d8 for blink timing and the 1d10 for initiative).

In this case, the caster </p>

<p class=MsoPlainText>compares the two dice rolls, hoping that his initiative

roll is lower than his blink roll (the two </p>

<p class=MsoPlainText>rolls are not added if he is trying to attack before he

blinks). If so, he attacks according to </p>

<p class=MsoPlainText>his initiative roll, then blinks according to the blink

roll. If his blink roll is lower than his </p>

<p class=MsoPlainText>initiative roll, however, he blinks first and then

attacks in whatever direction he's facing (he </p>

<p class=MsoPlainText>must go through with his attack, even if he is facing in

the wrong direction to affect anyone).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Clairaudience</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Unlimited<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 3 </p>

<p class=MsoPlainText>Area of Effect: 60-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The clairaudience

spell enables the wizard to concentrate upon some locale and hear in </p>

<p class=MsoPlainText>his mind any noise within a 60-foot radius of that point.

Distance is not a factor, but the </p>

<p class=MsoPlainText>locale must be known--a place familiar to the spellcaster

or an obvious one (such as behind </p>

<p class=MsoPlainText>a door, around a corner, in a copse of trees, etc.). Only

sounds that are normally detectable </p>

<p class=MsoPlainText>by the wizard can be heard by use of this spell. Lead

sheeting or magical protections prevent </p>

<p class=MsoPlainText>the operation of the spell, and the wizard has some indication

that the spell is so blocked. </p>

<p class=MsoPlainText>The spell creates an invisible sensor, similar to that

created by a crystal ball spell, that can </p>

<p class=MsoPlainText>be dispelled. The spell functions only on the wizard's

current plane of existence.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell is a small horn of at least 100 gp value.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Clairvoyance</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Unlimited<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 3</p>

<p class=MsoPlainText>Area of Effect: Line of sight<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Similar to the

clairaudience spell, the clairvoyance spell empowers the wizard to see in </p>

<p class=MsoPlainText>his mind whatever is within sight range from the spell

locale chosen. Distance from the </p>

<p class=MsoPlainText>wizard is not a factor, but the locale must be

known--familiar or obvious. Furthermore, light </p>

<p class=MsoPlainText>is a factor, as the spell does not enable the use of

infravision or magical enhancements. If the </p>

<p class=MsoPlainText>area is magically dark, only darkness is seen; if

naturally pitch dark, only a 10-foot radius </p>

<p class=MsoPlainText>from the center of the spell's area of effect can be

seen. Otherwise, the seeing extends to the </p>

<p class=MsoPlainText>normal vision range according to the prevailing light.

Lead sheeting or magical protection </p>

<p class=MsoPlainText>foils a clairvoyance spell, and the wizard has someindication that it is so blocked. The spell </p>

<p class=MsoPlainText>creates an invisible sensor, similar to that created by a

crystal ball spell, that can be </p>

<p class=MsoPlainText>dispelled. The spell functions only on the wizard's

current plane of existence.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a pinch of powdered pineal gland.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Delude</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'> </span>Casting

Time: 3</p>

<p class=MsoPlainText>Area of Effect: 30-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of a

delude spell, the wizard conceals his own alignment with that of any </p>

<p class=MsoPlainText>creature within a 30-foot radius at the time the spell is

cast. The creature must be of higher </p>

<p class=MsoPlainText>than animal intelligence for the spell to work; its own

alignment remains unchanged. The </p>

<p class=MsoPlainText>creature receives a saving throw vs. spell and, if

successful, the delude spell fails. If the spell </p>

<p class=MsoPlainText>is successful, any know alignment spell used against the

caster discovers only the assumed </p>

<p class=MsoPlainText>alignment. Note that a detect good or detect evil also

detects the assumed aura, if the aura </p>

<p class=MsoPlainText>is strong enough. The creature whose aura has been

assumed radiates magic, but the wizard </p>

<p class=MsoPlainText>radiates magic only to the creature whose alignment has

been assumed. If a delude spell is </p>

<p class=MsoPlainText>used in conjunction with a change self or alter self

spell, the class of the wizard can be </p>

<p class=MsoPlainText>totally hidden, if he is clever enough to carry off the

disguise.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Dispel Magic - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 120 yds.<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:1'> </span>Casting

Time: 3</p>

<p class=MsoPlainText>Area of Effect: 30-ft. cube<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a wizard

casts this spell, it has a chance to neutralize or negate magic it comes in </p>

<p class=MsoPlainText>contact with, as follows:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>First, it removes

spells and spell-like effects (including device effects and innate abilities) </p>

<p class=MsoPlainText>from creatures or objects. Second, it disrupts the

casting or use of these in the area of effect </p>

<p class=MsoPlainText>at the instant the dispel is cast. Third, it destroys

magical potions (which are treated as 12th </p>

<p class=MsoPlainText>level for purposes of this spell).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Each effect or

potion in the spell's area is checked to determine if it is dispelled. The </p>

<p class=MsoPlainText>caster can always dispel his own magic; otherwise, the

chance to dispel depends on the </p>

<p class=MsoPlainText>difference in level between the magical effect and the

caster. The base chance is 50% (11 or </p>

<p class=MsoPlainText>higher on 1d20 to dispel). If the caster is of higher

level than the creator of the effect to be </p>

<p class=MsoPlainText>dispelled, the difference is subtracted from the number

needed on 1d20 to dispel (making it </p>

<p class=MsoPlainText>more likely that the dispel succeeds); if the caster is

of lower level, the difference is added to </p>

<p class=MsoPlainText>the number needed on 1d20 to dispel (making it less

likely that the dispel succeeds). A roll </p>

<p class=MsoPlainText>of 20 always succeeds and a roll of 1 always fails. Thus,

if a caster is 10 levels higher, only a </p>

<p class=MsoPlainText>roll of 1 prevents the effect from being dispelled.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A dispel magic

spell does not affect a specially enchanted item, such as a magical scroll, </p>

<p class=MsoPlainText>ring, wand, rod, staff, miscellaneous item, weapon,

shield, or armor, unless it is cast directly </p>

<p class=MsoPlainText>upon the item. This renders the item nonoperational for

1d4 rounds. An item possessed and </p>

<p class=MsoPlainText>carried by a creature gains the creature's saving throw

against this effect; otherwise, it is </p>

<p class=MsoPlainText>automatically rendered nonoperational. An

interdimensional interface (such as a bag of </p>

<p class=MsoPlainText>holding) rendered nonoperational would be temporarily

closed. Note that an item's physical </p>

<p class=MsoPlainText>properties are unchanged: A nonoperational magical sword

is still a sword.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Artifacts and

relics are not subject to this spell; however, some of their spell-like effects

</p>

<p class=MsoPlainText>may be, at the DM's option.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note that this

spell can be very effective when used upon charmed and similarly beguiled </p>

<p class=MsoPlainText>creatures. Certain spells or effects cannot be dispelled;

these are listed in the spell </p>

<p class=MsoPlainText>descriptions.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Explosive Runes</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 3</p>

<p class=MsoPlainText>Area of Effect: 10-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: None or ½</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By tracing these

mystic runes upon a book, map, scroll, or similar object bearing written </p>

<p class=MsoPlainText>information, the wizard prevents unauthorized persons

from reading his material. The </p>

<p class=MsoPlainText>explosive runes are difficult to detect--5% chance per

level of magic use experience of the </p>

<p class=MsoPlainText>reader; thieves have only a 5% chance. But trap detection

by spell or magical device always </p>

<p class=MsoPlainText>finds these runes.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When read, the

explosive runes detonate, delivering 6d4+6 points of damage to the </p>

<p class=MsoPlainText>reader, who gets no saving throw. A like amount, or half that

if saving throws are made, is </p>

<p class=MsoPlainText>suffered by each creature within the blast radius. The

wizard who cast the spell, as well as </p>

<p class=MsoPlainText>any he instructs, can read the protected writing without

triggering the runes. Likewise, the </p>

<p class=MsoPlainText>wizard can remove the runes whenever desired. Others can

remove them only with a </p>

<p class=MsoPlainText>successful dispel magic or erase spell. Explosive runes

otherwise last until the spell is </p>

<p class=MsoPlainText>triggered. The item upon which the runes are placed is

destroyed when the explosion takes </p>

<p class=MsoPlainText>place, unless it is not normally subject to destruction

by magical fire (see the item saving </p>

<p class=MsoPlainText>throws in Chapter 6 of the Dungeon Master Guide).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Summary of Dispel

Magic Effects</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Source of Effect<span

style='mso-tab-count:2'> </span>Resists As<span style='mso-tab-count:

3'> </span>Result of Dispel</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Caster<span

style='mso-tab-count:1'> </span>None<span style='mso-tab-count:1'> </span>Dispel

automatic</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Other

caster/innate ability<span style='mso-tab-count:1'> </span>Level/HD of other

caster<span style='mso-tab-count:1'> </span>Effect negated</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Wand<span

style='mso-tab-count:1'> </span>6th level<span style='mso-tab-count:1'> </span>\*</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Staff<span

style='mso-tab-count:1'> </span>8th level<span style='mso-tab-count:1'> </span>\*</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Potion<span

style='mso-tab-count:1'> </span>12th level<span style='mso-tab-count:1'> </span>Potion

destroyed</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Other magic<span

style='mso-tab-count:1'> </span>12th, unless special<span

style='mso-tab-count:1'> </span>\*</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Artifact<span

style='mso-tab-count:1'> </span>DM discretion<span style='mso-tab-count:1'> </span>DM

discretion</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>\* Effect negated;

if cast directly on item, item becomes nonoperational for 1d4 rounds.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Feign Death - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:5'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 hr. + 1 turn/level<span style='mso-tab-count:

3'> </span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: Creature touched <span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the caster (or any other creature whose levels of experience or Hit

</p>

<p class=MsoPlainText>Dice do not exceed the wizard's own level) can be put

into a cataleptic state that is </p>

<p class=MsoPlainText>impossible to distinguish from death. Although the person

or creature affected by the feign </p>

<p class=MsoPlainText>death spell can smell, hear, and know what is going on,

no feeling or sight of any sort is </p>

<p class=MsoPlainText>possible. Thus, any wounding or mistreatment of the body

is not felt and no reaction occurs; </p>

<p class=MsoPlainText>damage is only half normal. In addition, paralysis,

poison, and energy-level drain cannot </p>

<p class=MsoPlainText>affect an individual under the influence of this spell.

Poison injected or otherwise introduced </p>

<p class=MsoPlainText>into the body takes effect when the spell recipient is no

longer under the influence of this </p>

<p class=MsoPlainText>spell, although a saving throw is permitted.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note that only

a willing individual can be affected by a feign death spell. The spellcaster </p>

<p class=MsoPlainText>can end the spell effects at any time desired, as will a

successful dispel, but a full round is </p>

<p class=MsoPlainText>required for bodily functions to begin again.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Fireball</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds. + 10 yds./level<span style='mso-tab-count:

1'> </span>Components: V, S, M</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:1'> </span>Casting

Time: 3</p>

<p class=MsoPlainText>Area of Effect: 20-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: ½</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A fireball is

an explosive burst of flame, which detonates with a low roar and delivers </p>

<p class=MsoPlainText>damage proportional to the level of the wizard who cast

it--1d6 points of damage for each </p>

<p class=MsoPlainText>level of experience of the spellcaster (up to a maximum

of 10d6). The burst of the fireball </p>

<p class=MsoPlainText>creates little pressure and generally conforms to the

shape of the area in which it occurs. The </p>

<p class=MsoPlainText>fireball fills an area equal to its normal spherical

volume (roughly 33,000 cubic feet--thirty-</p>

<p class=MsoPlainText>three 10-foot x 10-foot x 10-foot cubes). Besides causing

damage to creatures, the fireball </p>

<p class=MsoPlainText>ignites all combustible materials within its burst

radius, and the heat of the fireball melts soft </p>

<p class=MsoPlainText>metals such as gold, copper, silver, etc. Exposed items

require saving throws vs. magical fire </p>

<p class=MsoPlainText>to determine if they are affected, but items in the

possession of a creature that rolls a </p>

<p class=MsoPlainText>successful saving throw are unaffected by the fireball.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wizard

points his finger and speaks the range (distance and height) at which the </p>

<p class=MsoPlainText>fireball is to burst. A streak flashes from the pointing

digit and, unless it impacts upon a </p>

<p class=MsoPlainText>material body or solid barrier prior to attaining the

prescribed range, blossoms into the </p>

<p class=MsoPlainText>fireball (an early impact results in an early

detonation). Creatures failing their saving throws </p>

<p class=MsoPlainText>each suffer full damage from the blast. Those who roll

successful saving throws manage to </p>

<p class=MsoPlainText>dodge, fall flat, or roll aside, each receiving half

damage (the DM rolls the damage and each </p>

<p class=MsoPlainText>affected creature suffers either full damage or half

damage [round fractions down], </p>

<p class=MsoPlainText>depending on whether the creature saved or not).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a tiny ball of bat guano and sulphur.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Flame Arrow</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds. + 10 yds./level<span style='mso-tab-count:

1'> </span>Components: V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd<span style='mso-tab-count:1'> </span>Casting

Time: 3</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell has

two effects. First, the wizard can cause normal arrows or crossbow bolts to </p>

<p class=MsoPlainText>become magical flaming missiles for one round. The

missiles must be nocked and drawn (or </p>

<p class=MsoPlainText>cocked) at the completion of the spell. If they are not

loosed within one round, they are </p>

<p class=MsoPlainText>consumed by the magic. For every five levels the caster

has achieved, up to 10 arrows or </p>

<p class=MsoPlainText>bolts can be affected. The arrows inflict normal damage,

plus 1 point of fire damage to any </p>

<p class=MsoPlainText>target struck. They may also cause incendiary damage.

This version of the spell is used most </p>

<p class=MsoPlainText>often in large battles.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The second

version of this spell enables the caster to hurl fiery bolts at opponents

within </p>

<p class=MsoPlainText>range. Each bolt inflicts 1d6 points of piercing damage,

plus 4d6 points of fire damage. Only </p>

<p class=MsoPlainText>half the fire damage is inflicted if the creature struck

successfully saves vs. spell. The caster </p>

<p class=MsoPlainText>receives one bolt for every five experience levels (two

bolts at 10th level, three at 15th level, </p>

<p class=MsoPlainText>etc.). Bolts must be used on creatures within 20 yards of

each other and in front of the </p>

<p class=MsoPlainText>wizard.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components for this spell are a drop of oil and a small piece of flint.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Fly</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:5'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn/level + 1d6 turns<span style='mso-tab-count:

2'> </span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: Creature touched <span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the wizard to bestow the power of magical flight. The creature affected

</p>

<p class=MsoPlainText>is able to move vertically and horizontally at a rate of

18 (half that if ascending, twice that if </p>

<p class=MsoPlainText>descending in a dive). The maneuverability class of the

creature is B. Using the fly spell </p>

<p class=MsoPlainText>requires as much concentration as walking, so most spells

can be cast while hovering or </p>

<p class=MsoPlainText>moving slowly (movement of 3). Possible combat penalties

while flying are known to the </p>

<p class=MsoPlainText>DM (found in the &quot;Aerial Combat&quot; section of

Chapter 9 of the DMG). The exact duration of </p>

<p class=MsoPlainText>the spell is always unknown to the spellcaster, as the

variable addition is determined secretly </p>

<p class=MsoPlainText>by the DM.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the fly spell is a wing feather of any bird.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Gust of Wind</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd<span style='mso-tab-count:4'> </span>Casting

Time: 3</p>

<p class=MsoPlainText>Area of Effect: 10 ft. x 10 yds./level<span

style='mso-tab-count:1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, a strong puff of air originates from the wizard and moves in the

</p>

<p class=MsoPlainText>direction he is facing. The force of this gust of wind

(about 30 m.p.h.) is sufficient to </p>

<p class=MsoPlainText>extinguish candles, torches, and similar unprotected

flames. It causes protected flames--such </p>

<p class=MsoPlainText>as those of lanterns--to dance wildly and has a 5% chance

per level of experience of the </p>

<p class=MsoPlainText>spellcaster to extinguish even such lights. It also fans

large fires outward 1d6 feet in the </p>

<p class=MsoPlainText>direction of the wind's movement. It forces back small

flying creatures 1d6 x 10 yards and </p>

<p class=MsoPlainText>causes man-sized beings to be held motionless if

attempting to move against its force. It </p>

<p class=MsoPlainText>slows larger-than-man-sized flying creatures by 50% for

one round. It blows over light </p>

<p class=MsoPlainText>objects, disperses most vapors, and forces away gaseous

or unsecured levitating creatures. </p>

<p class=MsoPlainText>Its path is a constant 10 feet wide, by 10 yards long per

level of experience of the caster </p>

<p class=MsoPlainText>(for example, an 8th-level wizard causes a gust of wind

that travels 80 yards).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell is a legume seed.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Haste</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 60 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 3 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 40-ft. cube,<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>1

creature/level</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, each affected creature functions at double its normal movement </p>

<p class=MsoPlainText>and attack rates. A hasted creature gains a -2 initiative

bonus. Thus, a creature moving at 6 </p>

<p class=MsoPlainText>and attacking once per round would move at 12 and attack

twice per round. Spellcasting </p>

<p class=MsoPlainText>and spell effects are not sped up. The number of

creatures that can be affected is equal to </p>

<p class=MsoPlainText>the caster's experience level; those creatures closest to

the center of effect are affected first. </p>

<p class=MsoPlainText>All affected by haste must be in the designated area of

effect. Note that this spell negates the </p>

<p class=MsoPlainText>effects of a slow spell. Additionally, this spell ages

the recipient by one year, because of </p>

<p class=MsoPlainText>sped-up metabolic processes. This spell is not cumulative

with itself or with other similar </p>

<p class=MsoPlainText>magic.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Its material

component is a shaving of licorice root.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Hold Person - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 120 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2 rds./level<span style='mso-tab-count:1'> </span>Casting

Time: 3</p>

<p class=MsoPlainText>Area of Effect: 1-4 persons, 20-ft. cube<span

style='mso-tab-count:1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

holds 1d4 humans, demihumans, or humanoid creatures rigidly immobile for five </p>

<p class=MsoPlainText>or more rounds.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The hold

person spell affects any bipedal human, demihuman or humanoid of man size or </p>

<p class=MsoPlainText>smaller, including brownies, dryads, dwarves, elves,

gnolls, gnomes, goblins, half-elves, </p>

<p class=MsoPlainText>halflings, half-orcs, hobgoblins, humans, kobolds, lizard

men, nixies, orcs, pixies, sprites, </p>

<p class=MsoPlainText>troglodytes, and others.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell is centered

on a point selected by the caster; it affects persons selected by the </p>

<p class=MsoPlainText>caster within the area of effect. If the spell is cast at

three or four people, each gets an </p>

<p class=MsoPlainText>unmodified saving throw. If only two people are being

enspelled, each makes his saving </p>

<p class=MsoPlainText>throw with a -1 penalty. If the spell is cast at only one

person, the saving throw suffers a -3 </p>

<p class=MsoPlainText>penalty. Saving throws are adjusted for Wisdom. Those

succeeding on their saving throws </p>

<p class=MsoPlainText>are unaffected by the spell. Undead creatures cannot be

held.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Held beings

cannot move or speak, but they remain aware of events around them and can </p>

<p class=MsoPlainText>use abilities not requiring motion or speech. Being held

does not prevent the worsening of </p>

<p class=MsoPlainText>the subjects' condition due to wounds, disease, or

poison. The caster can end the spell with </p>

<p class=MsoPlainText>a single utterance at any time; otherwise, the duration

is 10 rounds at 5th level, 12 rounds at </p>

<p class=MsoPlainText>6th level, 14 rounds at 7th level, etc.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The

spellcaster needs a small, straight piece of iron as the material component of

this </p>

<p class=MsoPlainText>spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Hold Undead</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 60 ft.<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1d4 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: 1d3 undead <span style='mso-tab-count:

2'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When cast,

this spell renders immobile 1d3 undead creatures whose total Hit Dice are </p>

<p class=MsoPlainText>equal to or less than the caster's level. No more than

three undead can be affected by a </p>

<p class=MsoPlainText>single spell. To cast, the wizard aims the spell at a

point within range and the three undead </p>

<p class=MsoPlainText>closest to this are considered to be in the area of

effect, provided all are within the field of </p>

<p class=MsoPlainText>vision and spell range of the caster. Undead of a

mindless nature (skeletons, zombies, or </p>

<p class=MsoPlainText>ghouls) are automatically affected. Other forms of undead

are allowed a saving throw to </p>

<p class=MsoPlainText>negate the effect. If the spell is successful, it renders

the undead immobile for the duration of </p>

<p class=MsoPlainText>the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for this spell is a pinch of sulphur and powdered garlic.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Illusionary Script</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 day/level<span style='mso-tab-count:2'> </span>Casting

Time: Special</p>

<p class=MsoPlainText>Area of Effect: Script reader<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the wizard to write instructions or other information on parchment, </p>

<p class=MsoPlainText>paper, etc. The illusionary script appears to be some

form of foreign or magical writing. </p>

<p class=MsoPlainText>Only the person (or people) who the wizard desires to

read the writing can do so. An </p>

<p class=MsoPlainText>illusionist recognizes it for illusionary script.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Unauthorized

creatures glancing at the script must roll saving throws vs. spell. A </p>

<p class=MsoPlainText>successful save means the creature can look away with

only a mild sense of disorientation. </p>

<p class=MsoPlainText>Failure means the creature is subject to a suggestion

implanted in the script by the caster at </p>

<p class=MsoPlainText>the time the illusionary script spell was cast. The

suggestion cannot require more than three </p>

<p class=MsoPlainText>turns to carry out. The suggestion could be to close the

book and leave, or to forget the </p>

<p class=MsoPlainText>existence of the book, for example. A successful dispel

magic spell will remove the </p>

<p class=MsoPlainText>illusionary script, but an unsuccessful attempt erases

all of the writing. The hidden writings </p>

<p class=MsoPlainText>can be read by a combination of the true seeing spell and

either the read magic or </p>

<p class=MsoPlainText>comprehend languages spell, as applicable.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a lead-based ink that requires special manufacture by an </p>

<p class=MsoPlainText>alchemist, at a cost of not less than 300 gp per usage.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Infravision</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2 hrs. + 1 hr./level<span style='mso-tab-count:

2'> </span>Casting Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: Creature touched<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of this

spell, the wizard enables the recipient to see in normal darkness up to 60 </p>

<p class=MsoPlainText>feet without light. Note that strong sources of light

(fire, lanterns, torches, etc.) tend to blind </p>

<p class=MsoPlainText>this vision, so infravision does not function efficiently

in the presence of such light sources. </p>

<p class=MsoPlainText>Invisible creatures are not detectable by infravision.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is either a pinch of dried carrot or an agate.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Invisibility, 10' Radius</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 3</p>

<p class=MsoPlainText>Area of Effect: 10-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

confers invisibility upon all creatures within 10 feet of the recipient. Gear

carried </p>

<p class=MsoPlainText>and light sources are included, but any light emitted is

still visible. The center of the effect is </p>

<p class=MsoPlainText>mobile with the recipient. Those affected by this spell

cannot see each other. Any affected </p>

<p class=MsoPlainText>creature moving out of the area becomes visible, but

creatures moving into the area after the </p>

<p class=MsoPlainText>spell is cast do not become invisible. Affected creatures

(other than the recipient) that attack </p>

<p class=MsoPlainText>negate the invisibility only for themselves. If the spell

recipient attacks, the invisibility, 10' </p>

<p class=MsoPlainText>radius spell is broken for all.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components are the same as for the invisibility spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Item</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 4 hrs./level<span style='mso-tab-count:3'> </span>Casting

Time: 3</p>

<p class=MsoPlainText>Area of Effect: 2 cu. ft./level <span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the wizard is able to shrink one nonmagical item (if it is within

the </p>

<p class=MsoPlainText>size limit) to 1/12 of its normal size. Optionally, the

caster can also change its now-shrunken </p>

<p class=MsoPlainText>composition to a clothlike one. An object in the

possession of another creature is allowed a </p>

<p class=MsoPlainText>saving throw vs. spell. Objects changed by an item spell

can be returned to normal </p>

<p class=MsoPlainText>composition and size merely by tossing them onto any

solid surface or by a word of </p>

<p class=MsoPlainText>command from the original spellcaster. Even a burning

fire and its fuel can be shrunk by this </p>

<p class=MsoPlainText>spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Leomund's Tiny Hut</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 4 hrs. + 1 hr./level<span style='mso-tab-count:

1'> </span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 15-ft.-diameter sphere<span

style='mso-tab-count:1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the wizard creates an unmoving, opaque sphere of force of any </p>

<p class=MsoPlainText>desired color around his person. Half of the sphere

projects above the ground, and the </p>

<p class=MsoPlainText>lower hemisphere passes through the ground. Up to seven

other man-sized creatures can fit </p>

<p class=MsoPlainText>into the field with its creator; they can freely pass

into and out of the hut without harming it. </p>

<p class=MsoPlainText>However, if the spellcaster removes himself from the hut,

the spell dissipates.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The

temperature inside the hut is 70<span style='mso-spacerun:yes'> </span>F., if

the exterior temperature is between 0<span style='mso-spacerun:yes'>

</span>and 100<span style='mso-spacerun:yes'> </span></p>

<p class=MsoPlainText>F. An exterior temperature below 0<span

style='mso-spacerun:yes'> </span>or above 100<span style='mso-spacerun:yes'>

</span>lowers or raises, respectively, the </p>

<p class=MsoPlainText>interior temperature on a 1 -for-1<span

style='mso-spacerun:yes'> </span>basis. The tiny hut also provides protection

against the </p>

<p class=MsoPlainText>elements, such as rain, dust, sandstorms, and the like.

The hut can withstand any wind of </p>

<p class=MsoPlainText>less than hurricane force without being harmed, but wind

force greater than that destroys it.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The interior

of the hut is a hemisphere; the spellcaster can illuminate it dimly upon </p>

<p class=MsoPlainText>command, or extinguish the light as desired. Note that

although the force field is opaque </p>

<p class=MsoPlainText>from the outside, it is transparent from within. Missiles,

weapons, and most spell effects can </p>

<p class=MsoPlainText>pass through the hut without affecting it, although the

occupants cannot be seen from outside </p>

<p class=MsoPlainText>the hut. The hut can be dispelled.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for this spell is a small crystal bead that shatters when the spell </p>

<p class=MsoPlainText>duration expires or the hut is dispelled.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Lightning Bolt</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 40 yds. + 10 yds./level<span style='mso-tab-count:

2'> </span>Components: V, S, M</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:3'> </span>Casting

Time: 3</p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:3'> </span>Saving

Throw: ½</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Upon casting

this spell, the wizard releases a powerful stroke of electrical energy that </p>

<p class=MsoPlainText>inflicts 1d6 points of damage per level of the

spellcaster (maximum damage per level of </p>

<p class=MsoPlainText>10d6) to each creature within its area of effect. A

successful saving throw vs. spell reduces </p>

<p class=MsoPlainText>this damage to half (round fractions down). The bolt

begins at a range and height decided by </p>

<p class=MsoPlainText>the caster and streaks outward in a direct line from the

casting wizard (for example, if a 40-</p>

<p class=MsoPlainText>foot bolt was started at 180 feet from the wizard, the

far end of the bolt would reach 220 </p>

<p class=MsoPlainText>feet (180 + 40). The lightning bolt may set fire to

combustibles, sunder wooden doors, </p>

<p class=MsoPlainText>splinter up to a half-foot thickness of stone, and melt

metals with a low melting point (lead, </p>

<p class=MsoPlainText>gold, copper, silver, bronze). Saving throws must be

rolled for objects that withstand the full </p>

<p class=MsoPlainText>force of a stroke (see the fireball spell). If the damage

caused to an interposing barrier </p>

<p class=MsoPlainText>shatters or breaks through it (i.e., the saving throw

fails), the bolt continues. A bolt can </p>

<p class=MsoPlainText>breach 1 inch of wood or half an inch of stone per caster

level, up to a maximum of 1 foot of </p>

<p class=MsoPlainText>wood or half a foot of stone.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The lightning

bolt's area of effect is chosen by the spellcaster: either a forked bolt 10

feet </p>

<p class=MsoPlainText>wide and 40 feet long or a single bolt 5 feet wide and 80

feet long. If a bolt cannot reach its </p>

<p class=MsoPlainText>full length, because of an unyielding barrier (such as a

stone wall), the lightning bolt rebounds </p>

<p class=MsoPlainText>from the barrier toward its caster, ending only when it

reaches its full length.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For example: An

80-foot-long stroke is begun at a range of 40 feet, but it hits a stone </p>

<p class=MsoPlainText>wall at 50 feet. The bolt travels 10 feet, hits the wall,

and rebounds for 70 feet back toward </p>

<p class=MsoPlainText>its creator (who is only 50 feet from the wall, and so is

caught in his own lightning bolt!).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The DM might

allow reflecting bolts. When this type of lightning bolt strikes a solid </p>

<p class=MsoPlainText>surface, the bolt reflects from the surface at an angle

equal to the angle of incidence (like </p>

<p class=MsoPlainText>light off a mirror). A creature crossed more than once by

the bolt must roll a saving throw </p>

<p class=MsoPlainText>for every time it is crossed, but it still suffers either

full damage (if one saving throw is </p>

<p class=MsoPlainText>missed) or half damage (if all saving throws are made).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of the spell are a bit of fur and an amber, crystal, or glass rod.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Melf's Minute Meteors</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation, Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 70 yds. + 10 yds./level<span style='mso-tab-count:

1'> </span>Components: V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 3</p>

<p class=MsoPlainText>Area of Effect: 1 target/meteor<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the wizard to cast small globes of fire (one for each experience level

he </p>

<p class=MsoPlainText>has attained), each of which bursts into a

1-foot-diameter sphere upon impact, inflicting 1d4 </p>

<p class=MsoPlainText>points of damage to the creature struck. It can also

ignite combustible materials (even solid </p>

<p class=MsoPlainText>planks). The meteors are treated as missiles hurled by

the wizard with a +2 bonus to the </p>

<p class=MsoPlainText>attack rolls and with no penalty for range. Misses are

treated as grenadelike missiles that </p>

<p class=MsoPlainText>inflict 1 point of damage to creatures within 3 feet.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell can

be cast in either of two ways:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A) The wizard

discharges five meteors every round (see the &quot;Multiple Attacks and </p>

<p class=MsoPlainText>Initiative&quot; section in Chapter 9: Combat). Note that

this carries over into at least the </p>

<p class=MsoPlainText>following round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>B) The wizard discharges

only one meteor per round. In addition to releasing the missile, </p>

<p class=MsoPlainText>the caster can perform other actions in the round,

including spellcasting, melee, or device </p>

<p class=MsoPlainText>use. Spells requiring concentration force the wizard to

forgo the rest of the missiles to </p>

<p class=MsoPlainText>maintain concentration. Also, if the wizard fails to

maintain an exact mental count of the </p>

<p class=MsoPlainText>number of missiles he has remaining, he has involuntarily

lost the remaining portion of the </p>

<p class=MsoPlainText>spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell ends

when the caster has fired off as many meteors as he has experience levels, </p>

<p class=MsoPlainText>when he forgoes casting any still remaining, or when a

successful dispel magic spell is </p>

<p class=MsoPlainText>thrown upon the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The components

necessary for the casting of this spell are nitre and sulphur formed into a </p>

<p class=MsoPlainText>bead by the addition of pine tar. The caster must also

have a small hollow tube of minute </p>

<p class=MsoPlainText>proportion, fashioned from gold. The tube costs no less

than 1,000 gp to construct, so fine </p>

<p class=MsoPlainText>is its workmanship and magical engraving, and it can be

reused.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Monster Summoning I</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Special<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 30-yd. radius<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Within one

round of casting this spell, the wizard magically conjures 2d4 1st-level </p>

<p class=MsoPlainText>monsters (selected by the DM, from his 1st-level

encounter tables). The monsters appear </p>

<p class=MsoPlainText>anywhere within the spell's area of effect, as desired by

the wizard. They attack the spell </p>

<p class=MsoPlainText>user's opponents to the best of their ability until

either he commands that the attacks cease, </p>

<p class=MsoPlainText>the spell duration expires, or the monsters are slain.

These creatures do not check morale, </p>

<p class=MsoPlainText>but they vanish when slain. Note that if no opponent

exists to fight, summoned monsters can, </p>

<p class=MsoPlainText>if the wizard can communicate with them and if they are

physically able, perform other </p>

<p class=MsoPlainText>services for the summoning wizard.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>In rare cases,

adventurers have been known to disappear, summoned by powerful </p>

<p class=MsoPlainText>spellcasters using this spell. Those summoned recall all

the details of their trip.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material components

of this spell are a tiny bag and a small (not necessarily lit) </p>

<p class=MsoPlainText>candle.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Nondetection</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:5'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 hr./level<span style='mso-tab-count:4'> </span>Casting

Time: 3</p>

<p class=MsoPlainText>Area of Effect: 1 creature or item<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By casting

this spell, the wizard makes the creature or object touched undetectable by </p>

<p class=MsoPlainText>divination spells such as clairaudience, clairvoyance,

locate object, ESP, and detect </p>

<p class=MsoPlainText>spells. It also prevents location by such magical items

as crystal balls and ESP medallions. </p>

<p class=MsoPlainText>It does not affect the know alignment spell or the

ability of intelligent or high-level beings to </p>

<p class=MsoPlainText>detect invisible creatures. If a divination is attempted,

the nondetection caster must roll a </p>

<p class=MsoPlainText>saving throw vs. spell. If this is successful, the

divination fails.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell is a pinch of diamond dust worth 300 gp.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Phantom Steed</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration, Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 hr./level<span style='mso-tab-count:1'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the wizard creates a quasi-real, horselike creature. The steed

can </p>

<p class=MsoPlainText>be ridden only by the wizard who created it, or by any

person for whom the wizard </p>

<p class=MsoPlainText>specifically creates such a mount. A phantom steed has a

black head and body, gray mane </p>

<p class=MsoPlainText>and tail, and smoke-colored, insubstantial hooves that

make no sound. Its eyes are milky-</p>

<p class=MsoPlainText>colored. It does not fight, but all normal animals shun

it and only monstrous ones will attack. </p>

<p class=MsoPlainText>The mount has an Armor Class of 2 and 7 hit points, plus

1 per level of the caster. If it loses </p>

<p class=MsoPlainText>all of its hit points, the phantom steed disappears. A

phantom steed moves at a movement </p>

<p class=MsoPlainText>rate of 4 per level of the spellcaster, to a maximum

movement rate of 48. It has what seems </p>

<p class=MsoPlainText>to be a saddle and a bit and bridle. It can bear its

rider's weight, plus up to 10 pounds per </p>

<p class=MsoPlainText>caster level.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>These mounts

gain certain powers according to the level of the wizard who created them:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>8th Level: The

ability to pass over sandy, muddy, or even swampy ground without </p>

<p class=MsoPlainText>difficulty.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>10th Level:

The ability to pass over water as if it were firm, dry ground.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>12th Level:

The ability to travel in the air as if it were firm land, so chasms and the

like </p>

<p class=MsoPlainText>can be crossed without benefit of a bridge. Note,

however, that the mount cannot casually </p>

<p class=MsoPlainText>take off and fly; the movement must be between points of

similar altitude.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>14th Level:

The ability to perform as if it were a pegasus; it flies at a rate of 48 per

round </p>

<p class=MsoPlainText>upon command.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note that a

mount's abilities include those of lower levels; thus, a 12th-level mount has

the </p>

<p class=MsoPlainText>8th-, 10th-, and 12th-level abilities.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Protection From Evil, 10' Radius - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2 rds./level<span style='mso-tab-count:3'> </span>Casting

Time: 3</p>

<p class=MsoPlainText>Area of Effect: 10-ft. radius<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>around

creature touched</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The globe of

protection of this spell is identical in all respects to a protection from evil

</p>

<p class=MsoPlainText>spell, except that it encompasses a much larger area and

its duration is greater. The effect is </p>

<p class=MsoPlainText>centered on and moves with the creature touched. Any

protected creature within the circle </p>

<p class=MsoPlainText>can break the warding against enchanted or summoned

monsters by meleeing them. If a </p>

<p class=MsoPlainText>creature too large to fit into the area of effect is the

recipient of the spell, the spell acts as a </p>

<p class=MsoPlainText>normal protection from evil spell for that creature only.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>To complete

this spell, the caster must trace a circle 20 feet in diameter using powdered </p>

<p class=MsoPlainText>silver. The material component for the reverse is

powdered iron.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Protection From Normal Missiles</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:5'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:4'> </span>Casting

Time: 3</p>

<p class=MsoPlainText>Area of Effect: Creature touched<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the wizard bestows total invulnerability to hurled and projected </p>

<p class=MsoPlainText>missiles such as arrows, axes, bolts, javelins, small

stones, and spears. Furthermore, it </p>

<p class=MsoPlainText>causes a reduction of 1 from each die of damage (but no

die inflicts less than 1 point of </p>

<p class=MsoPlainText>damage) inflicted by large or magical missiles, such as

ballista missiles, catapult stones, </p>

<p class=MsoPlainText>hurled boulders, and magical arrows, bolts, javelins,

etc. Note, however, that this spell does </p>

<p class=MsoPlainText>not convey any protection from such magical attacks as

fireballs, lightning bolts, or magic </p>

<p class=MsoPlainText>missiles.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a piece of tortoise or turtle shell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Secret Page</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Until dispelled<span style='mso-tab-count:1'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 1 page,<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>up to 2 ft.

square</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When cast, a secret

page spell alters the actual contents of a page so that they appear to </p>

<p class=MsoPlainText>be something entirely different. Thus, a map can be

changed to become a treatise on </p>

<p class=MsoPlainText>burnishing ebony walking sticks. The text of a spell can

be altered to show a ledger page or </p>

<p class=MsoPlainText>even another form of spell. Confuse languages and

explosive runes spells may be cast </p>

<p class=MsoPlainText>upon the secret page, but a comprehend languages spell

cannot reveal the secret page's </p>

<p class=MsoPlainText>contents. The caster is able to reveal the original

contents by speaking a command word, </p>

<p class=MsoPlainText>perusing the actual page, and then returning it to its

secret page form. The caster can also </p>

<p class=MsoPlainText>remove the spell by double repetition of the command

word. Others noting the dim magic of </p>

<p class=MsoPlainText>a page within this spell cloaking its true contents can

attempt to dispel magic, but if it fails, </p>

<p class=MsoPlainText>the page is destroyed. A true seeing spell does not

reveal the contents unless cast in </p>

<p class=MsoPlainText>combination with a comprehend languages spell. An erase

spell can destroy the writing.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components are powdered herring scales and either will o' wisp or boggart </p>

<p class=MsoPlainText>essence.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Sepia Snake Sigil</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 5 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 3</p>

<p class=MsoPlainText>Area of Effect: 1 sigil <span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, a small written symbol appears in the text of any written work. </p>

<p class=MsoPlainText>When read, the so-called sepia snake springs into being

and strikes at the nearest living </p>

<p class=MsoPlainText>creature (but does not attack the wizard who cast the

spell). Its attack is made as if it were a </p>

<p class=MsoPlainText>monster with Hit Dice equal to the level of the wizard

who cast the spell. If it strikes </p>

<p class=MsoPlainText>successfully, the victim is engulfed in a shimmering

amber field of force, frozen and </p>

<p class=MsoPlainText>immobilized until released, either at the caster's

command, by a successful dispel magic </p>

<p class=MsoPlainText>spell, or until a time equal to 1d4 days + 1 day per

caster level has elapsed. Until then, </p>

<p class=MsoPlainText>nothing can get at the victim, move the shimmering force

surrounding him, or otherwise affect </p>

<p class=MsoPlainText>him. The victim does not age, grow hungry, sleep, or

regain spells while in this state. He is </p>

<p class=MsoPlainText>not aware of his surroundings. If the sepia snake misses

its target, it dissipates in a flash of </p>

<p class=MsoPlainText>brown light, with a loud noise and a puff of dun-colored

smoke that is 10 feet in diameter </p>

<p class=MsoPlainText>and lasts for one round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell cannot

be detected by normal observation, and detect magic reveals only that </p>

<p class=MsoPlainText>the entire text is magical. A dispel magic can remove it;

an erase spell destroys the entire </p>

<p class=MsoPlainText>page of text. It can be cast in combination with other

spells that hide or garble text.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The components

for the spell are 100 gp worth of powdered amber, a scale from any </p>

<p class=MsoPlainText>snake, and a pinch of mushroom spores.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Slow</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 90 yds. + 10 yds./level<span style='mso-tab-count:

1'> </span>Components: V, S, M</p>

<p class=MsoPlainText>Duration: 3 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 40-ft. cube,<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>1

creature/level</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A slow spell

causes affected creatures to move and attack at half their normal rates. It </p>

<p class=MsoPlainText>negates a haste spell or equivalent, but does not

otherwise affect magically speeded or </p>

<p class=MsoPlainText>slowed creatures. Slowed creatures have an Armor Class

penalty of +4 AC, an attack </p>

<p class=MsoPlainText>penalty of -4, and all Dexterity combat bonuses are

negated. The magic affects a number of </p>

<p class=MsoPlainText>creatures equal to the spellcaster's level, if they are

within the area of effect chosen by the </p>

<p class=MsoPlainText>wizard (i.e., a 40-foot cubic volume centered as called

for by the caster). The creatures are </p>

<p class=MsoPlainText>affected from the center of the spell outward. Saving

throws against the spell suffer a -4 </p>

<p class=MsoPlainText>penalty.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a drop of molasses.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Spectral Force</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 60 yds. + 1 yd./level<span style='mso-tab-count:

2'> </span>Components: V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:3'> </span>Casting

Time: 3</p>

<p class=MsoPlainText>Area of Effect: 40-ft.cube+10-ft.cube/lev<span

style='mso-tab-count:1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spectral

force spell creates an illusion in which sound, smell, and thermal illusions

are </p>

<p class=MsoPlainText>included. It is otherwise similar to the improved

phantasmal force spell. The spell lasts for </p>

<p class=MsoPlainText>three rounds after concentration ceases.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Suggestion</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:3'> </span>Components:

V, M</p>

<p class=MsoPlainText>Duration: 1 hr. + 1 hr./level<span style='mso-tab-count:

1'> </span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast by the wizard, he influences the actions of the chosen recipient

by </p>

<p class=MsoPlainText>the utterance of a few words--phrases or a sentence or

two--suggesting a course of action </p>

<p class=MsoPlainText>desirable to the spellcaster. The creature to be

influenced must, of course, be able to </p>

<p class=MsoPlainText>understand the wizard's suggestion--it must be spoken in

a language that the spell recipient </p>

<p class=MsoPlainText>understands.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The suggestion

must be worded in such a manner as to make the action sound </p>

<p class=MsoPlainText>reasonable; asking the creature to stab itself, throw

itself onto a spear, immolate itself,<span style='mso-spacerun:yes'> </span>or

do </p>

<p class=MsoPlainText>some other obviously harmful act automatically negates

the effect of the spell. However, a </p>

<p class=MsoPlainText>suggestion that a pool of acid was actually pure water

and that a quick dip would be </p>

<p class=MsoPlainText>refreshing is another matter. Urging a red dragon to stop

attacking the wizard's party so that </p>

<p class=MsoPlainText>the dragon and party could jointly loot a rich treasure

elsewhere is likewise a reasonable use </p>

<p class=MsoPlainText>of the spell's power.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The course of

action of a suggestion can continue in effect for a considerable duration, </p>

<p class=MsoPlainText>such as in the case of the red dragon mentioned above.

Conditions that will trigger a special </p>

<p class=MsoPlainText>action can also be specified; if the condition is not met

before the spell expires, the action </p>

<p class=MsoPlainText>will not be performed. If the target successfully rollsits saving throw, the spell has no effect. </p>

<p class=MsoPlainText>Note that a very reasonable suggestion causes the saving

throw to be made with a penalty </p>

<p class=MsoPlainText>(such as -1, -2, etc.) at the discretion of the DM.

Undead are not subject to suggestion.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a snake's tongue and either a bit of honeycomb </p>

<p class=MsoPlainText>or a drop of sweet oil.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Tongues - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 3</p>

<p class=MsoPlainText>Area of Effect: 30-ft. radius <span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the wizard to speak and understand additional languages, whether they </p>

<p class=MsoPlainText>are racial tongues or regional dialects. This does not

enable the caster to speak with animals. </p>

<p class=MsoPlainText>The spell enables the caster to be understood by all

creatures of that type within hearing </p>

<p class=MsoPlainText>distance, usually 60 feet. This spell does not predispose

the subject toward the caster in any </p>

<p class=MsoPlainText>way.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wizard can

speak one additional tongue for every three levels of experience. The </p>

<p class=MsoPlainText>reverse of the spell cancels the effect of the tongues

spell or confuses verbal communication </p>

<p class=MsoPlainText>of any sort within the area of effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a small clay model of a ziggurat, which shatters when the spell </p>

<p class=MsoPlainText>is pronounced.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Vampiric Touch</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: One touch<span style='mso-tab-count:2'> </span>Casting

Time: 3</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the

caster touches an opponent in melee with a successful attack roll, the opponent

</p>

<p class=MsoPlainText>loses 1d6 hit points for every two caster levels, to a

maximum drain of 6d6 points for a </p>

<p class=MsoPlainText>12th-level caster. The spell is expended when a

successful touch is made or one turn passes. </p>

<p class=MsoPlainText>The hit points are added to the caster's total, with any

hit points over the caster's normal </p>

<p class=MsoPlainText>total treated as temporary additional hit points. Any

damage to the caster is subtracted from </p>

<p class=MsoPlainText>the temporary hit points first. After one hour, any extra

hit points above the caster's normal </p>

<p class=MsoPlainText>total are lost. The creature originally losing hit points

through this spell can regain them by </p>

<p class=MsoPlainText>magical or normal healing. Undead creatures are

unaffected by this spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Water Breathing - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 hr./level + 1d4 hrs.<span style='mso-tab-count:

1'> </span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: Creature touched<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The recipient

of a water breathing spell is able to breathe water freely for the duration of </p>

<p class=MsoPlainText>the spell. The caster can touch more than one creature

with a single casting; in this case the </p>

<p class=MsoPlainText>duration is divided by the number of creatures touched.

The reverse, air breathing enables </p>

<p class=MsoPlainText>water-breathing creatures to comfortably survive in theatmosphere for an equal duration.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell is a short reed or piece of straw.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Wind Wall</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 3</p>

<p class=MsoPlainText>Area of Effect: wall, 10 x<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>5 ft./level, 2

ft. wide</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

brings forth an invisible vertical curtain of wind 2 feet thick and of considerable

</p>

<p class=MsoPlainText>strength--a strong breeze sufficient to blow away any

bird smaller than an eagle or tear </p>

<p class=MsoPlainText>papers and like materials from unsuspecting hands. (If in

doubt, a saving throw vs. spell </p>

<p class=MsoPlainText>determines whether the subject maintains its grasp.)

Normal insects cannot pass such a </p>

<p class=MsoPlainText>barrier. Loose materials, even cloth garments, fly upward

when caught in a wind wall. </p>

<p class=MsoPlainText>Arrows and bolts are deflected upward and miss, while

sling stones and other missiles under </p>

<p class=MsoPlainText>two pounds in weight receive a -4 penalty to a first shot

and -2 penalties thereafter. Gases, </p>

<p class=MsoPlainText>most breath weapons, and creatures in gaseous form cannot

pass this wall, although it is no </p>

<p class=MsoPlainText>barrier to noncorporeal creatures.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components are a tiny fan and a feather of exotic origin.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Wraithform</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration, Illusion)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

S, M</p>

<p class=MsoPlainText>Duration: 2 rds./level<span style='mso-tab-count:2'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the wizard and all of his gear become insubstantial. The caster

is </p>

<p class=MsoPlainText>subject only to magical or special attacks, including

those by weapons of +1 or better, or by </p>

<p class=MsoPlainText>creatures otherwise able to affect those struck only by

magical weapons. Undead of most </p>

<p class=MsoPlainText>sorts will ignore an individual in wraithform, believing him

to be a wraith or spectre, though a </p>

<p class=MsoPlainText>lich or special undead may save vs. spell with a -4

penalty to recognize the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wizard can

pass through small holes or narrow openings, even mere cracks, with all </p>

<p class=MsoPlainText>he wears or holds in his hands, as long as the spell

persists. Note, however, that the caster </p>

<p class=MsoPlainText>cannot fly without additional magic. No form of attack is

possible when in wraithform, </p>

<p class=MsoPlainText>except against creatures that exist on the Ethereal

Plane, where all attacks (both ways) are </p>

<p class=MsoPlainText>normal. A successful dispel magic spell forces the wizard

in wraithform back to<span style='mso-spacerun:yes'> </span>normal </p>

<p class=MsoPlainText>form. The spellcaster can end the spell with a single

word.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components for the spell are a bit of gauze and a wisp of smoke.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Charm Monster</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 60 yds.<span style='mso-tab-count:4'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:3'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 1 or more creatures<span

style='mso-tab-count:1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>in 20-ft.

radius</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is

similar to a charm person spell, but it can affect any living creature--or </p>

<p class=MsoPlainText>several low-level creatures. The spell affects 2d4 Hit

Dice or levels of creatures, although it </p>

<p class=MsoPlainText>only affects one creature of 4 or more Hit Dice or

levels, regardless of the number rolled.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>All possible

subjects receive saving throws vs. spell, adjusted for Wisdom. Any damage </p>

<p class=MsoPlainText>inflicted by the caster or his allies in the round of

casting grants the wounded creature </p>

<p class=MsoPlainText>another saving throw at a bonus of +1 per point of damage

received. Any affected creature </p>

<p class=MsoPlainText>regards the spellcaster as friendly, an ally or companion

to be treated well or guarded from </p>

<p class=MsoPlainText>harm. If communication is possible, the charmed creature

follows reasonable requests, </p>

<p class=MsoPlainText>instructions, or orders most faithfully (see the

suggestion spell). If communication is not </p>

<p class=MsoPlainText>possible, the creature does not harm the caster, but

others in the vicinity may be subject to </p>

<p class=MsoPlainText>its intentions, hostile or otherwise. Any overtly hostile

act by the caster breaks the spell, or </p>

<p class=MsoPlainText>at the very least allows a new saving throw against the

charm. Affected creatures eventually </p>

<p class=MsoPlainText>come out from under the influence of the spell. This is a

function of the creature's level (i.e., </p>

<p class=MsoPlainText>its Hit Dice).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Monster Level<span

style='mso-tab-count:1'> </span>% Chance Per Week</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>or Hit Dice<span

style='mso-tab-count:2'> </span>of Breaking Spell</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>1st or up to 2<span

style='mso-tab-count:2'> </span>5%</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>2nd or up to

3+2<span style='mso-tab-count:2'> </span>10%</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>3rd or up to

4+4<span style='mso-tab-count:2'> </span>15%</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>4th or up to 6<span

style='mso-tab-count:2'> </span>25%</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>5th or up to

7+2<span style='mso-tab-count:2'> </span>35%</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>6th or up to

8+4<span style='mso-tab-count:2'> </span>45%</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>7th or up to

10<span style='mso-tab-count:2'> </span>60%</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>8th or up to

12<span style='mso-tab-count:2'> </span>75%</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>9th or over 12<span

style='mso-tab-count:2'> </span>90%</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The exact day

of the week and time of day is secretly determined by the DM.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Confusion - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 120 yds.<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2 rds. + 1 rd./level<span style='mso-tab-count:

3'> </span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: Up to 60-ft. cube<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

causes confusion in one or more creatures within the area, creating indecision </p>

<p class=MsoPlainText>and the inability to take effective action. The spell

affects 1d4 creatures, plus one creature </p>

<p class=MsoPlainText>per caster level. These creatures are allowed saving

throws vs. spell with -2 penalties, </p>

<p class=MsoPlainText>adjusted for Wisdom. Those successfully saving are

unaffected by the spell. Confused </p>

<p class=MsoPlainText>creatures react as follows:</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>D10 Roll<span

style='mso-tab-count:1'> </span>Action</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>1<span style='mso-tab-count:2'> </span>Wander

away (unless prevented) for duration of spell</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>2-6<span

style='mso-tab-count:2'> </span>Stand confused for one round (then roll

again)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>7-9<span

style='mso-tab-count:2'> </span>Attack nearest creature for one round

(then roll again)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>10<span

style='mso-tab-count:2'> </span>Act normally for one round (then roll

again)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell

lasts for two rounds plus one round for each level of the caster. Those who

fail </p>

<p class=MsoPlainText>are checked by the DM for actions each round for the

duration of the spell, or until the </p>

<p class=MsoPlainText>&quot;wander away for the duration of the spell&quot;

result occurs.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Wandering

creatures move as far from the caster as possible, according to their most </p>

<p class=MsoPlainText>typical mode of movement (characters walk, fish swim,

bats fly, etc.). Saving throws and </p>

<p class=MsoPlainText>actions are checked at the beginning of each round. Any

confused creature that is attacked </p>

<p class=MsoPlainText>perceives the attacker as an enemy and acts according to

its basic nature.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If there are

many creatures involved, the DM may decide to assume average results. For </p>

<p class=MsoPlainText>example, if there are 16 orcs affected and 25% could be

expected to make the saving </p>

<p class=MsoPlainText>throw, then four are assumed to have succeeded. Out of

the other 12, one wanders away, </p>

<p class=MsoPlainText>four attack the nearest creature, six stand confused, and

the last acts normally but must </p>

<p class=MsoPlainText>check next round. Since the orcs are not near the party,

the DM decides that two attacking </p>

<p class=MsoPlainText>the nearest creature attack each other, one attacks an

orc that saved, and one attacks a </p>

<p class=MsoPlainText>confused orc, which strikes back. The next round, the

base is 11 orcs, since four originally </p>

<p class=MsoPlainText>saved and one wandered off. Another one wanders off, five

stand confused, four attack, </p>

<p class=MsoPlainText>and one acts normally.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a set of three nut shells.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Contagion</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

causes a major disease and weakness in a creature. The afflicted individual is </p>

<p class=MsoPlainText>immediately stricken with painful and distracting

symptoms: boils, blotches, lesions, seeping </p>

<p class=MsoPlainText>abscesses, and so on. Strength, Dexterity, and Charisma

are reduced by 2. Attack rolls are </p>

<p class=MsoPlainText>decreased by 2. The effect persists until the character

receives a cure disease spell or </p>

<p class=MsoPlainText>spends 1d3 weeks taking a complete rest to recover.

Characters ignoring the contagion for </p>

<p class=MsoPlainText>more than a day or so may be susceptible to worse

diseases at the discretion of the DM.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Detect Scrying</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:5'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1d6 turns + 1 turn/level<span style='mso-tab-count:

2'> </span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 120-ft. radius<span style='mso-tab-count:

3'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the wizard immediately becomes aware of any attempt to observe </p>

<p class=MsoPlainText>him by means of clairvoyance, clairaudience, or magic

mirror. This also reveals the use of </p>

<p class=MsoPlainText>crystal balls or other magical scrying devices, provided

the attempt is within the area of </p>

<p class=MsoPlainText>effect of the spell. Since the spell is centered on the

spellcaster, it moves with him, enabling </p>

<p class=MsoPlainText>him to &quot;sweep&quot; areas for the duration of the

spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a scrying

attempt is detected, the scryer must immediately roll a saving throw. If </p>

<p class=MsoPlainText>this is failed, the identity and general location of the

scryer immediately become known to </p>

<p class=MsoPlainText>the wizard who cast this spell. The general location is a

direction and significant landmark </p>

<p class=MsoPlainText>close to the scryer. Thus, the caster might learn,

&quot;The wizard Sniggel spies on us from east, </p>

<p class=MsoPlainText>under the stairs,&quot; or, &quot;You are watched by

Asquil in the city of Samarquol.&quot;</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components for this spell are a small piece of mirror and a miniature brass </p>

<p class=MsoPlainText>hearing trumpet.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Dig</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:1'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 5-ft. cube/level<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A dig spell

enables the caster to excavate 125 cubic feet of earth, sand, or mud per </p>

<p class=MsoPlainText>round (i.e., a cubic hole 5 feet on a side). In later

rounds the caster can expand an existing </p>

<p class=MsoPlainText>hole or start a new one. The material thrown from the

excavation scatters evenly around the </p>

<p class=MsoPlainText>pit. If the wizard continues downward past 20 feet in

earth, there is a 15% chance that the </p>

<p class=MsoPlainText>pit collapses. This check is made for every 5 feet dug

beyond 20 feet. Sand tends to </p>

<p class=MsoPlainText>collapse after 10 feet, mud fills in and collapses after

5 feet, and quicksand fills in as rapidly </p>

<p class=MsoPlainText>as it is dug.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Any creature

at the edge (within 1 foot) of a pit must roll a successful Dexterity check or </p>

<p class=MsoPlainText>fall into the hole. Creatures moving rapidly toward a pit

dug immediately before them must </p>

<p class=MsoPlainText>roll a saving throw vs. spell to avoid falling in. Any

creature in a pit being excavated can </p>

<p class=MsoPlainText>climb out at a rate decided by the DM. A creature caught

in a collapsing pit must roll a </p>

<p class=MsoPlainText>saving throw vs. death to avoid being buried; it escapes

the pit if successful. Tunneling is </p>

<p class=MsoPlainText>possible with this spell as long as there is space

available for the material removed. Chances </p>

<p class=MsoPlainText>for collapse are doubled and the safe tunneling distance

is half of the safe excavation depth, </p>

<p class=MsoPlainText>unless such construction is most carefully braced and

supported.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell is

also effective against creatures of earth and rock, particularly clay golems

and </p>

<p class=MsoPlainText>those from the Elemental Plane of Earth. When cast upon

such a creature, it suffers 4d6 </p>

<p class=MsoPlainText>points of damage. A successful saving throw vs. spell

reduces this damage to half.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>To activate

the spell, the spellcaster needs a miniature shovel and tiny bucket and must </p>

<p class=MsoPlainText>continue to hold them while each pit is excavated. These items

disappear at the conclusion </p>

<p class=MsoPlainText>of the spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Dimension Door</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:1'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of a

dimension door spell, the wizard instantly transfers himself up to 30 yards </p>

<p class=MsoPlainText>distance per level of experience. This special form of

teleportation allows for no error, and </p>

<p class=MsoPlainText>the wizard always arrives at exactly the spot

desired--whether by simply visualizing the area </p>

<p class=MsoPlainText>(within spell transfer distance, of course) or by stating

direction such as, &quot;300 yards straight </p>

<p class=MsoPlainText>downward,&quot; or, &quot;upward to the northwest, 45

degree angle, 420 yards.&quot; If the wizard </p>

<p class=MsoPlainText>arrives in a place that is already occupied by a solid

body, he remains trapped in the Astral </p>

<p class=MsoPlainText>Plane. If distances are stated and the spellcaster

arrives with no support below his feet (i.e., </p>

<p class=MsoPlainText>in mid-air), falling and damage result unless further

magical means are employed. All that the </p>

<p class=MsoPlainText>wizard wears or carries, subject to a maximum weight

equal to 500 pounds of nonliving </p>

<p class=MsoPlainText>matter, or half that amount of living matter, is

transferred with the spellcaster. Recovery from </p>

<p class=MsoPlainText>use of a dimension door spell requires one round.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Emotion</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:2'> </span>Components:

V,S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 20-ft. cube<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the wizard can create a single emotional reaction in the subject

</p>

<p class=MsoPlainText>creatures. The following are typical:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>1. Courage: Thisemotion causes the creatures affected to become berserk, fighting with </p>

<p class=MsoPlainText>a +1 bonus to the attack dice, causing +3 points of

damage, and temporarily gaining 5 hit </p>

<p class=MsoPlainText>points. The recipients fight without shield and

regardless of life, never checking morale. This </p>

<p class=MsoPlainText>spell counters (and is countered by) fear.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>2. Fear: The

affected creatures flee in panic for 2d4 rounds. It counters (and is </p>

<p class=MsoPlainText>countered by) courage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>3. Friendship:

The affected creatures react more positively (for example, tolerance </p>

<p class=MsoPlainText>becomes goodwill). It counters (and is countered by)

hate.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>4. Happiness:

This effect creates joy and a feeling of complacent well-being, adding +4 </p>

<p class=MsoPlainText>to all reaction rolls and making attack unlikely unless

the creatures are subject to extreme </p>

<p class=MsoPlainText>provocation. It counters (and is countered by) sadness.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>5. Hate: The

affected creatures react more negatively (for example, tolerance becomes </p>

<p class=MsoPlainText>negative neutrality). It counters (and is countered by)

friendship.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>6. Hope: The

effect of hope is to raise morale, saving throw rolls, attack rolls, and </p>

<p class=MsoPlainText>damage caused by +2. It counters (and is countered by)

hopelessness.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>7.

Hopelessness: The affected creatures submit to the demands of any opponent: </p>

<p class=MsoPlainText>surrender, get out, etc. Otherwise, the creatures are 25%

likely to do nothing in a round, </p>

<p class=MsoPlainText>and 25% likely to turn back or retreat. It counters (and

is countered by) hope.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>8. Sadness:

This creates unhappiness and a tendency toward maudlin introspection. This </p>

<p class=MsoPlainText>emotion penalizes surprise rolls by -1 and adds +1 to

initiative rolls. It counters (and is </p>

<p class=MsoPlainText>countered by) happiness.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>All creatures

in the area at the instant the spell is cast are affected unless successful

saving </p>

<p class=MsoPlainText>throws vs. spell are made, adjusted for Wisdom. The spell

lasts as long as the wizard </p>

<p class=MsoPlainText>continues to concentrate on projecting the chosen

emotion. Those who fail the saving throw </p>

<p class=MsoPlainText>against fear must roll a new saving throw if they return

to the affected area.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Enchanted Weapon</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 5 rds./level<span style='mso-tab-count:3'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: Weapon(s) touched<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

turns an ordinary weapon into a magical one. The weapon is the equivalent of a </p>

<p class=MsoPlainText>+1 weapon, with +1 to attack and damage rolls. Thus,

arrows, axes, bolts, bows, daggers, </p>

<p class=MsoPlainText>hammers, maces, spears, swords, etc., can be made into

temporarily enchanted weapons. </p>

<p class=MsoPlainText>Two small weapons (arrows, bolts, daggers, etc.) or one

large weapon (axe, bow, hammer, </p>

<p class=MsoPlainText>mace, etc.) weapon can be affected by the spell. The

spell functions on existing magical </p>

<p class=MsoPlainText>weapons as long as the total combined bonus is +3 or

less.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Missile

weapons enchanted in this way lose their enchantment when they successfully hit

a </p>

<p class=MsoPlainText>target, but otherwise the spell lasts its full duration.

This spell is often used in combination </p>

<p class=MsoPlainText>with the enchant an item and permanency spells to create

magical weapons, with this spell </p>

<p class=MsoPlainText>being cast once per desired plus of the bonus.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are powdered lime and carbon.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Enervation</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1d4 hrs. + 1 hr./level<span style='mso-tab-count:

1'> </span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

temporarily suppresses the subject's life force. The necromancer points his </p>

<p class=MsoPlainText>finger and utters the incantation, releasing a black bolt

of crackling energy. The subject must </p>

<p class=MsoPlainText>roll a saving throw vs. spell, adjusted for Dexterity, to

avoid the bolt. Success means the </p>

<p class=MsoPlainText>spell has no effect. Failure means the subject is treated

exactly as if he had been drained of </p>

<p class=MsoPlainText>energy levels by a wight, one level for every four levels

of the caster. Hit Dice, spells, and </p>

<p class=MsoPlainText>other character details dependent on level are lost or

reduced. Those drained to 0th level </p>

<p class=MsoPlainText>must make a system shock check to survive and are

helpless until the spell expires. The spell </p>

<p class=MsoPlainText>effect eventually wears off, either after 1d4 hours plus

one hour per caster level, or after six </p>

<p class=MsoPlainText>hours of complete and undisturbed rest. Level abilities

are regained, but lost spells must be </p>

<p class=MsoPlainText>rememorized. Undead are immune to this spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Evard's Black Tentacles</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 hr./level<span style='mso-tab-count:3'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 30 sq. ft./level<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

creates many rubbery, black tentacles in the area of effect. These waving </p>

<p class=MsoPlainText>members seem to spring forth from the earth, floor, or

whatever surface is underfoot--</p>

<p class=MsoPlainText>including water. Each tentacle is 10 feet long, AC 4, and

requires as many points of damage </p>

<p class=MsoPlainText>to destroy as the level of the wizard who cast the spell.

There are 1d4 such tentacles, plus </p>

<p class=MsoPlainText>one per experience level of the spellcaster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Any creature

within range of the writhing tentacles is subject to attack as determined by </p>

<p class=MsoPlainText>the DM. The target of a tentacle attack must roll a

saving throw vs. spell. If this succeeds, </p>

<p class=MsoPlainText>the subject suffers 1d4 points of damage from contact

with the tentacle; the tentacle is then </p>

<p class=MsoPlainText>destroyed. Failure to save indicates that the damage

inflicted is 2d4 points, the ebon </p>

<p class=MsoPlainText>member is wrapped around its subject, and damage will be

3d4 points on the second and all </p>

<p class=MsoPlainText>succeeding rounds. Since these tentacles have no

intelligence to guide them, there is the </p>

<p class=MsoPlainText>possibility that they entwine any object--a tree, post,

pillar, even the wizard himself--or </p>

<p class=MsoPlainText>continue to squeeze a dead opponent. A grasping hold established

by a tentacle remains </p>

<p class=MsoPlainText>until the tentacle is destroyed by some form of attack or

until it disappears at the end of the </p>

<p class=MsoPlainText>spell's duration.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The component

for this spell is a piece of tentacle from a giant octopus or giant squid.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Extension I</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By use of an

extension I spell, the wizard prolongs the duration of a previously cast 1st-, </p>

<p class=MsoPlainText>2nd-, or 3rd-level spell by 50%. Thus, a levitation spell

can be made to function 15 </p>

<p class=MsoPlainText>minutes/level, a hold person spell made to work for three

rounds/level, etc. Naturally, the </p>

<p class=MsoPlainText>spell affects only spells that have durations. This spell

must be cast immediately after the </p>

<p class=MsoPlainText>spell to be extended, either by the original caster or

another wizard. If a complete round or </p>

<p class=MsoPlainText>more elapses, the extension fails and is wasted.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Fear</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 60-ft. cone,<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>30-ft.

diameter at end, 5-ft. at base</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a fear

spell is cast, the wizard sends forth an invisible cone of terror that causes </p>

<p class=MsoPlainText>creatures within its area of effect to turn away from the

caster and flee in panic. Affected </p>

<p class=MsoPlainText>creatures are likely to drop whatever they are holding

when struck by the spell; the base </p>

<p class=MsoPlainText>chance of this is 60% at 1st level (or at 1 Hit Die), and

each level (or Hit Die) above this </p>

<p class=MsoPlainText>reduces the probability by 5%. Thus, at 10th level there

is only a 15% chance, and at 13th </p>

<p class=MsoPlainText>level no chance, of dropping items. Creatures affected by

fear flee at their fastest rate for a </p>

<p class=MsoPlainText>number of melee rounds equal to the level of experience

of the spellcaster. Undead and </p>

<p class=MsoPlainText>creatures that successfully roll their saving throws vs.

spell are not affected.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is either the heart of a hen or a white feather.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Fire Charm</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2 rds./level<span style='mso-tab-count:2'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 15-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell the wizard causes a normal fire source, such as a brazier, flambeau,

</p>

<p class=MsoPlainText>or bonfire, to serve as a magical agent, for from this

source he causes a gossamer veil of </p>

<p class=MsoPlainText>multihued flame to encircle the fire at a distance of 5

feet. Any creatures observing the fire or </p>

<p class=MsoPlainText>the dancing circle of flame around it must successfully

roll a saving throw vs. spell or be </p>

<p class=MsoPlainText>charmed into remaining motionless and gazing, transfixed,

at the flames. While so charmed, </p>

<p class=MsoPlainText>creatures are subject to suggestions of 12 or fewer

words, saving vs. spell with a -3 penalty, </p>

<p class=MsoPlainText>adjusted for Wisdom. The caster can give one such

suggestion to each creature, and the </p>

<p class=MsoPlainText>suggestions need not be the same. The maximum duration

for such a suggestion is one hour, </p>

<p class=MsoPlainText>regardless of the caster's level.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The fire charm

is broken if the charmed creature is physically attacked, if a solid object </p>

<p class=MsoPlainText>comes between the creature and the veil of flames so as

to obstruct vision, or when the </p>

<p class=MsoPlainText>duration of the spell expires. Those exposed to the fire

charm again may be affected at the </p>

<p class=MsoPlainText>DM's option, although bonuses may also be allowed to the

saving throws. Note that the veil </p>

<p class=MsoPlainText>of flame is not a magical fire, and passing through it

incurs the same damage as would be </p>

<p class=MsoPlainText>sustained from passing through its original fire source.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for this spell is a small piece of multicolored silk of exceptional </p>

<p class=MsoPlainText>thinness that the spellcaster must throw into the fire

source.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Fire Shield</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation, Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell can

be cast in one of two forms: a warm shield that protects against cold-based </p>

<p class=MsoPlainText>attacks, or a chill shield that protects against

fire-based attacks. Both return damage to </p>

<p class=MsoPlainText>creatures making physical attacks against the wizard. The

wizard must choose which </p>

<p class=MsoPlainText>variation he memorizes when the spell is selected.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When casting

this spell, the wizard appears to immolate himself, but the flames are thin </p>

<p class=MsoPlainText>and wispy, shedding no heat, and giving light equal to

only half the illumination of a normal </p>

<p class=MsoPlainText>torch. The color of the flames is determined randomly

(50% chance of either color)--blue or </p>

<p class=MsoPlainText>green if the chill shield is cast, violet or blue if the

warm shield is employed. The special </p>

<p class=MsoPlainText>powers of each shield are as follows:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A) Warm

shield. The flames are warm to the touch. Any cold-based attacks are saved </p>

<p class=MsoPlainText>against with a +2 bonus; either half normal damage or no

damage is sustained. There is no </p>

<p class=MsoPlainText>bonus against fire-based attacks, but if the wizard fails

to make the required saving throw (if </p>

<p class=MsoPlainText>any) against them, he sustains double normal damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for this variation is a bit of phosphorous.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>B) Chill

shield. The flames are cool to the touch. Any fire-based attacks are saved </p>

<p class=MsoPlainText>against with a +2 bonus; either half normal damage or no

damage is sustained. There is no </p>

<p class=MsoPlainText>bonus against cold-based attacks, but if the wizard fails

to make the required saving throw </p>

<p class=MsoPlainText>(if any) against them, he sustains double normal damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for this variation is a live firefly or glow worm or the tail

portions </p>

<p class=MsoPlainText>of four dead ones.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Any creature

striking the spellcaster with its body or hand-held weapons inflicts normal </p>

<p class=MsoPlainText>damage upon the wizard, but the attacker suffers the same

amount of damage. An attacker's </p>

<p class=MsoPlainText>magical resistance, if any, is tested when the creature

actually strikes the wizard. Successful </p>

<p class=MsoPlainText>resistance shatters the spell. Failure means the

creature's magic resistance does not affect </p>

<p class=MsoPlainText>that casting of the spell. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Fire Trap - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Abjuration, Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:V, S, M</p>

<p class=MsoPlainText>Duration: Until discharged<span style='mso-tab-count:

1'> </span>Casting Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: Object touched<span style='mso-tab-count:

1'> </span>Saving Throw: ½</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Any closeable

item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) </p>

<p class=MsoPlainText>can be warded by a fire trap spell. The spell is centered

on a point selected by the </p>

<p class=MsoPlainText>spellcaster. The item so trapped cannot have a second

closure or warding spell placed upon </p>

<p class=MsoPlainText>it (if such is attempted, the chance is 25% that the

first spell fails, 25% that the second spell </p>

<p class=MsoPlainText>fails, or 50% that both spells fail). A knock spell does

not affect a fire trap in any way--as </p>

<p class=MsoPlainText>soon as the offending party enters or touches the item,

the trap discharges. Thieves and </p>

<p class=MsoPlainText>others have only half their normal chance to detect a

fire trap (by noticing the characteristic </p>

<p class=MsoPlainText>markings required to cast the spell). They have only half

their normal chance to remove the </p>

<p class=MsoPlainText>trap (failure detonates the trap immediately). An

unsuccessful dispel does not detonate the </p>

<p class=MsoPlainText>spell. The caster can use the trapped object without

discharging it, as can any individual to </p>

<p class=MsoPlainText>whom the spell was specifically attuned when cast (the

exact method usually involves a </p>

<p class=MsoPlainText>keyword). When the trap is discharged, there is an

explosion of 5-foot radius from the </p>

<p class=MsoPlainText>spell's center; all creatures within this area must roll

saving throws vs. spell. Damage is 1d4 </p>

<p class=MsoPlainText>points plus 1 point per level of the caster, or half this

(round up) for creatures successfully </p>

<p class=MsoPlainText>saving. (Under water, this ward inflicts half damage and

creates a large cloud of steam.) The </p>

<p class=MsoPlainText>item trapped is not harmed by this explosion.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>To place this

spell, the caster must trace the outline of the closure with a bit of sulphur

or </p>

<p class=MsoPlainText>saltpeter and touch the center of the effect. Attunement

to another individual requires a hair </p>

<p class=MsoPlainText>or similar object from that person.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Fumble</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 30-ft. cube<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a fumble

spell is cast, the wizard creates an area in which all creatures suddenly </p>

<p class=MsoPlainText>become clumsy and awkward. Running creatures trip and

fall, those reaching for an item </p>

<p class=MsoPlainText>drop it, those employing weapons likewise awkwardly drop

them, etc. Recovery from a fall </p>

<p class=MsoPlainText>or picking up a fumbled object typically requires a

successful saving throw and takes one </p>

<p class=MsoPlainText>round. Note that breakable items might suffer damage when

dropped. A subject succeeding </p>

<p class=MsoPlainText>with his saving throw can act freely that round, but if

he is in the area at the beginning of the </p>

<p class=MsoPlainText>next round, another saving throw is required.

Alternatively, the spell can be cast at an </p>

<p class=MsoPlainText>individual creature. Failure to save means the creature

is affected for the spell's entire </p>

<p class=MsoPlainText>duration; success means the creature is slowed (see the

3rd-level spell).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a dab of solidified milk fat.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Hallucinatory Terrain</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 20 yds./level<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 hr./level<span style='mso-tab-count:4'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 10 yds./level cube<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the wizard causes an illusion that hides the actual terrain within

the </p>

<p class=MsoPlainText>area of effect. Thus, open fields or a road can be made

to look like a swamp, hill, crevasse, </p>

<p class=MsoPlainText>or some other difficult or impassable terrain. A pond can

be made to look like a grassy </p>

<p class=MsoPlainText>meadow, a precipice like a gentle slope, or a rock-strewn

gully like a wide and smooth </p>

<p class=MsoPlainText>road. The hallucinatory terrain persists until a dispel

magic spell is cast upon the area or </p>

<p class=MsoPlainText>until the duration expires. Individual creatures may see

through the illusion, but the illusion </p>

<p class=MsoPlainText>persists, affecting others who observe the scene.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the

illusion involves only a subtle change, such as causing an open wood to appear

thick </p>

<p class=MsoPlainText>and dark, or increasing the slope of a hill, the effect

may be unnoticed even by those in the </p>

<p class=MsoPlainText>midst of it. If the change is extreme (for example, a

grassy plain covering a seething field of </p>

<p class=MsoPlainText>volcanic mudpots), the illusion will no doubt be noticed

the instant one person falls prey to it. </p>

<p class=MsoPlainText>Each level of experience expands the dimensions of the

cubic area affected by 10 yards; for </p>

<p class=MsoPlainText>example, a 12th-level caster affects an area 120 yds. x

120 yds. x 120 yds.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a stone, a twig, and a bit of green plant--a leaf </p>

<p class=MsoPlainText>or grass blade.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Ice Storm</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:4'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 20 or 40 ft. radius<span

style='mso-tab-count:2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell can

have one of two effects, at the caster's option: Either great hail stones </p>

<p class=MsoPlainText>pound down for one round in a 40-foot-diameter area and

inflict 3d10 points of damage to </p>

<p class=MsoPlainText>any creatures within the area of effect, or driving sleet

falls in an 80-foot-diameter area for </p>

<p class=MsoPlainText>one round per caster level. The sleet blinds creatures

within its area for the duration of the </p>

<p class=MsoPlainText>spell and causes the ground in the area to be icy,

slowing movement by 50% and making it </p>

<p class=MsoPlainText>50% probable that a creature trying to move in the area slips

and falls. The sleet also </p>

<p class=MsoPlainText>extinguishes torches and small fires.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note that this

spell will negate a heat metal spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components for this spell are a pinch of dust and a few drops of water.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Illusionary Wall</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 1 x 10 x 10 ft.<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

creates the illusion of a wall, floor, ceiling, or similar surface, which is

permanent </p>

<p class=MsoPlainText>until dispelled. It appears absolutely real when viewed

(even magically, as with the priest </p>

<p class=MsoPlainText>spell true seeing or its equivalent), but physical

objects can pass through it without difficulty. </p>

<p class=MsoPlainText>When the spell is used to hide pits, traps, or normal

doors, normal demihuman and magical </p>

<p class=MsoPlainText>detection abilities work normally, and touch or probing

searches reveal the true nature of the </p>

<p class=MsoPlainText>surface, though they do not cause the illusion to

disappear.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a rare dust that costs at least 400 gp and requires four days to </p>

<p class=MsoPlainText>prepare.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Improved Invisibility</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:5'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 4 rds. + 1 rd./level<span style='mso-tab-count:

3'> </span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: Creature touched<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is similar

to the invisibility spell, but the recipient is able to attack, either by </p>

<p class=MsoPlainText>missile discharge, melee combat, or spellcasting, and

remain unseen. Note, however, that </p>

<p class=MsoPlainText>telltale traces (such as a shimmering effect) sometimes

allow an observant opponent to </p>

<p class=MsoPlainText>attack the invisible spell recipient. These traces are

only noticeable when specifically looked </p>

<p class=MsoPlainText>for (after the invisible character has made his presence

known). Attacks against the invisible </p>

<p class=MsoPlainText>character suffer -4 penalties to the attack rolls, and

the invisible character's saving throws </p>

<p class=MsoPlainText>are made with a +4 bonus. Beings with high Hit Dice that

might normally notice invisible </p>

<p class=MsoPlainText>opponents will notice a creature under this spell as if

they had 2 fewer Hit Dice (they roll </p>

<p class=MsoPlainText>saving throws vs. spell; success indicates they spot the

character).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Leomund's Secure Shelter</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration, Enchantment)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 20 yds.<span style='mso-tab-count:5'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1d4+1 hrs. + 1 hr./level<span style='mso-tab-count:

2'> </span>Casting Time: 4 turns</p>

<p class=MsoPlainText>Area of Effect: 30 sq. ft./level<span style='mso-tab-count:

3'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell enables

the wizard to magically call into being a sturdy cottage or lodge, made </p>

<p class=MsoPlainText>of material that is common in the area where the spell is

cast--stone, timber, or (at worst) </p>

<p class=MsoPlainText>sod. The floor area of the lodging is 30 square feet per

level of the spellcaster, and the </p>

<p class=MsoPlainText>surface is level, clean, and dry. In all respects the

lodging resembles a normal cottage, with a </p>

<p class=MsoPlainText>sturdy door, two or more shuttered windows, and a small

fireplace.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>While the

lodging is secure against winds of up to 70 miles per hour, it has no heating

or </p>

<p class=MsoPlainText>cooling source (other than natural insulation qualities).

Therefore, it must be heated as a </p>

<p class=MsoPlainText>normal dwelling, and extreme heat adversely affects it

and its occupants. The dwelling does, </p>

<p class=MsoPlainText>however, provide considerable security otherwise, as it

is as strong as a normal stone </p>

<p class=MsoPlainText>building, regardless of its material composition. The

dwelling resists flames and fire as if it </p>

<p class=MsoPlainText>were stone, and is impervious to normal missiles (but not

the sort cast by siege machinery or </p>

<p class=MsoPlainText>giants).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The door, shutters,

and even chimney are secure against intrusion, the former two being </p>

<p class=MsoPlainText>wizard locked and the latter being secured by a top grate

of iron and a narrow flue. In </p>

<p class=MsoPlainText>addition, these three areas are protected by an alarm

spell. Lastly, an unseen servant is </p>

<p class=MsoPlainText>conjured to provide service to the spellcaster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The inside of

the shelter contains rude furnishings as desired by the spellcaster--up to </p>

<p class=MsoPlainText>eight bunks, a trestle table and benches, as many as four

chairs or eight stools, and a writing </p>

<p class=MsoPlainText>desk.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a square chip of stone, crushed lime, a few </p>

<p class=MsoPlainText>grains of sand, a sprinkling of water, and several

splinters of wood. These must be </p>

<p class=MsoPlainText>augmented by the components of the alarm and unseen

servant spells if these benefits are </p>

<p class=MsoPlainText>to be included (string and silver wire and a small bell).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Magic Mirror</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment, Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:1'> </span>Casting

Time: 1 hr.</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the wizard changes a normal mirror into a scrying device similar to

</p>

<p class=MsoPlainText>a crystal ball. The details of the use of such a scrying

device are found in the DMG (in </p>

<p class=MsoPlainText>Appendix 3: Magical Item Descriptions, under the

description for the crystal ball).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The mirror

used must be of finely wrought and highly polished silver and cost not less

than </p>

<p class=MsoPlainText>1,000 gp. This mirror is not harmed by casting the spell,

but the other material components-</p>

<p class=MsoPlainText>-the eye of a hawk, an eagle, or even a roc, and nitric

acid, copper, and zinc--are used up.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The following

spells can be cast through a magic mirror: comprehend languages, read </p>

<p class=MsoPlainText>magic, tongues, and infravision. The following spells

have a 5% chance per level of the </p>

<p class=MsoPlainText>caster of operating correctly: detect magic, detect good

or evil, and message. The base </p>

<p class=MsoPlainText>chances for the subject to detect any crystal ball-like

spell are listed in the DMG (again, in </p>

<p class=MsoPlainText>Appendix 3: Magical Item Descriptions, under the

description for the crystal ball.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Massmorph</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 10 ft. cube/level<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast upon willing creatures of man-size or smaller, up to 10 such </p>

<p class=MsoPlainText>creatures per level of the caster can be magically

altered to appear as trees of any sort. </p>

<p class=MsoPlainText>Thus, a company of creatures can be made to appear as a

copse, grove, or orchard. </p>

<p class=MsoPlainText>Furthermore, these massmorphed creatures can be passed

through and even touched by </p>

<p class=MsoPlainText>other creatures without revealing their true nature.

Note, however, that blows to the </p>

<p class=MsoPlainText>creature-trees cause damage, and blood can be seen.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Creatures to

be massmorphed must be within the spell's area of effect; unwilling creatures </p>

<p class=MsoPlainText>are not affected. Affected creatures remain unmoving but

aware, subject to normal sleep </p>

<p class=MsoPlainText>requirements, and able to see, hear, and feel for as long

as the spell is in effect. The spell </p>

<p class=MsoPlainText>persists until the caster commands it to cease or until a

dispel magic spell is cast upon the </p>

<p class=MsoPlainText>creatures. Creatures left in this state for extended

periods are subject to insects, weather, </p>

<p class=MsoPlainText>disease, fire, and other natural hazards.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a handful of bark chips from the type of tree the </p>

<p class=MsoPlainText>creatures are to become.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Minor Creation</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 hr./level<span style='mso-tab-count:3'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 1 cubic ft./level<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the wizard to create an item of nonliving, vegetable nature--soft

goods, </p>

<p class=MsoPlainText>rope, wood, etc. The caster actually pulls wisps of material

of the plane of Shadow from the </p>

<p class=MsoPlainText>air and weaves them into the desired item. The volume of

the item created cannot exceed 1 </p>

<p class=MsoPlainText>cubic foot per level of the spellcaster. The item remains

in existence for only as long as the </p>

<p class=MsoPlainText>spell's duration.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spellcaster

must have at least a tiny piece of matter of the same type of item he plans </p>

<p class=MsoPlainText>to create by means of the minor creation spell--a bit of

twisted hemp to create rope, a </p>

<p class=MsoPlainText>splinter of wood to create a door, and so forth.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Minor Globe of Invulnerability</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 5-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

creates an immobile, faintly shimmering magical sphere around the caster that </p>

<p class=MsoPlainText>prevents any 1st-, 2nd-, or 3rd-level spell effects from

penetrating (i.e., the area of effect of </p>

<p class=MsoPlainText>any such spells does not include the area of the minor

globe of invulnerability). This includes </p>

<p class=MsoPlainText>innate abilities and effects from devices. However, any

type of spell can be cast out of the </p>

<p class=MsoPlainText>magical globe, and these pass from the caster of the

globe to their subject without affecting </p>

<p class=MsoPlainText>the globe. Fourth and higher level spells are not

affected by the globe. The globe can be </p>

<p class=MsoPlainText>brought down by a successful dispel magic spell. The

caster can leave and return to the </p>

<p class=MsoPlainText>globe without penalty. Note that spell effects are not

actually disrupted by the globe unless </p>

<p class=MsoPlainText>cast directly through or into it: The caster would still

see a mirror image created by a wizard </p>

<p class=MsoPlainText>outside the globe. If that wizard then entered the globe,

the images would wink out, to </p>

<p class=MsoPlainText>reappear when the wizard exited the globe. Likewise, a

wizard standing in the area of a </p>

<p class=MsoPlainText>light spell would still receive sufficient light for

vision, even though that part of the light spell </p>

<p class=MsoPlainText>volume in the globe would not be luminous.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell is a glass or crystal bead that shatters at the </p>

<p class=MsoPlainText>expiration of the spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Monster Summoning II</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Special<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 3 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: 40 yd. radius <span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is

much like the 3rd-level spell monster summoning I, except that this spell </p>

<p class=MsoPlainText>summons 1d6 2nd-level monsters. These appear anywhere

within the spell's area of effect </p>

<p class=MsoPlainText>and attack the caster's opponents, until he commands them

to cease, the spell duration </p>

<p class=MsoPlainText>expires, or the monsters are slain. These creatures do

not check morale; they vanish when </p>

<p class=MsoPlainText>slain. If no opponent exists to fight and the wizard can

communicate with them, the </p>

<p class=MsoPlainText>summoned monsters can perform other services for the

summoning wizard.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a tiny bag and a small (not necessarily lit) </p>

<p class=MsoPlainText>candle.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Otiluke's Resilient Sphere</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration, Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 20 yds.<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:3'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 1-ft. diameter/level<span

style='mso-tab-count:1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the result is a globe of shimmering force that encloses the

subject </p>

<p class=MsoPlainText>creature--if it is small enough to fit within the diameter

of the sphere and it fails to </p>

<p class=MsoPlainText>successfully save vs. spell. The resilient sphere

contains its subject for the spell's duration, </p>

<p class=MsoPlainText>and it is not subject to damage of any sort except from a

rod of cancellation, a wand of </p>

<p class=MsoPlainText>negation, or a disintegrate or dispel magic spell. These

cause it to be destroyed without </p>

<p class=MsoPlainText>harm to the subject. Nothing can pass through the sphere,

inside or out, though the subject </p>

<p class=MsoPlainText>can breathe normally. The subject may struggle, but all

that occurs is a movement of the </p>

<p class=MsoPlainText>sphere. The globe can be physically moved either by

people outside the globe or by the </p>

<p class=MsoPlainText>struggles of those within.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of the spell are a hemispherical piece of diamond (or similar </p>

<p class=MsoPlainText>hard, clear gem material) and a matching hemispherical

piece of gum arabic.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Phantasmal Killer</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 5 yds./level<span style='mso-tab-count:2'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the wizard creates the illusion of the most fearsome thing </p>

<p class=MsoPlainText>imaginable to the victim, simply by forming the fears of

the victim's subconscious mind into </p>

<p class=MsoPlainText>something that its conscious mind can visualize--the most

horrible beast. Only the spell </p>

<p class=MsoPlainText>recipient can see the phantasmal killer (the caster sees

only a shadowy shape), but if it </p>

<p class=MsoPlainText>succeeds in scoring a hit, the subject dies from fright.

The beast attacks as a 4 Hit Dice </p>

<p class=MsoPlainText>monster. It is invulnerable to all attacks and can pass

through any barriers, Once cast, it </p>

<p class=MsoPlainText>inexorably pursues the subject, for it exists only in the

subject's mind.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The only

defenses against a phantasmal killer are an attempt to disbelieve (which can be

</p>

<p class=MsoPlainText>tried but once), slaying or rendering unconscious the

wizard who cast the spell, or rendering </p>

<p class=MsoPlainText>unconscious the target of the spell for its duration. To

disbelieve the killer, the subject must </p>

<p class=MsoPlainText>specifically state the attempt and then roll an

Intelligence check. This roll has a -1 penalty for </p>

<p class=MsoPlainText>every four levels of the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Special

modifiers apply to this attack:</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Condition<span

style='mso-tab-count:5'> </span>Modifier</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Surprise<span

style='mso-tab-count:1'> </span>-2</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Subject

previously attacked by this spell<span style='mso-tab-count:1'> </span>+1</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Subject is an

illusionist<span style='mso-tab-count:1'> </span>+2</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Subject is

wearing a helm of telepathy<span style='mso-tab-count:1'> </span>+3</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Magic

resistance, bonuses against fear, and Wisdom adjustments also apply. The </p>

<p class=MsoPlainText>subject's magic resistance is checked first; if the spell

overcomes the resistance, the subject's </p>

<p class=MsoPlainText>fear/Wisdom bonuses (if any) then apply as negative

modifiers to his Intelligence check.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the subject

of a phantasmal killer attack succeeds in disbelieving, and he is wearing a </p>

<p class=MsoPlainText>helm of telepathy, the beast can be turned upon the

wizard, who must then disbelieve it or </p>

<p class=MsoPlainText>be subject to its attack and possible effects.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the subject

ignores the killer to perform other actions, such as attacking the caster, the </p>

<p class=MsoPlainText>killer may, at the DM's option, gain bonuses to hit (for

flank or rear attacks, etc.). Spells </p>

<p class=MsoPlainText>such as remove fear and cloak of bravery, cast after the

killer has attacked, grant another </p>

<p class=MsoPlainText>check to disbelieve the effect.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Plant Growth - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:3'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: caster's level2<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>x 100 sq. ft.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a plant

growth spell is cast, the wizard causes normal vegetation to grow, </p>

<p class=MsoPlainText>entwine, and entangle to form a thicket or jungle that creatures

must hack or force a way </p>

<p class=MsoPlainText>through at a movement rate of 1 per round (or 2 if the

creatures are larger than man size). </p>

<p class=MsoPlainText>The area must contain brush and trees for this spell to

work. Briars, bushes, creepers, lianas, </p>

<p class=MsoPlainText>roots, saplings, thistles, thorn, trees, vines, and weeds

become thick and overgrown so as to </p>

<p class=MsoPlainText>form a barrier. The area of effect is the caster's level,

squared, times 100 square feet. This </p>

<p class=MsoPlainText>area can be arranged in any square or rectangular shape

that the caster desires. Thus, an </p>

<p class=MsoPlainText>8th-level wizard can affect (8 x 8 =) 64 x 100 square

feet, or 6,400 square feet. This could </p>

<p class=MsoPlainText>be an 80-foot x 80-foot square, a 160-foot x 40-foot

rectangle, a 640-foot x 10-foot </p>

<p class=MsoPlainText>rectangle, etc. Individual plant girth and height is

generally affected less than thickness of </p>

<p class=MsoPlainText>brush, branch, and undergrowth. The spell's effects

persist in the area until it is cleared by </p>

<p class=MsoPlainText>labor, fire, or such magical means as a dispel magic

spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Polymorph Other</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 5 yds./level<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The polymorph

other spell is a powerful magic that completely alters the form and </p>

<p class=MsoPlainText>ability, and possibly the personality and mentality, of

the recipient. Of course, while a </p>

<p class=MsoPlainText>creature with a lower Intelligence can be polymorphed in

form into something with a higher </p>

<p class=MsoPlainText>Intelligence, it will not gain that creature's mental

ability. The reverse--polymorphing a higher </p>

<p class=MsoPlainText>Intelligence creature into one of significantly lower

Intelligence--results in a creature much </p>

<p class=MsoPlainText>more intelligent than appearances would lead one to

believe. The polymorphed creature </p>

<p class=MsoPlainText>must succeed on a system shock (see Table 3) roll to see

if it survives the change. After this, </p>

<p class=MsoPlainText>it must make a special Intelligence check to see if it

retains its personality (see following).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The

polymorphed creature acquires the form and physical abilities of the creature

it has </p>

<p class=MsoPlainText>been polymorphed into, while retaining its own mind. Form

includes natural Armor Class </p>

<p class=MsoPlainText>(that due to skin toughness, but not due to quickness,

magical nature, etc.), physical </p>

<p class=MsoPlainText>movement abilities (walking, swimming, and flight with

wings, but not plane shifting, blinking, </p>

<p class=MsoPlainText>teleporting, etc.), and attack routines (claw/claw/bite,

swoop, rake, and constriction, but not </p>

<p class=MsoPlainText>petrification, breath weapons, energy drain, etc.). Hit

points and saving throws do not </p>

<p class=MsoPlainText>change from the original form. Noncorporeal forms cannot

be assumed. Natural </p>

<p class=MsoPlainText>shapeshifters (lycanthropes, dopplegangers, higher level

druids, etc.) are affected for but one </p>

<p class=MsoPlainText>round, and can then resume their normal form.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If slain, the

polymorphed creature reverts to its original form, though it remains dead. </p>

<p class=MsoPlainText>(Note that most creatures generally prefer their own form

and will not willingly stand the risk </p>

<p class=MsoPlainText>of being subjected to this spell!) As class and level are

not attributes of form, abilities </p>

<p class=MsoPlainText>derived from either cannot be gained by this spell, nor

can exact ability scores be specified.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the

polymorph occurs, the creature's equipment, if any, melds into the new form (in

</p>

<p class=MsoPlainText>particularly challenging campaigns, the DM may allow

protective devices, such as a ring of </p>

<p class=MsoPlainText>protection, to continue operating effectively). The

creature retains its mental abilities, </p>

<p class=MsoPlainText>including spell use, assuming the new form allows

completion of the proper verbal and </p>

<p class=MsoPlainText>somatic components and the material components are

available. Creatures not used to a </p>

<p class=MsoPlainText>new form might be penalized at the DM's option (for

example, -2 to attack rolls) until they </p>

<p class=MsoPlainText>practice sufficiently to master it.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the

physical change occurs, there is a base 100% chance that the subject's </p>

<p class=MsoPlainText>personality and mentality change into that of the new

form (i.e., a roll of 20 or less on 1d20). </p>

<p class=MsoPlainText>For each 1 point of Intelligence of the subject, subtract

1 from the base chance on 1d20. </p>

<p class=MsoPlainText>Additionally, for every Hit Die of difference between the

original form and the form it is </p>

<p class=MsoPlainText>assuming, add or subtract 1 (depending on whether

polymorphed form has more Hit Dice </p>

<p class=MsoPlainText>[or levels] or fewer Hit Dice [or levels] than original,

respectively). The chance for </p>

<p class=MsoPlainText>assumption of the personality and mentality of the new

form is checked daily until the change </p>

<p class=MsoPlainText>takes place.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A subject

acquiring the mentality of the new form has effectively become the creature </p>

<p class=MsoPlainText>whose form was assumed and comes under the control of the

DM until recovered by a wish </p>

<p class=MsoPlainText>spell or similar magic. Once this final change takes

place, the creature acquires the new </p>

<p class=MsoPlainText>form's full range of magical and special abilities.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For example: If

a 1 Hit Die orc of 8 Intelligence is polymorphed into a white dragon with </p>

<p class=MsoPlainText>6 Hit Dice, it is 85% (20 - 8 Intelligence + 5 level

difference [6-1] = 17 out of 20 = 85%) </p>

<p class=MsoPlainText>likely to actually become one in all respects, but in any

case it has the dragon's physical and </p>

<p class=MsoPlainText>mental capabilities. If it does not assume the

personality and mentality of a white dragon, it </p>

<p class=MsoPlainText>knows what it formerly knew as well.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wizard can

use a dispel magic spell to change the polymorphed creature back to its </p>

<p class=MsoPlainText>original form, and this requires a system shock roll.

Those who have lost their individuality </p>

<p class=MsoPlainText>and are then converted back maintain the belief that they

are actually the polymorphed </p>

<p class=MsoPlainText>creature and attempt to return to that form. Thus, the

orc who comes to believe he is a white </p>

<p class=MsoPlainText>dragon, when converted back to his orc form, steadfastly

maintains he is really a white </p>

<p class=MsoPlainText>dragon polymorphed into the shape of an orc. His

companions will most likely consider him </p>

<p class=MsoPlainText>mad.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a caterpillar cocoon.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Polymorph Self</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: 2 turns/level<span style='mso-tab-count:1'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the wizard is able to assume the form of any creature, save

those </p>

<p class=MsoPlainText>that are noncorporeal, from as small as a wren to as

large as a hippopotamus. Furthermore, </p>

<p class=MsoPlainText>the wizard gains its physical mode of locomotion and

breathing as well. No system shock </p>

<p class=MsoPlainText>roll is required. The spell does not give the new form's

other abilities (attack, magic, special </p>

<p class=MsoPlainText>movement, etc.), nor does it run the risk of the wizard

changing personality and mentality.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the

polymorph occurs, the caster's equipment, if any, melds into the new form (in </p>

<p class=MsoPlainText>particularly challenging campaigns, the DM may allow

protective devices, such as a ring of </p>

<p class=MsoPlainText>protection, to continue operating effectively). The

caster retains all mental abilities, including </p>

<p class=MsoPlainText>spell use, assuming the new form allows completion of the

proper verbal and somatic </p>

<p class=MsoPlainText>components and the material components are available. A caster

not used to a new form </p>

<p class=MsoPlainText>might be penalized at the DM's option (for example, -2

penalty to attack rolls) until he </p>

<p class=MsoPlainText>practices sufficiently to master it.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Thus, a wizard

changed into an owl could fly, but his vision would be human; a change to </p>

<p class=MsoPlainText>a black pudding would enable movement under doors or

along halls and ceilings, but not the </p>

<p class=MsoPlainText>pudding's offensive (acid) or defensive capabilities.

Naturally, the strength of the new form is </p>

<p class=MsoPlainText>sufficient to enable normal movement. The spellcaster can

change his form as often as </p>

<p class=MsoPlainText>desired for the duration of the spell, each change

requiring a round. The wizard retains his </p>

<p class=MsoPlainText>own hit points, attack rolls, and saving throws. The

wizard can end the spell at any time; </p>

<p class=MsoPlainText>when voluntarily returning to his own form and ending the

spell, he regains 1d12 hit points. </p>

<p class=MsoPlainText>The wizard also will return to his own form when slain or

when the effect is dispelled, but no </p>

<p class=MsoPlainText>hit points are restored in these cases.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Rainbow Pattern</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration, Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:3'> </span>Components:

S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 30-ft. cube<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the wizard creates a glowing, rainbow-hued band of interweaving </p>

<p class=MsoPlainText>patterns. Any creature caught in it may become fascinated

and gaze at it as long as the effect </p>

<p class=MsoPlainText>lasts. The spell can captivate a maximum of 24 levels, or

Hit Dice, of creatures--24 </p>

<p class=MsoPlainText>creatures with 1 Hit Die each, 12 with 2 Hit Dice, etc.

All creatures affected must be within </p>

<p class=MsoPlainText>the area of effect, and each is entitled to a saving

throw vs. spell. An attack on an affected </p>

<p class=MsoPlainText>creature that causes damage frees it from the spell

immediately. Creatures that are restrained </p>

<p class=MsoPlainText>and removed from the area still try to follow the

pattern.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Once the rainbow

pattern is cast, the wizard need only gesture in the direction he desires, </p>

<p class=MsoPlainText>and the pattern of colors moves slowly off in that

direction, at the rate of 30 feet per round. </p>

<p class=MsoPlainText>It persists without further attention from the

spellcaster for 1d3 rounds. All affected </p>

<p class=MsoPlainText>creatures follow the moving rainbow of light. If the

pattern leads its subjects into a </p>

<p class=MsoPlainText>dangerous area (through flame, off a cliff, etc.), allow

a second saving throw. If the view of </p>

<p class=MsoPlainText>the lights is completely blocked (by an obscurement

spell, for instance), the spell is negated.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wizard

need not utter a sound, but he must gesture appropriately while holding a </p>

<p class=MsoPlainText>crystal prism and the material component, a piece of

phosphor.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Rary's Mnemonic Enhancer</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 day<span style='mso-tab-count:1'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the wizard is able to memorize, or retain the memory of, three </p>

<p class=MsoPlainText>additional spell levels (three 1st-level spells, or one

1st and one 2nd, or one 3rd-level spell). </p>

<p class=MsoPlainText>The wizard has two options:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A) Memorize

additional spells. This option is taken at the time the spell is cast. The </p>

<p class=MsoPlainText>additional spells must be memorized normally and any

material components must be </p>

<p class=MsoPlainText>acquired.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>B) Retain

memory of any spell (within the level limits) cast the round prior to starting

to </p>

<p class=MsoPlainText>cast this spell. The round after a spell is cast, the

enhancer must be successfully cast. This </p>

<p class=MsoPlainText>restores the previously cast spell to memory. However,

the caster still must acquire any </p>

<p class=MsoPlainText>needed material components.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of the spell are a piece of string, an ivory plaque of at least 100 </p>

<p class=MsoPlainText>gp value, and ink consisting of squid secretion with

either black dragon's blood or giant slug </p>

<p class=MsoPlainText>digestive juice. These disappear when the spell is cast.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Remove Curse - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:1'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Upon casting this

spell, the wizard is usually able to remove a curse--whether it is on an </p>

<p class=MsoPlainText>object, on a person, or in the form of some undesired

sending or evil presence. Note that </p>

<p class=MsoPlainText>the remove curse spell cannot affect a cursed shield,

weapon, or suit of armor, for example, </p>

<p class=MsoPlainText>although it usually enables a person afflicted with a

cursed item to be rid of it. Certain special </p>

<p class=MsoPlainText>curses may not be countered by this spell, or may be

countered only by a caster of a certain </p>

<p class=MsoPlainText>level or higher. A caster of 12th level or higher can cure

lycanthropy with this spell by </p>

<p class=MsoPlainText>casting it on the animal form. The were-creature receives

a saving throw vs. spell and, if </p>

<p class=MsoPlainText>successful, the spell fails and the wizard must gain a

level before attempting the remedy </p>

<p class=MsoPlainText>again.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse of

the spell is not permanent; the bestow curse lasts one turn for every </p>

<p class=MsoPlainText>experience level of the wizard casting the spell. It

causes one of the following effects (roll </p>

<p class=MsoPlainText>percentile dice):</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>D100 Roll<span

style='mso-tab-count:1'> </span>Result</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>1-50<span

style='mso-tab-count:2'> </span>Lowers one ability of the subject to 3

(the DM determines which by </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>random

selection)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>51-75<span

style='mso-tab-count:1'> </span>Worsens the subject's attack rolls and saving

throws by -4</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>76-00<span

style='mso-tab-count:1'> </span>Makes the subject 50% likely per turn to drop

whatever it is holding (or </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>simply

do nothing, in the case of creatures not using tools)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>It is possible

for a wizard to devise his own curse, and it should be similar in power to </p>

<p class=MsoPlainText>those given (the DM has final say). The subject of a

bestow curse spell must be touched. If </p>

<p class=MsoPlainText>the subject is touched, a saving throw is still applicable;

if it is successful, the effect is </p>

<p class=MsoPlainText>negated. The bestowed curse cannot be dispelled.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Shadow Monsters</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 20-ft. cube<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A wizard

casting the shadow monsters spell uses material from the Demiplane of </p>

<p class=MsoPlainText>Shadow to shape semireal illusions of one or more

monsters. The total Hit Dice of the </p>

<p class=MsoPlainText>shadow monster or monsters thus created cannot exceed the

level of experience of the </p>

<p class=MsoPlainText>wizard; thus, a 10th-level wizard can create one creature

that has 10 Hit Dice, two that have </p>

<p class=MsoPlainText>5 Hit Dice, etc. All shadow monsters created by one spell

must be of the same sort. The </p>

<p class=MsoPlainText>actual hit point total for each monster is 20% of the hit

point total it would normally have. </p>

<p class=MsoPlainText>(To determine this, roll the appropriate Hit Dice and

multiply the hit points by .2. Any </p>

<p class=MsoPlainText>remainder less than .4 is dropped--in the case of

monsters with 1 or fewer Hit Dice, this </p>

<p class=MsoPlainText>indicates the monster was not successfully created--and

scores between .4 and 1 are </p>

<p class=MsoPlainText>rounded up to 1 hit point.)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Those viewing

the shadow monsters are allowed to disbelieve as per normal illusions, </p>

<p class=MsoPlainText>although there is a -2 penalty to the attempt. The shadow

monsters perform as the real </p>

<p class=MsoPlainText>monsters with respect to Armor Class and attack forms.

Those who believe in the shadow </p>

<p class=MsoPlainText>monster suffer real damage from their attacks. Special

attack forms such as petrification or </p>

<p class=MsoPlainText>level drain do not actually occur, but a subject who

believes they are real will react </p>

<p class=MsoPlainText>appropriately.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Those who roll

successful saving throws see the shadow monsters as transparent images </p>

<p class=MsoPlainText>superimposed on vague shadowy forms. These are Armor

Class 10 and inflict only 20% of </p>

<p class=MsoPlainText>normal melee damage (biting, clawing, weapon, etc.), dropping

fractional damage less than </p>

<p class=MsoPlainText>.4 as done with hit points.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For example: A

shadow monster griffon attacks a person who knows it is only quasi-real. </p>

<p class=MsoPlainText>The monster strikes with two claw attacks and one bite,

hitting as a 7-Hit Die monster. All </p>

<p class=MsoPlainText>three attacks hit; the normal damage dice are rolled,

multiplied by .2 separately, rounded up </p>

<p class=MsoPlainText>or down, and added together to get the total damage.

Thus, if the attacks score 4, 2 and 11 </p>

<p class=MsoPlainText>points, a total of 4 points of damage is inflicted (4 x

.2 = .8 [rounded to 1], 2 x .2 = .4 </p>

<p class=MsoPlainText>[rounded to 1], 11 x .2 = 2.2 [rounded to 2]. The sum is

1 + 1 + 2 = 4).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Shout</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, M</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:1'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 10 x 30 ft. cone<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a shout

spell is cast, the wizard gives himself tremendous vocal powers. The caster </p>

<p class=MsoPlainText>can emit an ear-splitting noise that has a principal

effect in a cone shape radiating from his </p>

<p class=MsoPlainText>mouth to a point 30 feet away. Any creature within this

area is deafened for 2d6 rounds and </p>

<p class=MsoPlainText>suffers 2d6 points of damage. A successful saving throw

vs. spell negates the deafness and </p>

<p class=MsoPlainText>reduces the damage by half. Any exposed brittle or

crystal substance subject to sonic </p>

<p class=MsoPlainText>vibrations is shattered by a shout, while those brittle

objects in the possession of a creature </p>

<p class=MsoPlainText>receive the creature's saving throw. Deafened creatures

suffer a -1 penalty to surprise rolls, </p>

<p class=MsoPlainText>and those that cast spells with verbal components are 20%

likely to miscast them.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The shout

spell cannot penetrate the 2nd-level priest spell, silence, 10' radius. This

spell </p>

<p class=MsoPlainText>can be employed only once per day; otherwise, the caster

might permanently deafen himself.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components for this spell are a drop of honey, a drop of citric acid, and a </p>

<p class=MsoPlainText>small cone made from a bull or ram horn.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Solid Fog</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2d4 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: 20 x 10 x 10 ft.<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>volume/level

of caster</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this spell

is cast, the wizard creates a billowing mass of misty vapors similar to a </p>

<p class=MsoPlainText>wall of fog spell. The caster can create less vapor if

desired, as long as a rectangular or </p>

<p class=MsoPlainText>cubic mass at least 10 feet on a side is formed. The fog

obscures all sight, normal and </p>

<p class=MsoPlainText>infravision, beyond 2 feet. However, unlike normal fog,

only a very strong wind can move </p>

<p class=MsoPlainText>these vapors, and any creature attempting to move through

the solid fog progresses at a </p>

<p class=MsoPlainText>movement rate of 1 foot per round. A gust of wind spell

cannot affect it. A fireball, flame </p>

<p class=MsoPlainText>strike, or wall of fire can burn it away in a single

round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components for the spell are a pinch of dried, powdered peas combined </p>

<p class=MsoPlainText>with powdered animal hoof.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Stoneskin</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:3'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the affected creature gains a virtual immunity to any attack by

cut, </p>

<p class=MsoPlainText>blow, projectile, or the like. Even a sword of sharpness

cannot affect a creature protected </p>

<p class=MsoPlainText>by stoneskin, nor can a rock hurled by a giant, a snake's

strike, etc. However, magical </p>

<p class=MsoPlainText>attacks from such spells as fireball, magic missile,

lightning bolt, and so forth have their </p>

<p class=MsoPlainText>normal effects. The spell's effects are not cumulative with

multiple castings.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell

blocks 1d4 attacks, plus one attack per two levels of experience the caster has

</p>

<p class=MsoPlainText>achieved. This limit applies regardless of attack rolls

and regardless of whether the attack </p>

<p class=MsoPlainText>was physical or magical. For example, a stoneskin spell

cast by a 9th-level wizard would </p>

<p class=MsoPlainText>protect against from five to eight attacks. An attacking

griffon would reduce the protection </p>

<p class=MsoPlainText>by three each round; four magic missiles would count as

four attacks in addition to inflicting </p>

<p class=MsoPlainText>their normal damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of the spell are granite and diamond dust sprinkled on the </p>

<p class=MsoPlainText>recipient's skin.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Vacancy</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration, Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 hr./level<span style='mso-tab-count:4'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 10-ft. radius/level<span

style='mso-tab-count:2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a vacancy

spell is cast, the wizard causes an area to appear to be vacant, </p>

<p class=MsoPlainText>neglected, and unused. Those who behold the area see dust

on the floor, cobwebs, dirt, and </p>

<p class=MsoPlainText>other conditions typical of a long-abandoned place. If

they pass through the area of effect, </p>

<p class=MsoPlainText>they seem to leave tracks, tear away cobwebs, and so on.

Unless they actually contact </p>

<p class=MsoPlainText>some object cloaked by the spell, the place appears

empty. Merely brushing an invisible </p>

<p class=MsoPlainText>object does not cause the vacancy spell to be disturbed:

Only forceful contact grants a </p>

<p class=MsoPlainText>chance to note that all is not as it seems.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If forceful

contact with a cloaked object occurs, those creatures subject to the spell can </p>

<p class=MsoPlainText>penetrate the spell only if they discover several items

that they cannot see; each being is then </p>

<p class=MsoPlainText>entitled to a saving throw vs. spell. Failure means they

believe that the objects are invisible. </p>

<p class=MsoPlainText>A dispel magic spell cancels this spell so that the true

area is seen. A true seeing spell, a </p>

<p class=MsoPlainText>gem of seeing, and similar effects can penetrate the

deception, but a detect invisibility </p>

<p class=MsoPlainText>spell cannot.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is

a very powerful combination of invisibility and illusion, but it can cloak only

</p>

<p class=MsoPlainText>nonliving things. Living things are not made invisible, but

their presence does not otherwise </p>

<p class=MsoPlainText>disturb the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wizard

must have a square of the finest black silk to cast this spell. This material </p>

<p class=MsoPlainText>component must be worth at least 100 gp and is used up

during spellcasting.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Wall of Fire - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 60 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wall of

fire spell brings forth an immobile, blazing curtain of magical fire of </p>

<p class=MsoPlainText>shimmering color--violet or reddish blue. The spell

creates either an opaque sheet of flame </p>

<p class=MsoPlainText>up to one 20-foot square per level of the spellcaster, or

a ring with a radius of up to 10 feet </p>

<p class=MsoPlainText>+ 5 feet per two levels of experience of the wizard. In

either form, the wall of fire is 20 feet </p>

<p class=MsoPlainText>high.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wall of

fire must be cast so that it is vertical with respect to the caster. One side

of </p>

<p class=MsoPlainText>the wall, selected by the caster, sends forth waves of

heat, inflicting 2d4 points of damage </p>

<p class=MsoPlainText>upon creatures within 10 feet and 1d4 points of damage

upon those within 20 feet. In </p>

<p class=MsoPlainText>addition, the wall inflicts 2d6 points of damage, plus 1

point of damage per level of the </p>

<p class=MsoPlainText>spellcaster, upon any creature passing through it.

Creatures especially subject to fire may </p>

<p class=MsoPlainText>take additional damage, and undead always take twice

normal damage. Note that </p>

<p class=MsoPlainText>attempting to catch a moving creature with a

newly-created wall of fire is difficult; a </p>

<p class=MsoPlainText>successful saving throw enables the creature to avoid the

wall, while its rate and direction of </p>

<p class=MsoPlainText>movement determine which side of the created wall it is

on. The wall of fire lasts as long as </p>

<p class=MsoPlainText>the wizard concentrates on maintaining it, or one round

per level of experience of the wizard, </p>

<p class=MsoPlainText>in the event he does not wish to concentrate upon it.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell is phosphorus.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Wall of Ice</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:1'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell can

be cast in one of three ways: as an anchored plane of ice, as a hemisphere, </p>

<p class=MsoPlainText>or as a horizontal sheet to fall upon creatures with the

effect of an ice storm.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A) Ice plane.

When this spell is cast, a sheet of strong, hard ice is created. The wall is </p>

<p class=MsoPlainText>primarily defensive, stopping pursuers and the like. The

wall is 1 inch thick per level of </p>

<p class=MsoPlainText>experience of the wizard. It covers a 10-foot-square area

per level (a 10th-level wizard can </p>

<p class=MsoPlainText>create a wall of ice 100 feet long and 10 feet high, a

wall 50 feet long and 20 feet high, etc.). </p>

<p class=MsoPlainText>Any creature breaking through the ice suffers 2 points of

damage per inch of thickness of the </p>

<p class=MsoPlainText>wall. Fire-using creatures suffer 3 points of damage per

inch, while cold-using creatures </p>

<p class=MsoPlainText>suffer only 1 point of damage per inch when breaking

through. The plane can be oriented in </p>

<p class=MsoPlainText>any fashion as long as it is anchored along one or more

sides.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>B) Hemisphere.

This casting of the spell creates a hemisphere whose maximum radius is </p>

<p class=MsoPlainText>equal to 3 feet plus 1 foot per caster level. Thus, a

7th-level caster can create a hemisphere </p>

<p class=MsoPlainText>10 feet in radius. The hemisphere lasts until it is

broken, dispelled, or melted. Note that it is </p>

<p class=MsoPlainText>possible, but difficult, to trap mobile opponents under

the hemisphere.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>C) Ice sheet.

This casting of the spell causes a horizontal sheet to fall upon opponents. </p>

<p class=MsoPlainText>The sheet covers a 10-foot-square area per caster level.

The sheet has the same effect as an </p>

<p class=MsoPlainText>ice storm's hail stones--3d10 points of damage inflicted

to creatures beneath it.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A wall of ice

cannot form in an area occupied by physical objects or creatures; its surface </p>

<p class=MsoPlainText>must be smooth and unbroken when created. Magical fires such

as fireballs and fiery dragon </p>

<p class=MsoPlainText>breath melt a wall of ice in one round, though this

creates a great cloud of steamy fog that </p>

<p class=MsoPlainText>lasts one turn. Normal fires or lesser magical ones do

not hasten the melting of a wall of ice.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component

of this spell is a small piece of quartz or similar rock crystal.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Wizard Eye</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:1'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is employed, the wizard creates an invisible sensory organ that sends him

</p>

<p class=MsoPlainText>visual information. The wizard eye travels at 30 feet per

round if viewing an area ahead as a </p>

<p class=MsoPlainText>human would (i.e., primarily looking at the floor), or 10

feet per round if examining the </p>

<p class=MsoPlainText>ceiling and walls as well as the floor ahead. The wizard

eye can see with infravision up to 10 </p>

<p class=MsoPlainText>feet, and with normal vision up to 60 feet away in

brightly lit areas. The wizard eye can </p>

<p class=MsoPlainText>travel in any direction as long as the spell lasts. It

has substance and a form that can be </p>

<p class=MsoPlainText>detected (by a detect invisibility spell, for instance).

Solid barriers prevent the passage of a </p>

<p class=MsoPlainText>wizard eye, although it can pass through a space no

smaller than a small mouse hole (1 inch </p>

<p class=MsoPlainText>in diameter).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Using the eye

requires the wizard to concentrate. However, if his concentration is broken, </p>

<p class=MsoPlainText>the spell does not end--the eye merely becomes inert

until the wizard again concentrates, </p>

<p class=MsoPlainText>subject to the duration of the spell. The powers of the

eye cannot be enhanced by other </p>

<p class=MsoPlainText>spells or items. The caster is subject to any gaze attack

met by the eye. A successful dispel </p>

<p class=MsoPlainText>cast on the wizard or eye ends the spell. With respect to

blindness, magical darkness, and </p>

<p class=MsoPlainText>so on, the wizard eye is considered an independent

sensory organ of the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component

of the spell is a bit of bat fur.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Advanced Illusion</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 60 yds. + 10 yds./level<span style='mso-tab-count:

1'> </span>Components: V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:1'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: One 40-ft.cube+one 10-ft.cube/lev<span

style='mso-tab-count:1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is

essentially a spectral forces spell that operates through a program (similar to

</p>

<p class=MsoPlainText>a programmed illusion spell) determined by the caster. It

is thus unnecessary for the wizard </p>

<p class=MsoPlainText>to concentrate on the spell for longer than the round of

casting it, as the program has then </p>

<p class=MsoPlainText>started and will continue without supervision. The

illusion has visual, audio, olfactory, and </p>

<p class=MsoPlainText>thermal components. If any viewer actively attempts to

disbelieve the spell, he gains a saving </p>

<p class=MsoPlainText>throw vs. spell. If any viewer successfully disbelieves

and communicates this fact to other </p>

<p class=MsoPlainText>viewers, each such viewer gains a saving throw vs. spell

with a +4 bonus.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components are a bit of fleece and several grains of sand.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Airy Water</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:5'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:4'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: 10-ft. radius<span style='mso-tab-count:

3'> </span>Saving Throw: None</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>sphere or

15-ft. radius hemisphere</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The airy water

spell turns normal liquid, such as water or water-based solutions, into a </p>

<p class=MsoPlainText>less dense, breathable substance. Thus, if the wizard

wanted to enter an underwater place, </p>

<p class=MsoPlainText>he would step into the water, cast the spell, and sink

downward in a globe of bubbling </p>

<p class=MsoPlainText>water. He and any companions in the spell's area of

effect can move freely and breathe just </p>

<p class=MsoPlainText>as if the bubbling water were air. The globe is centered

on and moves with the caster. </p>

<p class=MsoPlainText>Water-breathing creatures avoid a sphere (or hemisphere)

of airy water, although intelligent </p>

<p class=MsoPlainText>ones can enter it if they are able to move by means other

than swimming. No water-</p>

<p class=MsoPlainText>breathers can breathe in an area affected by this spell.

There is only one word that needs to </p>

<p class=MsoPlainText>be spoken to actuate the magic; thus, it can be cast

under water. The spell does not filter or </p>

<p class=MsoPlainText>remove solid particles of matter.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell is a small handful of alkaline or bromine salts.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Animal Growth - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 60 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:1'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: Up to 8 animals in a 20-ft. cube<span

style='mso-tab-count:1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the wizard causes all designated animals, up to a maximum of </p>

<p class=MsoPlainText>eight, within a 20-foot-square area to grow to twice

their normal size. The effects of this </p>

<p class=MsoPlainText>growth are doubled Hit Dice (with improvement in attack

rolls) and doubled damage in </p>

<p class=MsoPlainText>combat. The spell lasts for one round for each level of

experience of the wizard casting the </p>

<p class=MsoPlainText>spell. Only natural animals, including giant forms, can

be affected by this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse,

shrink animal, reduces animal size by half and likewise reduces Hit Dice, </p>

<p class=MsoPlainText>attack damage, etc.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The component

of both versions of the spell is a pinch of powdered bone.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Animate Dead - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:1'> </span>Casting

Time: 5 rds.</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

creates the lowest of the undead monsters--skeletons or zombies--usually from </p>

<p class=MsoPlainText>the bones or bodies of dead humans, demihumans, or

humanoids. The spell causes existing </p>

<p class=MsoPlainText>remains to become animated and obey the simple verbal commands

of the caster. The </p>

<p class=MsoPlainText>skeletons or zombies can follow the caster, remain in an

area and attack any creature (or </p>

<p class=MsoPlainText>just a specific type of creature) entering the place,

etc. The undead remain animated until </p>

<p class=MsoPlainText>they are destroyed in combat or are turned; the magic

cannot be dispelled. The following </p>

<p class=MsoPlainText>types of dead creatures can be animated:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A) Humans,

demihumans, and humanoids with 1 Hit Die. The wizard can animate one </p>

<p class=MsoPlainText>skeleton for each experience level he has attained, or

one zombie for every two levels. The </p>

<p class=MsoPlainText>experience levels, if any, of the slain are ignored; the

body of a newly dead 9th-level fighter </p>

<p class=MsoPlainText>is animated as a zombie with 2 Hit Dice, without special

class or racial abilities.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>B) Creatures

with more than 1 Hit Die. The number of undead animated is determined </p>

<p class=MsoPlainText>by the monster Hit Dice (the total Hit Dice cannot exceed

the wizard's level). Skeletal forms </p>

<p class=MsoPlainText>have the Hit Dice of the original creature, while zombie

forms have one more Hit Die. Thus, </p>

<p class=MsoPlainText>a 12th-level wizard could animate four zombie gnolls (4 x

[2+1 Hit Dice] = 12), or a single </p>

<p class=MsoPlainText>fire giant skeleton. Such undead have none of the special

abilities they had in life.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>C) Creatures

with less than 1 Hit Die. The caster can animate two skeletons per level </p>

<p class=MsoPlainText>or one zombie per level. The creatures have their normal

Hit Dice as skeletons and an </p>

<p class=MsoPlainText>additional Hit Die as zombies. Clerics receive a +1 bonus

when trying to turn these.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

assumes that the bodies or bones are available and are reasonably intact (those

</p>

<p class=MsoPlainText>of skeletons or zombies destroyed in combat won't be!).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>It requires a

drop of blood and a pinch of bone powder or a bone shard to complete the </p>

<p class=MsoPlainText>spell. The casting of this spell is not a good act, and

only evil wizards use it frequently.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Avoidance</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Abjuration, Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent until dispelled<span

style='mso-tab-count:1'> </span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: Up to 3-ft. cube<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the caster sets up a natural repulsion between the affected object </p>

<p class=MsoPlainText>and all other living things except himself. Thus, any

living creature attempting to touch the </p>

<p class=MsoPlainText>affected object is repulsed (unable to come closer than 1

foot), or repulses the affected </p>

<p class=MsoPlainText>object, depending on the relative mass of the two (a

halfling attempting to touch an iron </p>

<p class=MsoPlainText>chest with an avoidance spell upon it will be thrown

back, while the chest will skitter away </p>

<p class=MsoPlainText>from a giant-sized creature as the creature approaches).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for the spell is a magnetized needle. The spell cannot be cast </p>

<p class=MsoPlainText>upon living things; any attempt to cast avoidance upon

the apparel or possessions of a living </p>

<p class=MsoPlainText>creature entitles the subject creature to a saving throw

vs. spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse of

this spell, attraction, uses the same material components and sets up a </p>

<p class=MsoPlainText>natural attraction between the affected object and all

living things. A creature is drawn to the </p>

<p class=MsoPlainText>object if the creature is smaller, or the object slides

toward the creature if the creature is </p>

<p class=MsoPlainText>larger. It takes a successful bend bars/lift gates roll

to remove the enchanted object once it </p>

<p class=MsoPlainText>has adhered to an object or creature.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Bigby's Interposing Hand</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:1'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The Bigby's

interposing hand spell creates a man-sized to gargantuan-sized magical </p>

<p class=MsoPlainText>hand that appears between the spellcaster and his chosen

opponent. This disembodied hand </p>

<p class=MsoPlainText>then moves to remain between the two, regardless of what

the spellcaster does or how the </p>

<p class=MsoPlainText>opponent tries to get around it. Neither invisibility nor

polymorph fools the hand once a </p>

<p class=MsoPlainText>creature has been chosen. The hand does not pursue an

opponent.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The size of

the hand is determined by the wizard, and it can be from human size (5 feet) </p>

<p class=MsoPlainText>all the way up to titan size (25 feet). It provides cover

for the caster against the selected </p>

<p class=MsoPlainText>opponent, with all the attendant combat adjustments. It

has as many hit points as the caster </p>

<p class=MsoPlainText>in full health and has an Armor Class of 0.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Any creature

weighing less than 2,000 pounds trying to push past the hand is slowed to </p>

<p class=MsoPlainText>half its normal movement. If the original opponent is

slain, the caster can designate a new </p>

<p class=MsoPlainText>opponent for the hand. The caster can command the hand

out of existence at any time.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell is a soft glove.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Chaos</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 5 yds./level<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:4'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: Up to 40-ft. cube<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is

similar to the 4th-level confusion spell, but only the following beings receive

a </p>

<p class=MsoPlainText>saving throw: fighters, wizards specialized in

enchantments, monsters that use no magic and </p>

<p class=MsoPlainText>have an Intelligence of 4 or less, creatures of 21

Intelligence or higher, and creatures with </p>

<p class=MsoPlainText>more levels or Hit Dice than the caster's level.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell

causes disorientation and severe perceptual distortion, creating indecision and

</p>

<p class=MsoPlainText>the inability to take effective action. The spell affects

1d4 creatures, plus one creature per </p>

<p class=MsoPlainText>caster level. Those allowed saving throws roll them vs.

spell with -2 penalties, adjusted for </p>

<p class=MsoPlainText>Wisdom. Those who successfully save are unaffected by the

spell. Affected creatures react </p>

<p class=MsoPlainText>as follows:</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>D10 Roll<span

style='mso-tab-count:1'> </span>Action</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>1<span style='mso-tab-count:2'> </span>Wander

away (unless prevented) for duration of spell</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>2-6<span

style='mso-tab-count:2'> </span>Stand confused for one round (then roll

again)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>7-9<span

style='mso-tab-count:2'> </span>Attack nearest creature for one round

(then roll again)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>10<span style='mso-tab-count:2'> </span>Act

normally for one round (then roll again)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell

lasts one round for each level of the caster. Those affected are checked by the

</p>

<p class=MsoPlainText>DM for actions each round for the duration of the spell,

or until the &quot;wander away for the </p>

<p class=MsoPlainText>duration of the spell&quot; result occurs.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Wandering

creatures move as far from the caster as possible using their most typical </p>

<p class=MsoPlainText>mode of movement (characters walk, fish swim, bats fly,

etc.). Saving throws and actions </p>

<p class=MsoPlainText>are checked at the beginning of each round. Any confused

creature that is attacked </p>

<p class=MsoPlainText>perceives the attacker as an enemy and acts according to

its basic nature.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for this spell is a small disc of bronze and a small rod of iron.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Cloudkill</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:5'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:4'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: 40 x 20 x 20 ft. cloud<span

style='mso-tab-count:2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

generates a billowing cloud of ghastly yellowish green vapors that is so toxic

as </p>

<p class=MsoPlainText>to slay any creature with fewer than 4+1 Hit Dice, cause

creatures with 4+1 to 5+1 Hit Dice </p>

<p class=MsoPlainText>to roll saving throws vs. poison with -4 penalties or be

slain, and creatures with up to 6 Hit </p>

<p class=MsoPlainText>Dice (inclusive) to roll unmodified saving throws vs.

poison or be slain. Holding one's breath </p>

<p class=MsoPlainText>has no effect on the lethality of the spell. Those above

6th level (or 6 Hit Dice) must leave </p>

<p class=MsoPlainText>the cloud immediately or suffer 1d10 points of poison

damage each round while in the area </p>

<p class=MsoPlainText>of effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The cloudkill

moves away from the spellcaster at 10 feet per round, rolling along the </p>

<p class=MsoPlainText>surface of the ground. A moderate breeze causes it to

alter course (roll for direction), but it </p>

<p class=MsoPlainText>does not move back toward its caster. A strong wind breaks

it up in four rounds, and a </p>

<p class=MsoPlainText>greater wind force prevents the use of the spell. Very

thick vegetation will disperse the cloud </p>

<p class=MsoPlainText>in two rounds. As the vapors are heavier than air, they

sink to the lowest level of the land, </p>

<p class=MsoPlainText>even pouring down den or sinkhole openings; thus, the

spell is ideal for slaying nests of giant </p>

<p class=MsoPlainText>ants, for example. It cannot penetrate liquids, nor can

it be cast under water.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Cone of Cold</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:1'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: ½</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, it causes a cone-shaped area of extreme cold, originating at the

</p>

<p class=MsoPlainText>wizard's hand and extending outward in a cone 5 feet long

and 1 foot in diameter per level </p>

<p class=MsoPlainText>of the caster. It drains heat and causes 1d4+1 points of

damage per level of experience of </p>

<p class=MsoPlainText>the wizard. For example, a 10th-level wizard would cast a

cone of cold 10 feet in diameter </p>

<p class=MsoPlainText>and 50 feet long, causing 10d4+10 points of damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Its material

component is a crystal or glass cone of very small size.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Conjure Elemental</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 60 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:1'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>There are

actually four spells in the conjure elemental spell. The wizard is able to </p>

<p class=MsoPlainText>conjure an air, earth, fire, or water elemental with this

spell--assuming he has the material </p>

<p class=MsoPlainText>component for the particular elemental. (A considerable

fire source must be in range to </p>

<p class=MsoPlainText>conjure a fire elemental; a large amount of water must be

available to conjure a water </p>

<p class=MsoPlainText>elemental.) Conjured elementals have 8 Hit Dice.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>It is possible

to conjure successive elementals of different types if the spellcaster has </p>

<p class=MsoPlainText>memorized two or more of these spells. The type of

elemental to be conjured must be </p>

<p class=MsoPlainText>decided upon before memorizing the spell. Each type of

elemental can be conjured only </p>

<p class=MsoPlainText>once per day.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The conjured

elemental must be controlled by the wizard--the spellcaster must </p>

<p class=MsoPlainText>concentrate on the elemental doing his commands--or it

turns on the wizard and attacks. </p>

<p class=MsoPlainText>The elemental will not break off a combat to do so, but

it will avoid creatures while seeking </p>

<p class=MsoPlainText>its conjurer. If the wizard is wounded or grappled, his

concentration is broken. There is </p>

<p class=MsoPlainText>always a 5% chance that the elemental turns on its conjurer

regardless of concentration. This </p>

<p class=MsoPlainText>check is made at the end of the second and each

succeeding round. An elemental that </p>

<p class=MsoPlainText>breaks free of its control can be dispelled by the

caster, but the chance of success is only </p>

<p class=MsoPlainText>50%. The elemental can be controlled up to 30 yards away

per level of the spellcaster. The </p>

<p class=MsoPlainText>elemental remains until its form on this plane is

destroyed due to damage or until the spell's </p>

<p class=MsoPlainText>duration expires. Note that water elementals are

destroyed if they are ever more than 60 </p>

<p class=MsoPlainText>yards from a large body of water.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell (besides the quantity of the element at hand) is a </p>

<p class=MsoPlainText>small amount of one of the following:</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Air

Elemental--burning incense</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Earth

Elemental--soft clay</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Fire

Elemental--sulphur and phosphorus</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Water Elemental--water

and sand</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Special

protection from uncontrolled elementals is available by means of a protection </p>

<p class=MsoPlainText>from evil spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Contact Other Plane</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the wizard sends his mind to another plane of existence in order

to </p>

<p class=MsoPlainText>receive advice and information from powers there. As

these powers resent such contact, </p>

<p class=MsoPlainText>only brief answers are given. (The DM answers all questions

with &quot;yes,&quot; &quot;no,&quot; &quot;maybe,&quot; </p>

<p class=MsoPlainText>&quot;never,&quot; &quot;irrelevant,&quot; etc.) Any

questions asked are answered by the power during the spell's </p>

<p class=MsoPlainText>duration. The character can contact an elemental plane or

some plane farther removed. For </p>

<p class=MsoPlainText>every two levels of experience of the wizard, one

question may be asked. Contact with </p>

<p class=MsoPlainText>minds far removed from the plane of the wizard increases

the probability of the spellcaster </p>

<p class=MsoPlainText>going insane or dying, but the chance of the power

knowing the answer, as well as the </p>

<p class=MsoPlainText>probability of the being telling the correct answer, are

likewise increased by moving to </p>

<p class=MsoPlainText>distant planes. Once the Outer Planes are reached, the

Intelligence of the power contacted </p>

<p class=MsoPlainText>determines the effects.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The

accompanying random table is subject to DM changes, development of extraplanar </p>

<p class=MsoPlainText>NPC beings, and so on.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If insanity

occurs, it strikes as soon as the first question is asked. This condition lasts

for </p>

<p class=MsoPlainText>one week for each removal of the plane contacted (see the

DMG or the Planescape </p>

<p class=MsoPlainText>Campaign Setting boxed set), to a maximum of 10 weeks.There is a 1% chance per plane </p>

<p class=MsoPlainText>that the wizard dies before recovering, unless a remove

curse spell is cast upon him. A </p>

<p class=MsoPlainText>surviving wizard can recall the answer to the question.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>On rare

occasions, this divination may be blocked by the action of certain lesser or </p>

<p class=MsoPlainText>greater powers.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:5'> </span>Chance

of <span style='mso-tab-count:1'> </span>Chance of<span style='mso-tab-count:

1'> </span>Chance of </p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Plane<span

style='mso-tab-count:3'> </span>Insanity \*<span

style='mso-tab-count:1'> </span>Knowledge<span style='mso-tab-count:1'> </span>Veracity

\*\*</p>

<p class=MsoPlainText>Elemental Plane<span style='mso-tab-count:1'> </span>20%<span

style='mso-tab-count:1'> </span>55% (90%)<span style='mso-tab-count:1'> </span>62%

(75%)</p>

<p class=MsoPlainText>Inner Plane<span style='mso-tab-count:1'> </span>25%<span

style='mso-tab-count:1'> </span>60%<span style='mso-tab-count:1'> </span>65%</p>

<p class=MsoPlainText>Astral Plane<span style='mso-tab-count:1'> </span>30%<span

style='mso-tab-count:1'> </span>65%<span style='mso-tab-count:1'> </span>67%</p>

<p class=MsoPlainText>Outer Plane, Int 19<span style='mso-tab-count:1'> </span>35%<span

style='mso-tab-count:1'> </span>70%<span style='mso-tab-count:1'> </span>70%</p>

<p class=MsoPlainText>Outer Plane, Int 20<span style='mso-tab-count:1'> </span>40%<span

style='mso-tab-count:1'> </span>75%<span style='mso-tab-count:1'> </span>73%</p>

<p class=MsoPlainText>Outer Plane, Int 21<span style='mso-tab-count:1'> </span>45%<span

style='mso-tab-count:1'> </span>80%<span style='mso-tab-count:1'> </span>75%</p>

<p class=MsoPlainText>Outer Plane, Int 22<span style='mso-tab-count:1'> </span>50%<span

style='mso-tab-count:1'> </span>85%<span style='mso-tab-count:1'> </span>78%</p>

<p class=MsoPlainText>Outer Plane, Int 23<span style='mso-tab-count:1'> </span>55%<span

style='mso-tab-count:1'> </span>90%<span style='mso-tab-count:1'> </span>81%</p>

<p class=MsoPlainText>Outer Plane, Int 24<span style='mso-tab-count:1'> </span>60%<span

style='mso-tab-count:1'> </span>95%<span style='mso-tab-count:1'> </span>85%</p>

<p class=MsoPlainText>Outer Plane, Int 25<span style='mso-tab-count:1'> </span>65%<span

style='mso-tab-count:1'> </span>98%<span style='mso-tab-count:1'> </span>90%</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>\*<span

style='mso-spacerun:yes'> </span>For every point of Intelligence over 15, the

wizard reduces the chance of insanity by </p>

<p class=MsoPlainText>5%.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>\*\* If the

being does not know an answer, and the chance of veracity is not made, the </p>

<p class=MsoPlainText>being will emphatically give an incorrect answer. If the

chance of veracity is made, the being </p>

<p class=MsoPlainText>will answer &quot;unknown.&quot;</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Percentages in

parentheses are for questions that pertain to the appropriate elemental </p>

<p class=MsoPlainText>plane.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Optional Rule</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The DM may

allow a specific Outer Plane to be contacted (see the Planescape </p>

<p class=MsoPlainText>Campaign Setting boxed set). In this case, the difference

in alignment between the caster </p>

<p class=MsoPlainText>and the plane contacted alters the maximum Intelligence

that can be contacted--each </p>

<p class=MsoPlainText>difference in moral or ethical alignment lowers the

maximum Intelligence that can be </p>

<p class=MsoPlainText>contacted by 1. For example, an 18th-level lawful good

caster could contact Mount </p>

<p class=MsoPlainText>Celestia (a lawful good plane) on the &quot;Intelligence

20&quot; line, or Elysium (a neutral good plane) </p>

<p class=MsoPlainText>on the &quot;Intelligence 19&quot; line.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Demishadow Monsters</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: 20-ft. cube<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is

similar to the 4th-level spell shadow monsters, except that the monsters </p>

<p class=MsoPlainText>created are effectively 40% of normal hit points. If the

saving throw is made, their damage </p>

<p class=MsoPlainText>potential is only 40% of normal and their Armor Class is

8. The monsters have none of the </p>

<p class=MsoPlainText>special abilities of the real creatures, although victims

may be deluded into believing this to </p>

<p class=MsoPlainText>be so.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

</FONT><B></body></desc></spell>

<spell><name>Dismissal</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, a wizard on the Prime Material Plane seeks to force or enable a </p>

<p class=MsoPlainText>creature from another plane of existence to return to its

proper plane. Magic resistance, if </p>

<p class=MsoPlainText>any, is checked if this spell is used to force a being

home. If the resistance fails, the caster's </p>

<p class=MsoPlainText>level is compared to the creature's level or Hit Dice. If

the wizard's level is higher, the </p>

<p class=MsoPlainText>difference is subtracted from the creature's die roll for

its saving throw vs. spell. If the </p>

<p class=MsoPlainText>creature's level or Hit Dice is higher, the difference is

added to the saving throw roll.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the

creature desires to be returned to its home plane, no saving throw is necessary

(it </p>

<p class=MsoPlainText>chooses to fail the roll).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the spell is

successful, the creature is instantly whisked away, but the spell has a 20% </p>

<p class=MsoPlainText>chance of actually sending the subject to a plane other

than its own.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is any item that is distasteful to the subject creature.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Distance Distortion</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2 turns/level<span style='mso-tab-count:1'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: 10-ft. cube/level<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell can

be cast only in an area completely surrounded or enclosed by earth, rock, </p>

<p class=MsoPlainText>sand, or similar materials. The wizard must also cast a

conjure elemental spell to summon </p>

<p class=MsoPlainText>an earth elemental. The elemental serves without

attempting to break free when the </p>

<p class=MsoPlainText>spellcaster announces that his intent is to cast a

distance distortion spell. The spell places </p>

<p class=MsoPlainText>the earth elemental in the area of effect, and the

elemental then causes the area's dimensions </p>

<p class=MsoPlainText>to be either doubled or halved for those traveling over

it (spellcaster's choice). Thus, a 10-</p>

<p class=MsoPlainText>foot x 100-foot corridor could seem to be either 5 feet

wide and 50 feet long or 20 feet </p>

<p class=MsoPlainText>wide and 200 feet long. When the spell duration has

elapsed, the elemental returns to its </p>

<p class=MsoPlainText>own plane.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The true

nature of an area affected by distance distortion is undetectable to any

creature </p>

<p class=MsoPlainText>traveling along it, but the area dimly radiates magic,

and a true seeing spell can reveal that </p>

<p class=MsoPlainText>an earth elemental is spread within the area.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

needed for this spell is a small lump of soft clay.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Domination</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:2'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: 1 person<span style='mso-tab-count:1'> </span>Saving

Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The domination

spell enables the caster to control the actions of any person until the </p>

<p class=MsoPlainText>spell is ended by the subject's Intelligence (see the

charm person spell). Elves and half-</p>

<p class=MsoPlainText>elves resist this enchantment as they do all charm-type

spells. When the spell is cast, the </p>

<p class=MsoPlainText>subject must roll a saving throw vs. spell at a penalty

of -2, but Wisdom adjustments apply. </p>

<p class=MsoPlainText>Failure means the wizard has established a telepathic

link with the subject's mind. If a </p>

<p class=MsoPlainText>common language is shared, the wizard can generally force

the subject to perform as the </p>

<p class=MsoPlainText>wizard desires, within the limits of the subject's body

structure and Strength. Note that the </p>

<p class=MsoPlainText>caster does not receive direct sensory input from the

subject.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Subjects

resist this control, and those forced to take actions against their natures

receive a </p>

<p class=MsoPlainText>new saving throw with a bonus of +1 to +4, depending on

the type of action required. </p>

<p class=MsoPlainText>Obviously self-destructive orders are not carried out. Once

control is established, there is no </p>

<p class=MsoPlainText>limit to the range at which it can be exercised, as long

as the caster and subject are on the </p>

<p class=MsoPlainText>same plane.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A protection

from evil spell can prevent the caster from exercising control or using the </p>

<p class=MsoPlainText>telepathic link while the subject is so warded, but it

cannot prevent the establishment of </p>

<p class=MsoPlainText>domination.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Dream</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Invocation, Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The dream

spell enables the caster, or a messenger touched by the caster, to send </p>

<p class=MsoPlainText>messages to others in the form of dreams. At the

beginning of the spell, the caster must name </p>

<p class=MsoPlainText>the recipient or identify him by some title that leaves no

doubt as to his identity.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>As the caster

completes the spell, the person sending the spell falls into a deep trancelike </p>

<p class=MsoPlainText>sleep, and instantaneously projects his mind to the

recipient. The sender then enters the </p>

<p class=MsoPlainText>recipient's dream and delivers the message unless the

recipient is magically protected. If the </p>

<p class=MsoPlainText>recipient is awake, the message sender can choose to

remain in the trancelike sleep. If the </p>

<p class=MsoPlainText>sender is disturbed during this time, the spell is

immediately cancelled and the sender comes </p>

<p class=MsoPlainText>out of the trance. The whereabouts and current activities

of the recipient cannot be learned </p>

<p class=MsoPlainText>through this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The sender is

unaware of his own surroundings or the activities around him while he is in </p>

<p class=MsoPlainText>his trance. He is totally defenseless, both physically

and mentally (i.e., he always fails any </p>

<p class=MsoPlainText>saving throw) while in the trance.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Once the

recipient's dreams are entered, the sender can deliver a message of any length,

</p>

<p class=MsoPlainText>which the recipient remembers perfectly upon waking. The

communication is one-way; the </p>

<p class=MsoPlainText>recipient cannot ask questions or offer information, nor

can the sender gain any information </p>

<p class=MsoPlainText>by observing the dreams of the recipient. Once the

message is delivered, the sender's mind </p>

<p class=MsoPlainText>returns instantly to his body. The duration of the spell

is the time required for the sender to </p>

<p class=MsoPlainText>enter the recipient's dream and deliver the message.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse of

this spell, nightmare, enables the caster to send a hideous and unsettling </p>

<p class=MsoPlainText>vision to the recipient, who is allowed a saving throw

vs. spell to avoid the effect. The </p>

<p class=MsoPlainText>nightmare prevents restful sleep and causes 1d10 points

of damage. The nightmare leaves </p>

<p class=MsoPlainText>the recipient fatigued and unable to regain spells for

the next day. A dispel evil spell cast </p>

<p class=MsoPlainText>upon the recipient stuns the caster of the nightmare for

one turn per level of the cleric </p>

<p class=MsoPlainText>countering this evil sending.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Extension II</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is the

same as the 4th-level extension I spell, except it extends the duration of </p>

<p class=MsoPlainText>1st-through 4th-level spells by 50%.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Fabricate</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment, Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 5 yds./level<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:3'> </span>Casting

Time: Special</p>

<p class=MsoPlainText>Area of Effect: 1 cu. yd./level<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the wizard is able to convert material of one sort into a product </p>

<p class=MsoPlainText>that is of the same material. Thus, the spellcaster can

fabricate a wooden bridge from a </p>

<p class=MsoPlainText>clump of trees, a rope from a patch of hemp, clothes from

flax or wool, and so forth. </p>

<p class=MsoPlainText>Magical or living things cannot be created or altered by

a fabricate spell. The quality of </p>

<p class=MsoPlainText>items made by this spell is commensurate with the quality

of material used as the basis for </p>

<p class=MsoPlainText>the new fabrication. If the caster works with a mineral,

the area of effect is reduced by a </p>

<p class=MsoPlainText>factor of 27 (1 cubic foot per level instead of 1 cubic

yard).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Articles

requiring a high degree of craftsmanship (jewelry, swords, glass, crystal,

etc.) </p>

<p class=MsoPlainText>cannot be fabricated unless the wizard otherwise has

great skill in the appropriate craft.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Casting

requires one full round per cubic yard (or foot) or material to be affected by

the </p>

<p class=MsoPlainText>spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>False Vision</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1d4 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: 30-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the wizard is able to confound any attempt to scry (by means of </p>

<p class=MsoPlainText>either a spell or a magical device) any point within the

area of effect of the spell. To use the </p>

<p class=MsoPlainText>spell, he must be aware of the scrying attempt, although

knowledge of the scryer or the </p>

<p class=MsoPlainText>scryer's location is not necessary. Upon casting the

spell, the caster and all he desires within </p>

<p class=MsoPlainText>the radius of the spell become undetectable to the

scrying. Furthermore, the caster is able to </p>

<p class=MsoPlainText>send whatever message he desires, including vision and

sound, according to the medium of </p>

<p class=MsoPlainText>the scrying method. To do this, the caster must

concentrate on the message he is sending. </p>

<p class=MsoPlainText>Once concentration is broken, no further images can be

sent, although the caster remains </p>

<p class=MsoPlainText>undetectable for the duration of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for this spell is the ground dust of an emerald worth at least 500 </p>

<p class=MsoPlainText>gp, which is sprinkled into the air when the spell is

cast.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Feeblemind</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is

used solely against people or creatures who use magic spells. The </p>

<p class=MsoPlainText>feeblemind causes the subject's intellect to degenerate

to that of a moronic child. The </p>

<p class=MsoPlainText>subject remains in this state until a heal or wish spell

is used to cancel the effects. Magic-</p>

<p class=MsoPlainText>using beings are very vulnerable to this spell; thus,

their saving throws are made with the </p>

<p class=MsoPlainText>following adjustments:</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Spell Use of

Target<span style='mso-tab-count:1'> </span>Saving Throw Adjustment</p>

<p class=MsoPlainText>Priest<span style='mso-tab-count:4'> </span>+1</p>

<p class=MsoPlainText>Wizard (human)<span style='mso-tab-count:2'> </span>-4</p>

<p class=MsoPlainText>Combination or nonhuman<span style='mso-tab-count:1'> </span>-2</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Wisdom

adjustments apply to the saving throw.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a handful of clay, crystal, glass, or mineral spheres,

</p>

<p class=MsoPlainText>which disappears when the spell is cast.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Hold Monster</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 5 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:1'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: 1-4 creatures in<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>a 40-ft. cube</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

immobilizes from one to four creatures of any type within spell range and in </p>

<p class=MsoPlainText>sight of the spellcaster. He can opt to hold one, two,

three, or four creatures. If three or four </p>

<p class=MsoPlainText>are attacked, each saving throw is normal; if two are

attacked, each saving throw suffers a -</p>

<p class=MsoPlainText>1 penalty; if only one is attacked, the saving throw

suffers a -3 penalty.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for this spell is one hard metal bar or rod for each monster to be </p>

<p class=MsoPlainText>held. The bar or rod can be as small as a three-penny

nail.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Leomund's Lamentable Belaborment</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment, Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:5'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:4'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: 1 or more creatures<span

style='mso-tab-count:2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>in a 10-ft.

radius</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This devious spell

distracts the subject creatures by drawing them into an absorbing </p>

<p class=MsoPlainText>discussion on topics of interest to them. A chain of

responses occurs during the next 11 </p>

<p class=MsoPlainText>rounds, with additional saving throws as described later.

These responses are conversation </p>

<p class=MsoPlainText>(rounds 1-3), possible confusion (rounds 4-6), and then

either rage or lamentation (rounds </p>

<p class=MsoPlainText>7-11). All saving throws are affected by the creatures'

Intelligences, as noted later. The </p>

<p class=MsoPlainText>subject creatures must be able to understand the language

in which the spellcaster speaks.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Upon casting

the spell, the wizard begins discussion of some topic germane to the </p>

<p class=MsoPlainText>creature or creatures to be affected. Those making a

successful saving throw vs. spell are </p>

<p class=MsoPlainText>unaffected. Affected creatures immediately begin to

converse with the spellcaster, agreeing </p>

<p class=MsoPlainText>or disagreeing, all most politely. As long as the

spellcaster chooses, he can maintain the spell </p>

<p class=MsoPlainText>by conversing with the subject(s). If the caster is

attacked or otherwise distracted, the </p>

<p class=MsoPlainText>subject creatures do not notice.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Intelligence<span

style='mso-tab-count:1'> </span>Saving Throw Modifier</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>2 or less<span style='mso-tab-count:1'> </span>Spell

has no effect</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>3-7<span style='mso-tab-count:2'> </span>-1</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>8-10<span style='mso-tab-count:1'> </span>

0</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>11-14<span

style='mso-tab-count:1'> </span>+1</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>15+<span style='mso-tab-count:1'> </span>+2</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wizard can

leave at any time after the casting and the subject(s) continue on as if the </p>

<p class=MsoPlainText>caster were still present. As long as they are not attacked,

the creatures ignore all else going </p>

<p class=MsoPlainText>on around them, spending their time talking and arguing

to the exclusion of other activities. </p>

<p class=MsoPlainText>However, when the caster leaves, each subject completes

only the stage of the spell that it is </p>

<p class=MsoPlainText>currently in, and then the spell is broken.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the caster

maintains the spell for more than three rounds, each affected creature can roll

</p>

<p class=MsoPlainText>another saving throw vs. spell. Those failing to save

wander off in confusion for 1d10+2 </p>

<p class=MsoPlainText>rounds, staying away from the spellcaster. Those who make

this saving throw continue to </p>

<p class=MsoPlainText>talk and roll saving throws for each round that the

caster continues the spell, up through the </p>

<p class=MsoPlainText>sixth round, to avoid the confusion effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the spell is

maintained for more than six rounds, each subject must roll a successful </p>

<p class=MsoPlainText>saving throw vs. spell to avoid going into a rage,

attacking all other subjects of the spell with </p>

<p class=MsoPlainText>intent to kill. This rage lasts for 1d4+1 rounds. Those

who successfully save against the rage </p>

<p class=MsoPlainText>effect realize that they have been deceived and collapse

to the ground, lamenting their </p>

<p class=MsoPlainText>foolishness, for 1d4 rounds unless attacked or otherwise

disturbed.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Leomund's Secret Chest</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration, Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Special<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 60 days<span style='mso-tab-count:1'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: One chest, about<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>2 x 2 x 3 ft.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables a specially constructed chest to be hidden deep within the Ethereal </p>

<p class=MsoPlainText>Plane, to be summoned using a small model of the chest.

The large chest must be </p>

<p class=MsoPlainText>exceptionally well-crafted and expensive, constructed for

the caster by master craftsmen. If </p>

<p class=MsoPlainText>made principally of wood, it must be ebony, rosewood,

sandalwood, teak, or the like, and </p>

<p class=MsoPlainText>all of its corner fittings, nails, and hardware must be

platinum. If constructed of ivory, the </p>

<p class=MsoPlainText>metal fittings of the chest must be gold. If the chest is

fashioned from bronze, copper, or </p>

<p class=MsoPlainText>silver, its fittings must be electrum or silver. The cost

of such a chest is never less than 5,000 </p>

<p class=MsoPlainText>gp. Once it is constructed, the wizard must have a tiny

replica (of the same materials and </p>

<p class=MsoPlainText>perfect in every detail) made, so that the miniature of

the chest appears to be a perfect copy. </p>

<p class=MsoPlainText>One wizard can have but one pair of these chests at any

given time--even wish spells do not </p>

<p class=MsoPlainText>allow exceptions! The chests themselves are nonmagical,

and can be fitted with locks, </p>

<p class=MsoPlainText>wards, and so on, just as any normal chest.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>While touching

the chest and holding the tiny replica, the caster chants the spell. This </p>

<p class=MsoPlainText>causes the large chest to vanish into the Ethereal Plane.

The chest can contain 1 cubic foot </p>

<p class=MsoPlainText>of material per level of the wizard no matter what its

apparent size. Living matter makes it </p>

<p class=MsoPlainText>75% likely that the spell fails, so the chest is

typically used for securing valuable spell books, </p>

<p class=MsoPlainText>magical items, gems, etc. As long as the spellcaster has

the small duplicate of the magical </p>

<p class=MsoPlainText>chest, he can recall the large one from the Ethereal

Plane whenever the chest is desired. If </p>

<p class=MsoPlainText>the miniature of the chest is lost or destroyed, there is

no way, not even with a wish spell, </p>

<p class=MsoPlainText>that the large chest can return, although an expedition

might be mounted to find it.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>While the

chest is in the Ethereal Plane, there is a cumulative 1% chance per week that </p>

<p class=MsoPlainText>some being finds it. This chance is reset to 1% whenever

the chest is recalled and the spell </p>

<p class=MsoPlainText>recast to return it to the Ethereal Plane. If the chest

is found, the DM must work out the </p>

<p class=MsoPlainText>encounter and decide how the being reacts to the chest

(for example, it might ignore the </p>

<p class=MsoPlainText>chest, fully or partially empty it, or even exchange or

add to the items present!).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Whenever the

secret chest is brought back to the Prime Material Plane, an ethereal </p>

<p class=MsoPlainText>window is opened for a variable amount of time (usually

about one turn); the window slowly </p>

<p class=MsoPlainText>diminishes in size. When this hole opens between the

planes, check for an ethereal encounter </p>

<p class=MsoPlainText>to see if a monster is drawn through.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the large

chest is not retrieved before the spell duration lapses, there is a cumulative </p>

<p class=MsoPlainText>chance of 5% per day that the chest is lost.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Magic Jar</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The magic jar

spell enables the caster to shift his life force into a special receptacle (a </p>

<p class=MsoPlainText>gem or large crystal). From there the caster can force an

exchange of life forces between the </p>

<p class=MsoPlainText>receptacle and another creature, thus enabling the wizard

to take over and control the body </p>

<p class=MsoPlainText>of another creature, while the life force of the host is

confined in the receptacle. The special </p>

<p class=MsoPlainText>life force receptacle must be within spell range of the

wizard's body at the time of </p>

<p class=MsoPlainText>spellcasting. The wizard's life force shifts into the

receptacle in the round in which the casting </p>

<p class=MsoPlainText>is completed, allowing no other actions.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>While in the

magic jar, the caster can sense and attack any life force within a 10-foot-per-</p>

<p class=MsoPlainText>level radius (on the same plane); however, the exact

creature types and relative physical </p>

<p class=MsoPlainText>positions cannot be determined. In a group of life

forces, the caster can sense a difference of </p>

<p class=MsoPlainText>four or more levels/Hit Dice and can determine whether a

life force is positive or negative </p>

<p class=MsoPlainText>energy.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For example,

if two 10th-level fighters are attacking a hill giant and four ogres, the

caster </p>

<p class=MsoPlainText>could determine that there are three stronger and four

weaker life forces within range, all </p>

<p class=MsoPlainText>with positive life energy. The caster could try to take

over either a stronger or a weaker </p>

<p class=MsoPlainText>creature, but he has no control over exactly which

creature is attacked.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>An attempt to

take over a host body requires a full round. It is blocked by a protection </p>

<p class=MsoPlainText>from evil spell or similar ward. It is successful only if

the subject fails a saving throw vs. </p>

<p class=MsoPlainText>spell with a special modifier (see following). The saving

throw is modified by subtracting the </p>

<p class=MsoPlainText>combined Intelligence and Wisdom scores of the targetfrom those of the wizard </p>

<p class=MsoPlainText>(Intelligence and Hit Dice in nonhuman or nonhumanoid

creatures). This modifier is added to </p>

<p class=MsoPlainText>(or subtracted from) the die roll.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Difference<span

style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'> </span>Die

Adjustment</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>-9 or less<span

style='mso-tab-count:2'> </span>+4</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>-8 to -6<span

style='mso-tab-count:2'> </span>+3</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>-5 to -3<span

style='mso-tab-count:2'> </span>+2</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>-2 to 0<span

style='mso-tab-count:2'> </span>+1</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>+1 to +4<span

style='mso-tab-count:2'> </span> 0</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>+5 to +8<span

style='mso-tab-count:2'> </span>-1</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>+9 to +12<span

style='mso-tab-count:2'> </span>-2</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>+13 or more<span

style='mso-tab-count:2'> </span>-3</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A negative

score indicates that the wizard has a lower total than the target; thus, the

host </p>

<p class=MsoPlainText>has a saving throw bonus. Failure to take over the host

leaves the wizard's life force in the </p>

<p class=MsoPlainText>magic jar.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If successful,

the caster's life force occupies the host body and the host's life force is </p>

<p class=MsoPlainText>confined in the magic jar receptacle. The caster can call

upon rudimentary or instinctive </p>

<p class=MsoPlainText>knowledge of the subject creature, but not upon its real

or acquired knowledge (i.e., the </p>

<p class=MsoPlainText>wizard does not automatically know the language or spells

of the creature). The caster </p>

<p class=MsoPlainText>retains his own attack rolls, class knowledge and

training, and any adjustments due to his </p>

<p class=MsoPlainText>Intelligence or Wisdom. If the host body is human or

humanoid, and the necessary spell </p>

<p class=MsoPlainText>components are available, the wizard can even use his

memorized spells. The host body </p>

<p class=MsoPlainText>retains its own hit points and physical abilities and

properties. The DM decides if any </p>

<p class=MsoPlainText>additional modifications are necessary; for example,

perhaps clumsiness or inefficiency </p>

<p class=MsoPlainText>occurs if the caster must become used to the new form.

The alignment of the host or </p>

<p class=MsoPlainText>receptacle is that of the occupying life force.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster can

shift freely from the host to the receptacle if within the 10-foot-per-level </p>

<p class=MsoPlainText>range. Each attempt to shift requires one round. The

spell ends when the wizard shifts from </p>

<p class=MsoPlainText>the jar to his own body.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A successful

dispel magic spell cast on the host can drive the caster of the magic jar </p>

<p class=MsoPlainText>spell back into the receptacle and prevent him from

making any attacks for 1d4 rounds plus </p>

<p class=MsoPlainText>1 round per level of the caster of the dispel. The base

success chance is 50%, plus or minus </p>

<p class=MsoPlainText>5% per level difference between the casters. A successful

dispel magic cast against the </p>

<p class=MsoPlainText>receptacle forces the occupant back into his own body. If

the wizard who cast the magic </p>

<p class=MsoPlainText>jar is forced back into his own body, the spell ends.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the host

body is slain, the caster returns to the receptacle, if within range, and the

life </p>

<p class=MsoPlainText>force of the host departs (i.e., it is dead). If the host

body is slain beyond the range of the </p>

<p class=MsoPlainText>spell, both the host and the caster die.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Any life force

with nowhere to go is treated as slain unless recalled by a raise dead, </p>

<p class=MsoPlainText>resurrection, or similar spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the body of

the caster is slain, his life force survives if it is in either the receptacle

or the </p>

<p class=MsoPlainText>host. If the receptacle is destroyed while the caster's life

force occupies it, the caster is </p>

<p class=MsoPlainText>irrevocably slain.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Major Creation</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Like the minor

creation spell, the major creation spell enables the wizard to pull wisps </p>

<p class=MsoPlainText>of material from the Demiplane of Shadow to create an

item of nonliving, vegetable nature--</p>

<p class=MsoPlainText>soft goods, rope, wood, etc. The wizard can also create

mineral objects--stone, crystal, </p>

<p class=MsoPlainText>metal, etc. The item created cannot exceed 1 cubic foot

per level of the spellcaster in </p>

<p class=MsoPlainText>volume. The duration of the created item varies with its

relative hardness and rarity:</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Vegetable

matter<span style='mso-tab-count:3'> </span>2 hours/level</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Stone or

crystal<span style='mso-tab-count:3'> </span>1 hour/level</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Precious

metals<span style='mso-tab-count:3'> </span>2 turns/level</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Gems<span

style='mso-tab-count:4'> </span>1 turn/level</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Mithral\*<span

style='mso-tab-count:4'> </span>2 rounds/level</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Adamantite<span

style='mso-tab-count:4'> </span>1 round/level</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>\* Includes

similar rare metals.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Attempting to

use any of these as material components in a spell will cause the spell to </p>

<p class=MsoPlainText>fail. The spellcaster must have at least a tiny piece of

matter of the same type as the item he </p>

<p class=MsoPlainText>plans to create--a bit of twisted hemp to create rope, a

chip of stone to create a boulder, </p>

<p class=MsoPlainText>and so on.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Monster Summoning III</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Special<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 4 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: 50-yd. radius<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is

much like the 3rd-level spell monster summoning I, except that this spell </p>

<p class=MsoPlainText>summons 1d4 3rd-level monsters. These appear within the

spell's area of effect and attack </p>

<p class=MsoPlainText>the caster's opponents, until either he commands them to

cease, the spell duration expires, </p>

<p class=MsoPlainText>or the monsters are slain. These creatures do not check

morale and vanish when slain. If no </p>

<p class=MsoPlainText>opponent exists to fight, and the wizard can communicate

with them, the summoned </p>

<p class=MsoPlainText>monsters can perform other services for the wizard.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a tiny bag and a small candle.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Mordenkainen's Faithful Hound</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the wizard summons up a phantom watchdog that only he can see. </p>

<p class=MsoPlainText>He may then command it to perform as guardian of a

passage, room, door, or similar space </p>

<p class=MsoPlainText>or portal. The phantom watchdog immediately commences a

loud barking if any creature </p>

<p class=MsoPlainText>larger than a cat approaches the place it guards. As the

faithful hound is able to detect </p>

<p class=MsoPlainText>invisible creatures and ward against the approach of

ethereal creatures, it is an excellent </p>

<p class=MsoPlainText>guardian. It does not react to illusions that are not at

least quasi-real.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the

intruding creature exposes its back to the watchdog, the dog delivers a vicious

</p>

<p class=MsoPlainText>attack as if it were a 10-Hit Dice monster, striking for 3d6

points of damage. It is able to hit </p>

<p class=MsoPlainText>opponents of all types, even those normally subject only

to magical weapons of +3 or </p>

<p class=MsoPlainText>greater. Creatures without backs (for example, ochre

jellies) are not attacked. The faithful </p>

<p class=MsoPlainText>hound cannot be attacked, but it can be dispelled. The

spell lasts for a maximum of one hour </p>

<p class=MsoPlainText>plus half an hour per caster level, but once it is

activated by an intruder, it lasts only one </p>

<p class=MsoPlainText>round per caster level. If the spellcaster is ever more

than 30 yards distant from the area that </p>

<p class=MsoPlainText>the watchdog guards, the spell ends.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a tiny silver whistle, a piece of bone, and a </p>

<p class=MsoPlainText>thread.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Passwall</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 hr. + 1 turn/level<span style='mso-tab-count:

1'> </span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: 5 x 8 x 10 ft.<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A passwall

spell enables the spellcaster to open a passage through wooden, plaster, or </p>

<p class=MsoPlainText>stone walls, but not other materials. The spellcaster and

any associates can simply walk </p>

<p class=MsoPlainText>through. The spell causes a 5-foot wide x 8-foot high x

10-foot deep opening. Several of </p>

<p class=MsoPlainText>these spells can form a continuing passage so that very

thick walls can be pierced. If </p>

<p class=MsoPlainText>dispelled, the passwall closes away from the dispelling

caster, ejecting those in the passage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a pinch of sesame seeds.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Seeming</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10-ft. radius<span style='mso-tab-count:4'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 12 hrs.<span style='mso-tab-count:4'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: 1 person/2 levels<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell enables

the caster to alter the appearance of one person for every two levels of </p>

<p class=MsoPlainText>experience he has attained. The change includes clothing

and equipment. The caster can </p>

<p class=MsoPlainText>make the recipients appear as any generally man-shaped

bipedal creature, each up to 1 foot </p>

<p class=MsoPlainText>shorter or taller than his normal height, and thin or fat

or in between. All those affected must </p>

<p class=MsoPlainText>resemble the same general type of creature: human, orc,

ogre, etc. Each remains a </p>

<p class=MsoPlainText>recognizable individual. The effect fails for an

individual if the illusion chosen by the caster </p>

<p class=MsoPlainText>cannot be accomplished within the spell parameters (for

example, a halfling could not be </p>

<p class=MsoPlainText>made to look like a centaur, but he might be made to look

like a short, young ogre). </p>

<p class=MsoPlainText>Unwilling persons receive saving throws vs. spell to

avoid the effect. Affected persons </p>

<p class=MsoPlainText>resume their normal appearances if slain. The spell is

not precise enough to duplicate the </p>

<p class=MsoPlainText>appearance of a specific individual.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Sending</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Unlimited<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means ofthis spell, the caster can contact a single creature with whom he is familiar </p>

<p class=MsoPlainText>and whose name and appearance are known. If the creature

in question is not on the same </p>

<p class=MsoPlainText>plane of existence as the spellcaster, there is a base 5%

chance that the sending does not </p>

<p class=MsoPlainText>arrive. Local conditions on other planes may worsen this

chance considerably, at the option </p>

<p class=MsoPlainText>of the DM. The sending, if successful, can be understood

even by a creature with an </p>

<p class=MsoPlainText>Intelligence as low as 1 (animal intelligence).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wizard can

send a short message of 25 words or less to the recipient; the recipient </p>

<p class=MsoPlainText>can answer in like manner immediately. Even if the

sending is received, the subject creature </p>

<p class=MsoPlainText>is not obligated to act upon it in any manner.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for this spell consists of two tiny cylinders, each with one open </p>

<p class=MsoPlainText>end, connected by a short piece of fine copper wire.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Shadow Door</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:1'> </span>Components:

S</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:1'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the wizard creates the illusion of a door. The illusion also

permits </p>

<p class=MsoPlainText>the wizard to appear to step through this

&quot;door&quot; and disappear. In reality, he has darted </p>

<p class=MsoPlainText>aside and can flee, totally invisible, for the spell

duration. Creatures viewing this are deluded </p>

<p class=MsoPlainText>into seeing or entering an empty 10-foot x 10-foot room

if they open the &quot;door.&quot; A true </p>

<p class=MsoPlainText>seeing spell, a gem of seeing, or similar magical means can

discover the wizard. Certain </p>

<p class=MsoPlainText>high Hit Dice monsters might also notice the wizard (see

the invisibility spell), but only if </p>

<p class=MsoPlainText>making an active attempt to do so.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Shadow Magic</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 50 yds. + 10 yds./level<span style='mso-tab-count:

1'> </span>Components: V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The shadow

magic spell enables the wizard to tap energy from the Demiplane of </p>

<p class=MsoPlainText>Shadow to cast a quasi-real wizard evocation spell of 3rd

level or less. For example, this </p>

<p class=MsoPlainText>spell can be magic missile, fireball, lightning bolt, or

so on, and has normal effects upon </p>

<p class=MsoPlainText>creatures in the area of effect if they fail their saving

throws vs. spell. Thus, a creature failing </p>

<p class=MsoPlainText>to save against a shadow magic fireball must roll another

saving throw. If the latter roll is </p>

<p class=MsoPlainText>successful, the creature suffers half the normal fireball

damage; if the roll is not successful, </p>

<p class=MsoPlainText>the creature suffers full normal fireball damage. If the

first saving throw was successful, the </p>

<p class=MsoPlainText>shadow magic nature is detected and only 20% of the

rolled damage is received (rounding </p>

<p class=MsoPlainText>down below fractions below .4 and rounding up fractions

of .4 and above).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Stone Shape - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 1 cu. ft./level<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the wizard can form an existing piece of stone into a shape that </p>

<p class=MsoPlainText>suits his purposes. For example, the wizard can make a

stone weapon, a special trapdoor, </p>

<p class=MsoPlainText>an idol, etc. This spell can also enable the spellcaster

to reshape a stone door so as to </p>

<p class=MsoPlainText>escape imprisonment, providing the volume of stone

involved is within the limits of the area </p>

<p class=MsoPlainText>of effect. While the caster can thus create stone doors

and coffers, the fineness of detail is </p>

<p class=MsoPlainText>not great. If the construction involves small moving

parts, there is a 30% chance they do not </p>

<p class=MsoPlainText>function.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is soft clay that must be worked into roughly the </p>

<p class=MsoPlainText>desired shape of the stone object and then touched to the

stone when the spell is uttered.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Summon Shadow</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning, Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: 10-ft. cube<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this spell

is cast, the wizard conjures up one shadow (see the Monstrous Manual) </p>

<p class=MsoPlainText>for every three levels of experience he has attained.

These monsters are under the control of </p>

<p class=MsoPlainText>the spellcaster and attack his enemies on command. The

shadows remain until slain, turned, </p>

<p class=MsoPlainText>or the spell duration expires.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for this spell is a bit of smoky quartz.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Telekinesis</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:2'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: 10 yds./level<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the wizard is able to move objects by concentrating on moving </p>

<p class=MsoPlainText>them mentally. The spell can provide either a gentle,

sustained force or a single short, violent </p>

<p class=MsoPlainText>thrust.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A sustained

force enables the wizard to move a weight of up to 25 pounds a distance up </p>

<p class=MsoPlainText>to 20 feet per round. The spell lasts two rounds, plus

one round per caster level. The weight </p>

<p class=MsoPlainText>can be moved vertically, horizontally, or both. An object

moved beyond the caster's range </p>

<p class=MsoPlainText>falls or stops. If the caster ceases concentration for

any reason, the object falls or stops. The </p>

<p class=MsoPlainText>object can be telekinetically manipulated as if with one

hand. For example, a lever or rope </p>

<p class=MsoPlainText>can be pulled, a key can be turned, an object rotated and

so on, if the force required is </p>

<p class=MsoPlainText>within the weight limitation. The caster might even be

able to untie simple knots, at the </p>

<p class=MsoPlainText>discretion of the DM.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Alternatively,

the spell energy can be expended in a single round. The caster can hurl one </p>

<p class=MsoPlainText>or more objects within range, and within a 10-foot cube, directly

away from himself at high </p>

<p class=MsoPlainText>speed, to a distance of up to 10 feet per caster level.

This is subject to a maximum weight of </p>

<p class=MsoPlainText>25 pounds per caster level. Damage caused by hurled

objects is decided by the DM, but </p>

<p class=MsoPlainText>cannot exceed 1 point of damage per caster level.

Opponents who fall within the weight </p>

<p class=MsoPlainText>capacity of the spell can be hurled, but they are allowed

a saving throw vs. spell to avoid the </p>

<p class=MsoPlainText>effect. Furthermore, those able to employ as simple a

counter-measure as an enlarge spell, </p>

<p class=MsoPlainText>for example (thus making the body weight go over the

maximum spell limit), can easily </p>

<p class=MsoPlainText>counter the spell. The various Bigby's hand spells also

counter this spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Teleport</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:1'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is used, the wizard instantly transports himself, along with a certain </p>

<p class=MsoPlainText>amount of additional weight that is on or being touched

by the spellcaster, to a well-known </p>

<p class=MsoPlainText>destination. Distance is not a factor, but interplanar

travel is not possible by means of a </p>

<p class=MsoPlainText>teleport spell. The spellcaster is able to teleport a

maximum weight of 250 pounds, plus an </p>

<p class=MsoPlainText>additional 150 pounds for each level of experience above

the 10th (a 13th-level wizard can </p>

<p class=MsoPlainText>teleport up to 700 pounds). If the destination area is

very familiar to the wizard (he has a </p>

<p class=MsoPlainText>clear mental picture due to previous proximity to and

study of the area), it is unlikely that </p>

<p class=MsoPlainText>there is any error in arriving, although the caster has

no control over his facing upon arrival. </p>

<p class=MsoPlainText>Lesser known areas (those seen only magically or from a

distance) increase the probability </p>

<p class=MsoPlainText>of error. Unfamiliar areas present considerable peril

(see table).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:5'> </span>Probability

of Teleporting:</p>

<p class=MsoPlainText>Destination Is:<span style='mso-tab-count:1'> </span>High<span

style='mso-tab-count:2'> </span>On Target<span style='mso-tab-count:

1'> </span>Low</p>

<p class=MsoPlainText>Very familiar<span style='mso-tab-count:2'> </span>01-02<span

style='mso-tab-count:1'> </span><span style='mso-tab-count:1'> </span>03-99<span

style='mso-tab-count:2'> </span><span style='mso-spacerun:yes'>

</span>00</p>

<p class=MsoPlainText>Studied carefully<span style='mso-tab-count:1'> </span>01-04<span

style='mso-tab-count:2'> </span>05-98<span style='mso-tab-count:2'> </span>99-00</p>

<p class=MsoPlainText>Seen casually<span style='mso-tab-count:2'> </span>01-08<span

style='mso-tab-count:2'> </span>09-96<span style='mso-tab-count:2'> </span>97-00</p>

<p class=MsoPlainText>Viewed once<span style='mso-tab-count:2'> </span>01-16<span

style='mso-tab-count:2'> </span>17-92<span style='mso-tab-count:2'> </span>93-00</p>

<p class=MsoPlainText>Never seen<span style='mso-tab-count:2'> </span>01-32<span

style='mso-tab-count:2'> </span>33-84<span style='mso-tab-count:2'> </span>85-00</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Teleporting

high means the wizard arrives 10 feet above the ground for every 1% he is </p>

<p class=MsoPlainText>below the lowest &quot;On Target&quot; probability; this

could be as high as 320 feet if the destination </p>

<p class=MsoPlainText>area was never seen. Any low result means the instant

death of the wizard if the area into </p>

<p class=MsoPlainText>which he teleports is solid. A wizard cannot teleport to

an area of empty space--a </p>

<p class=MsoPlainText>substantial surface must be there, whether a wooden

floor, a stone floor, natural ground, etc. </p>

<p class=MsoPlainText>Areas of strong physical or magical energies may make

teleportation more hazardous or </p>

<p class=MsoPlainText>even impossible.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Transmute Rock to Mud - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: 20-ft. cube/level<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

turns natural rock of any sort into an equal volume of mud. The depth of the </p>

<p class=MsoPlainText>mud can never exceed half its length or breadth. If it is

cast upon a rock, for example, the </p>

<p class=MsoPlainText>rock affected collapses into mud. Creatures unable to

levitate, fly, or otherwise free </p>

<p class=MsoPlainText>themselves from the mud sink at the rate of 10 feet per

round and suffocate, except for </p>

<p class=MsoPlainText>lightweight creatures that could normally pass across

such ground. Brush thrown atop the </p>

<p class=MsoPlainText>mud can support creatures able to climb on top of it,

with the amount of brush required </p>

<p class=MsoPlainText>subject to the DM's discretion. The mud remains until a

dispel magic spell or a reverse of </p>

<p class=MsoPlainText>this spell, mud to rock, restores its substance--but not

necessarily its form. Evaporation </p>

<p class=MsoPlainText>turns the mud to normal dirt, at the rate of 1d6 days per

10 cubic feet. The mud to rock </p>

<p class=MsoPlainText>reverse can harden normal mud into soft stone (sandstone or

similar mineral) permanently </p>

<p class=MsoPlainText>unless magically changed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components for the spell are clay and water (or sand, lime, and water for the </p>

<p class=MsoPlainText>reverse).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Wall of Force</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:5'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn + 1 rd./level<span style='mso-tab-count:

3'> </span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: 10-ft. square/level<span

style='mso-tab-count:2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A wall of

force spell creates an invisible barrier in the locale desired by the caster,

up to </p>

<p class=MsoPlainText>the spell's range. The wall of force cannot move and is

totally unaffected by most spells, </p>

<p class=MsoPlainText>including dispel magic. However, a disintegrate spell

will immediately destroy it, as will a </p>

<p class=MsoPlainText>rod of cancellation or a sphere of annihilation.

Likewise, the wall of force is not affected </p>

<p class=MsoPlainText>by blows, missiles, cold, heat, electricity, etc. Spells

and breath weapons cannot pass </p>

<p class=MsoPlainText>through it in either direction, although dimension door,

teleport, and similar effects can </p>

<p class=MsoPlainText>bypass the barrier.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wizard

can, if desired, form the wall into a spherical shape with a radius of up to 1 </p>

<p class=MsoPlainText>foot per level or an open hemispherical shape with aradius of 1.5 feet per caster level. The </p>

<p class=MsoPlainText>wall of force must be continuous and unbroken when

formed; if its surface is broken by any </p>

<p class=MsoPlainText>object or creature, the spell fails. The caster can end

the spell on command.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for this spell is a pinch of powdered diamond worth 5,000 gp.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Wall of Iron</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 5 yds./level<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:3'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: 15 sq. ft./level<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>or special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the wizard causes a vertical iron wall to spring into being.

This wall </p>

<p class=MsoPlainText>can be used to seal off a passage or close a breach, for

the wall inserts itself into any </p>

<p class=MsoPlainText>surrounding nonliving material if its area is sufficient

to do so. The wall of iron is ¼-inch thick </p>

<p class=MsoPlainText>per level of experience of the spellcaster. The wizard is

able to create an iron wall of up to </p>

<p class=MsoPlainText>15 square feet per experience level; thus, a 12th-level

wizard can create a wall of iron with </p>

<p class=MsoPlainText>an area of 180 square feet. The wizard can double the

wall's area by halving its thickness.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the caster

desires, the wall can be created vertically resting on a flat surface, so that

it </p>

<p class=MsoPlainText>can be tipped over to fall on and crush any creature

beneath it. The wall is 50% likely to tip </p>

<p class=MsoPlainText>in either direction. This chance can be modified by a

force of not less than 30 Strength and </p>

<p class=MsoPlainText>400 pounds mass--each pound over 400 or Strength point

over 30 alters the chance by 1% </p>

<p class=MsoPlainText>in favor of the stronger side. Creatures with room to

flee the falling wall may do so by </p>

<p class=MsoPlainText>making successful saving throws vs. death. Those who fail

are killed. Huge and gargantuan </p>

<p class=MsoPlainText>creatures cannot be crushed by the wall.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wall is

permanent, unless successfully dispelled, but it is subject to all forces a

normal </p>

<p class=MsoPlainText>iron wall is subject to--rust, perforation, etc.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a small piece of sheet iron.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Wall of Stone</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 5 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:1'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

creates a wall of granite rock that merges into adjoining rock surfaces. It is </p>

<p class=MsoPlainText>typically employed to close passages, portals, and

breaches against opponents. The wall of </p>

<p class=MsoPlainText>stone is 0.25 inch thick and up to 20 square feet per

level of experience of the wizard </p>

<p class=MsoPlainText>casting the spell. Thus, a 12th-level wizard can create a

wall of stone 3 inches thick and up </p>

<p class=MsoPlainText>to 240 square feet in surface area (a 12-foot-wide and

20-foot-high wall, for example, to </p>

<p class=MsoPlainText>completely close a 10-foot x 16-foot passage). The wall

created need not be vertical, nor </p>

<p class=MsoPlainText>rest upon any firm foundation (see the wall of iron

spell); however, it must merge with and </p>

<p class=MsoPlainText>be solidly supported by existing stone. It can be used to

bridge a chasm, for instance, or as </p>

<p class=MsoPlainText>a ramp. For this use, if the span is more than 20 feet,

the wall must be arched and </p>

<p class=MsoPlainText>buttressed. This requirement reduces the area of effect

by half. Thus, a 20th-level caster can </p>

<p class=MsoPlainText>create a span with a surface area of 200 square feet. The

wall can be crudely shaped to </p>

<p class=MsoPlainText>allow crenelations, battlements, and so forth by likewise

reducing the area. The stone is </p>

<p class=MsoPlainText>permanent unless destroyed by a dispel magic or

disintegrate spell, or by normal means </p>

<p class=MsoPlainText>such as breaking or chipping.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a small block of granite.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Antimagic Shell</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:4'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:3'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 1 ft./level diameter<span

style='mso-tab-count:1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the wizard surrounds himself with an invisible barrier that moves </p>

<p class=MsoPlainText>with him. The space within this barrier is totally

impervious to all magic and magical spell </p>

<p class=MsoPlainText>effects, thus preventing the passage of spells or their

effects. Likewise, it prevents the </p>

<p class=MsoPlainText>functioning of any magical items or spells within its

confines. The area is also impervious to </p>

<p class=MsoPlainText>breath weapons, gaze or voice attacks, and similar

special attack forms.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The antimagic

shell also hedges out charmed, summoned, or conjured creatures. It </p>

<p class=MsoPlainText>cannot, however, be forced against any creature that it would

keep at bay; any attempt to </p>

<p class=MsoPlainText>do so creates a discernible pressure against the barrier,

and continued pressure will break </p>

<p class=MsoPlainText>the spell. Normal creatures (a normally encountered troll

rather than a conjured one, for </p>

<p class=MsoPlainText>instance) can enter the area, as can normal missiles.

Furthermore, while a magical sword </p>

<p class=MsoPlainText>does not function magically within the area, it is still

a sword. Note that creatures on their </p>

<p class=MsoPlainText>home plane are normal creatures there. Thus, on the

Elemental Plane of Fire, a randomly </p>

<p class=MsoPlainText>encountered fire elemental cannot be kept at bay by this

spell. Artifacts, relics, and creatures </p>

<p class=MsoPlainText>of demigod or higher status are unaffected by mortal

magic such as this.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Should thecaster be larger than the area enclosed by the barrier, parts of his person may

</p>

<p class=MsoPlainText>be considered exposed, at the DM's option. A dispel magic

spell does not remove the </p>

<p class=MsoPlainText>spell; the caster can end it upon command.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Bigby's Forceful Hand</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:1'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Bigby's

forceful hand is a more powerful version of Bigby's interposing hand. It </p>

<p class=MsoPlainText>creates a man-sized (5 feet) to gargantuan-sized (21

feet) hand that places itself between the </p>

<p class=MsoPlainText>spellcaster and a chosen opponent. This disembodied hand

then moves to remain between </p>

<p class=MsoPlainText>the two, regardless of what the spellcaster does or how

the opponent tries to get around it. </p>

<p class=MsoPlainText>However, the forceful hand also pushes on the opponent.

This force can push away a </p>

<p class=MsoPlainText>creature weighing 500 pounds or less, slow movement to 10

feet per round if the creature </p>

<p class=MsoPlainText>weighs between 500 and 2,000 pounds, or slow movement by

50% if the creature weighs </p>

<p class=MsoPlainText>more than 2,000 pounds.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A creature

pushed away is pushed to the range limit, or until pressed against an

unyielding </p>

<p class=MsoPlainText>surface. The hand itself inflicts no damage. The forceful

hand has an Armor Class of 0, has </p>

<p class=MsoPlainText>as many hit points as its caster in full health, and

vanishes when destroyed. The caster can </p>

<p class=MsoPlainText>cause it to retreat (to release a trapped opponent, for

example) or dismiss it on command.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a glove.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Chain Lightning</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 40 yds. + 5 yds./level<span style='mso-tab-count:

1'> </span>Components: V, S, M</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:1'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>SavingThrow: ½</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

creates an electrical discharge that begins as a single stroke of lightning, 2½

feet </p>

<p class=MsoPlainText>wide, commencing from the fingertips of the caster.

Unlike a lightning bolt spell, chain </p>

<p class=MsoPlainText>lightning strikes one object or creature initially, then

arcs to a series of other objects or </p>

<p class=MsoPlainText>creatures within range, losing energy with each jump.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The bolt

initially inflicts 1d6 points of damage per level of the caster, to a maximum

of </p>

<p class=MsoPlainText>12d6 (half damage if the object or creature rolls a

successful saving throw vs. spell). After </p>

<p class=MsoPlainText>the first strike, the lightning arcs to the next nearest

object or creature. Each jump reduces </p>

<p class=MsoPlainText>the strength of the lightning by 1d6. Each creature or

magical object hit receives a saving </p>

<p class=MsoPlainText>throw vs. spell. Success on this save indicates the

creature suffers only half damage from the </p>

<p class=MsoPlainText>bolt.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The chain can

strike as many times (including the first object or creature) as the </p>

<p class=MsoPlainText>spellcaster has levels, although each creature or object

can be struck only once. Thus, a bolt </p>

<p class=MsoPlainText>cast by a 12th-level wizard can strike up to 12 times,

causing less damage with each strike. </p>

<p class=MsoPlainText>The bolt continues to arc until it has struck the

appropriate number of objects or creatures, </p>

<p class=MsoPlainText>until it strikes an object that grounds it

(interconnecting iron bars of a large cell or cage, a </p>

<p class=MsoPlainText>large pool of liquid, etc.), or until there are no more

objects or creatures to strike.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Direction is

not a consideration when plotting chain lightning arcs. Distance is a

factor--an </p>

<p class=MsoPlainText>arc cannot exceed the spell's range. If the only possible

arc is greater than the spell's range, </p>

<p class=MsoPlainText>the stroke fades into nothingness. Creatures immune to

electrical attack can be struck, even </p>

<p class=MsoPlainText>though no damage is taken. Note that it is possible for

the chain to arc back to the caster!</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components are a bit of fur, a piece of amber, glass, or crystal rod, and one </p>

<p class=MsoPlainText>silver pin for each experience level of the caster.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Conjure Animals - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Special<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:1'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: 30 yds. radius<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The conjure

animals spell enables the wizard to magically create one or more mammals </p>

<p class=MsoPlainText>to attack his opponents. The total Hit Dice of the

mammals cannot exceed twice his level, if </p>

<p class=MsoPlainText>determined randomly, or his level if a specific animal

type is requested (see the Dungeon </p>

<p class=MsoPlainText>Master Guide). Thus, a wizard of 12th level could

randomly conjure two mammals with 12 </p>

<p class=MsoPlainText>Hit Dice, four with 6 Hit Dice each, six with 4 Hit Dice

each, eight with 3 Hit Dice each, </p>

<p class=MsoPlainText>twelve with 2 Hit Dice each, or 24 with 1 Hit Die each.

Count every +1 hit point bonus of a </p>

<p class=MsoPlainText>creature as ¼ of a Hit Die; thus, a creature with 4+3 Hit

Dice equals a 4 ¾ Hit Dice creature. </p>

<p class=MsoPlainText>The conjured animal(s) remain for one round for each

level of the conjuring wizard, or until </p>

<p class=MsoPlainText>slain. They follow the caster's verbal commands. Conjured

animals unfailingly attack the </p>

<p class=MsoPlainText>wizard's opponents, but they resist being used for any

other purpose.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Contingency</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 day/level<span style='mso-tab-count:2'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the wizard is able to place another spell upon his person so that </p>

<p class=MsoPlainText>the latter spell will come into effect under the

conditions dictated during the casting of the </p>

<p class=MsoPlainText>contingency spell. The contingency spell and the spell it

is to bring into effect are cast at </p>

<p class=MsoPlainText>the same time (the one-turn casting time indicated is the

total for both castings).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell to

be brought into effect by the prescribed contingency must be one that affects </p>

<p class=MsoPlainText>the wizard's person (feather fall, levitation, fly, feign

death, etc.) and be of a spell level </p>

<p class=MsoPlainText>no higher than 1/3<span style='mso-spacerun:yes'>

</span>of the caster's experience level (rounded down), but not higher than the

</p>

<p class=MsoPlainText>6th spell level.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Caster Level<span

style='mso-tab-count:1'> </span>Contingency Spell Level</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>12-14<span

style='mso-tab-count:3'> </span>4th</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>15-17<span

style='mso-tab-count:3'> </span>5th</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>18+<span style='mso-tab-count:3'> </span>6th</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Only one

contingency spell can be placed on the spellcaster at any one time; if a second

</p>

<p class=MsoPlainText>is cast, the first one (if still active) is cancelled.

The conditions needed to bring the spell into </p>

<p class=MsoPlainText>effect must be clear, although they can be rather

general. For example, a contingency spell </p>

<p class=MsoPlainText>cast with an airy water spell might prescribe that any

time the wizard is plunged into or </p>

<p class=MsoPlainText>otherwise engulfed in water or similar liquid, the airy

water spell will instantly come into </p>

<p class=MsoPlainText>effect. Or a contingency could bring a feather fall spell

into effect any time the wizard falls </p>

<p class=MsoPlainText>more than 2 feet. In all cases, the contingency

immediately brings into effect the second </p>

<p class=MsoPlainText>spell, the latter being &quot;cast&quot; instantaneously

when the prescribed circumstances occur. Note </p>

<p class=MsoPlainText>that if complicated or convoluted conditions are

prescribed, the whole spell complex (the </p>

<p class=MsoPlainText>contingency spell and the companion magic) may fail when

called upon.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are (in addition to those of the companion spell) </p>

<p class=MsoPlainText>100 gp worth of quicksilver and an eyelash of an ogre

mage, ki-rin, or similar spell-using </p>

<p class=MsoPlainText>creature. In addition, the spell requires a statuette of

the wizard carved from elephant ivory </p>

<p class=MsoPlainText>(which is not destroyed, though it is subject to wear and

tear), which must be carried on the </p>

<p class=MsoPlainText>person of the spellcaster for the contingency spell to

perform its function when called upon.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Control Weather - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 4d6 hrs.<span style='mso-tab-count:2'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 4d4 sq. mi.<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The control

weather spell enables a wizard to change the weather in the local area. The </p>

<p class=MsoPlainText>spell affects the weather for 4d6 hours in an area of 4d4

square miles. It requires one turn to </p>

<p class=MsoPlainText>cast the spell, and an additional 1d4 turns for the

weather conditions to occur. The current </p>

<p class=MsoPlainText>weather conditions are decided by the DM, depending on

the climate and season. Weather </p>

<p class=MsoPlainText>conditions have three components: precipitation,

temperature, and wind. The spell can </p>

<p class=MsoPlainText>change these conditions according to the following chart.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The

upper-cased headings represent the existing weather conditions. The small

headings </p>

<p class=MsoPlainText>beneath each large heading are the new conditions to

which the caster can change the </p>

<p class=MsoPlainText>existing conditions. Furthermore, the caster can control

the direction of the wind. For </p>

<p class=MsoPlainText>example, a day that is clear and warm with moderate wind

can be controlled to become </p>

<p class=MsoPlainText>hazy, hot, and calm. Contradictions are not possible--fog

and strong wind, for example. </p>

<p class=MsoPlainText>Multiple control weather spells can be used only in

succession.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components for this spell are burning incense and bits of earth and wood </p>

<p class=MsoPlainText>mixed in water. Obviously, this spell functions only in

areas where there are appropriate </p>

<p class=MsoPlainText>climatic conditions.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Precipitation<span

style='mso-tab-count:3'> </span>Temperature<span

style='mso-tab-count:2'> </span>Wind</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>CLEAR WEATHER<span

style='mso-tab-count:1'> </span>HOT<span style='mso-tab-count:1'> </span>CALM</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Very clear<span

style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'>

</span>Sweltering heat<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Dead calm</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Light clouds or

hazy<span style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'>

</span>Warm<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Light wind</p>

<p class=MsoPlainText>PARTLY CLOUDY<span style='mso-tab-count:1'> </span>WARM<span

style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'>

</span>Moderate wind</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Clear weather<span

style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'> </span>Hot<span

style='mso-tab-count:1'> </span>MODERATE WIND</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Cloudy<span

style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'>

</span>Cool<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Calm</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Mist/light

rain/small hail<span style='mso-tab-count:1'> </span>COOL<span

style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'> </span>Strong

wind</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Sleet/light snow<span

style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'>

</span>Warm<span style='mso-tab-count:1'> </span>STRONG WIND</p>

<p class=MsoPlainText>CLOUDY<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Cold<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Moderate wind</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Partly cloudy<span

style='mso-tab-count:1'> </span>COLD<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Gale</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Deep clouds<span

style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'>

</span>Cool<span style='mso-tab-count:1'> </span>GALE</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Fog<span

style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'> </span>Arctic

cold<span style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'>

</span>Strong wind</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Heavy rain/large

hail<span style='mso-tab-count:2'> </span><span

style='mso-spacerun:yes'> </span>Storm</p>

<p class=MsoPlainText>Driving sleet/heavy snow<span style='mso-tab-count:2'> </span>STORM</p>

<p class=MsoPlainText><span style='mso-tab-count:2'> </span><span

style='mso-spacerun:yes'> </span>Gale</p>

<p class=MsoPlainText><span style='mso-tab-count:2'> </span><span

style='mso-spacerun:yes'> </span>Hurricane-typhoon</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Death Fog</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration, Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1d4 rds. + 1/level<span style='mso-tab-count:

1'> </span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: Two 10-ft. cubes/level<span

style='mso-tab-count:1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The casting of

a death fog spell creates an area of solid fog that has the additional </p>

<p class=MsoPlainText>property of being highly acidic. The vapors are deadly to

living things, so that vegetation </p>

<p class=MsoPlainText>exposed to them will die--grass and similar small plants

in two rounds, bushes and shrubs in </p>

<p class=MsoPlainText>four, small trees in eight, and large trees in 16 rounds.

Animal life not immune to acid suffers </p>

<p class=MsoPlainText>damage according to the length of time it is exposed to

the vapors of a death fog, as follows:</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>1st

round:<span style='mso-spacerun:yes'> </span><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>1 point</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>2nd round: <span

style='mso-tab-count:1'> </span>2 points</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>3rd round: <span

style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'> </span>4 points</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>4th and each succeeding

round: 8 points</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The death fog

otherwise resembles the 2nd-level fog cloud spell: rolling, billowing vapors </p>

<p class=MsoPlainText>that can be moved only by a very strong wind. Any

creature attempting to move through the </p>

<p class=MsoPlainText>death fog progresses at a rate of 1 foot per unit of

normal movement rate per round. A gust </p>

<p class=MsoPlainText>of wind spell cannot affect it, but a fireball, flame

strike, or wall of fire can burn it away in a </p>

<p class=MsoPlainText>single round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components are a pinch of dried and powdered peas, powdered animal </p>

<p class=MsoPlainText>hoof, and strong acid of any sort (including highly

distilled vinegar or acid crystals), which </p>

<p class=MsoPlainText>must be obtained from an alchemist.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Death Spell</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:1'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: 30-ft. cube/level<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a death

spell is cast, it snuffs out the life forces of creatures in the area of effect

</p>

<p class=MsoPlainText>instantly and irrevocably. Such creatures cannot be

raised or resurrected, but an individual </p>

<p class=MsoPlainText>slain in this manner might be brought back via a wish.

The number of creatures that can be </p>

<p class=MsoPlainText>slain is a function of their Hit Dice.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:2'> </span>Maximum

# of</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Creatures' Hit

Dice<span style='mso-tab-count:1'> </span>Creatures Affected</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Under 2<span

style='mso-tab-count:3'> </span>4d20</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>2 to 4<span

style='mso-tab-count:3'> </span>2d20</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>4+1 to 6+3<span

style='mso-tab-count:3'> </span>2d4</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>6+4 to 8+3<span

style='mso-tab-count:3'> </span>1d4</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If creatures of

differing Hit Dice are attacked with a death spell, roll the dice (4d20) to </p>

<p class=MsoPlainText>determine how many creatures of under 2 Hit Dice are

affected. If the number rolled is </p>

<p class=MsoPlainText>greater than the actual number of sub-2 Hit Dice

creatures, apply the remainder of the roll to </p>

<p class=MsoPlainText>the higher Hit Dice creatures by consulting the following

table.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Creatures' Hit

Dice<span style='mso-tab-count:1'> </span>Conversion Factor (CF)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Under 2<span

style='mso-tab-count:3'> </span><span

style='mso-spacerun:yes'> </span>1</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>2 to 4<span

style='mso-tab-count:3'> </span><span

style='mso-spacerun:yes'> </span>2</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>4+1 to 6+3<span

style='mso-tab-count:3'> </span>10</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>6+4 to 8+3<span

style='mso-tab-count:3'> </span>20</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>In other

words, from the 4d20 roll subtract the number of creatures of less than 2 Hit </p>

<p class=MsoPlainText>Dice (these creatures die). If there are any remaining

points from the 4d20 roll, subtract 2 </p>

<p class=MsoPlainText>for each creature of 2 to 4 Hit Dice (these creatures

also die). If this still doesn't use up all </p>

<p class=MsoPlainText>the 4d20 roll, subtract 10 for each creature of 4+1 to

6+3 Hit Dice, and so on. Stop when </p>

<p class=MsoPlainText>all the creatures are dead, all the 4d20 roll is used up,

or the remainder is less than half the </p>

<p class=MsoPlainText>CF of any remaining creatures. (If the remainder is

one-half or more of the CF of a creature, </p>

<p class=MsoPlainText>that creature dies.)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For example, a

mixed group of 20 goblins, eight gnolls, and four ogres, led by a hill giant, </p>

<p class=MsoPlainText>are caught in the area of a death spell. The 4d20 roll

gives a total of 53 points; 20 of this </p>

<p class=MsoPlainText>eliminates the goblins (20 x 1 CF), 16 kills the gnolls

(8 x 2 CF), and the remaining 17 kills </p>

<p class=MsoPlainText>two ogres (10 points to kill one ogre, and the remaining

7 points are enough to kill one more </p>

<p class=MsoPlainText>ogre). The other two ogres and the hill giant are

unharmed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A death spell

does not affect lycanthropes, undead creatures, or creatures from planes </p>

<p class=MsoPlainText>other than the Prime Material.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a crushed black pearl with a minimum value of </p>

<p class=MsoPlainText>1,000 gp.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Demishadow Magic</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 60 yds. + 10 yds./level<span style='mso-tab-count:

1'> </span>Components: V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is

similar to the 5th-level shadow magic spell, but this spell enables the casting

</p>

<p class=MsoPlainText>of partially real 4th- and 5th level evocations (cone of

cold, wall of fire, wall of ice, </p>

<p class=MsoPlainText>cloudkill, etc.). If recognized as demishadow magic (if a

saving throw vs. spell is </p>

<p class=MsoPlainText>successful), damaging spells inflict only 40% of normal

damage, with a minimum of 2 points </p>

<p class=MsoPlainText>per die of damage. A demishadow magic cloudkill slays

creatures with fewer than 2 Hit </p>

<p class=MsoPlainText>Dice and inflicts 1d2 points of damage per round.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Disintegrate</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 5 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:1'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: 1 creature or<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>10 x 10 x 10

ft. cube</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

causes matter to vanish. It affects even matter (or energy) of a magical

nature, </p>

<p class=MsoPlainText>such as Bigby's forceful hand, but not a globe of

invulnerability or an antimagic shell. </p>

<p class=MsoPlainText>Disintegration is instantaneous, and its effects are

permanent. Any single creature can be </p>

<p class=MsoPlainText>affected, even undead. Nonliving matter, up to a 10-foot

x 10-foot x 10-foot cube, can be </p>

<p class=MsoPlainText>obliterated by the spell. The spell creates a thin, green

ray that causes physical material </p>

<p class=MsoPlainText>touched to glow and vanish, leaving traces of fine dust. Creatures

that successfully save vs. </p>

<p class=MsoPlainText>spell have avoided the ray (material items have resisted

the magic) and are not affected. </p>

<p class=MsoPlainText>Only the first creature or object struck can be affected.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components are a lodestone and a pinch of dust.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Enchant an Item</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment, Invocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: Special</p>

<p class=MsoPlainText>Area of Effect: 1 item<span style='mso-tab-count:2'> </span>Saving

Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This is a

spell that must be used by a wizard planning to create a magical item. The </p>

<p class=MsoPlainText>enchant an item spell prepares the object to accept the

magic. The item must meet the </p>

<p class=MsoPlainText>following tests: 1) it must be in sound and undamaged

condition; 2) the item must be the </p>

<p class=MsoPlainText>finest possible, considering its nature, i.e., crafted of

the highest quality material and with the </p>

<p class=MsoPlainText>finest workmanship; and 3) its cost or value must reflect

the second test, and in most cases </p>

<p class=MsoPlainText>the item must have a raw-materials cost in excess of 100

gp. With respect to requirement 3, </p>

<p class=MsoPlainText>it is not possible to apply this test to items such as

ropes, leather goods, cloth, and pottery </p>

<p class=MsoPlainText>not normally embroidered, bejeweled, tooled, carved, or

engraved. If such work or </p>

<p class=MsoPlainText>materials can be added to an item without weakening or

harming its normal functions, </p>

<p class=MsoPlainText>however, these are required for the item to be enchanted.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wizard

must have access to a workshop or laboratory, properly equipped and from </p>

<p class=MsoPlainText>which contaminating magic can be screened. Any magicalitem not related to the fabrication </p>

<p class=MsoPlainText>process (such as most protective devices) and within 30

feet of the materials is a source of </p>

<p class=MsoPlainText>contaminating magic and will spoil the process.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The item to be

prepared must be touched by the spellcaster. This touching must be </p>

<p class=MsoPlainText>constant and continual during the casting time, which is

a base 16 hours plus an additional </p>

<p class=MsoPlainText>8d8 hours (as the wizard may never work more than eight

hours per day, and haste or any </p>

<p class=MsoPlainText>other spells will not alter the time required in any way,

this effectively means that casting time </p>

<p class=MsoPlainText>for this spell is two days + 1d8 days). All work must be

uninterrupted, and during rest </p>

<p class=MsoPlainText>periods the item being enchanted must never be more than

1 foot distant from the </p>

<p class=MsoPlainText>spellcaster; if it is, the whole spell is spoiled and

must be begun again. (Note that during rest </p>

<p class=MsoPlainText>periods absolutely no other form of magic can be performed,

and the wizard must remain </p>

<p class=MsoPlainText>quiet and in isolation or the enchantment is ruined.)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>At the end of

the spell, the caster will know that the item is ready for the final test. He

will </p>

<p class=MsoPlainText>then pronounce the final magical syllable, and if the

item makes a saving throw (which is </p>

<p class=MsoPlainText>exactly the same as that of the wizard) vs. spell, the

spell is completed. The spellcaster's </p>

<p class=MsoPlainText>saving throw bonuses also apply to the item, up to +3. A

result of 1 on the 1d20 roll always </p>

<p class=MsoPlainText>results in failure, regardless of modifications. Once the

spell is finished, the wizard can begin </p>

<p class=MsoPlainText>to place the desired spell upon the item. The spell he

plans to place must be cast within 24 </p>

<p class=MsoPlainText>hours or the preparatory spell fades, and the item must

be enchanted again.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Each spell

subsequently cast upon an object bearing an enchant an item spell requires </p>

<p class=MsoPlainText>2d4 hours per spell level of the magic being cast. Again,

during casting the item must be </p>

<p class=MsoPlainText>touched by the wizard, and during the rest periods it

must always be within 1 foot of his </p>

<p class=MsoPlainText>person. This procedure holds true for any additional

spells placed upon the item, and each </p>

<p class=MsoPlainText>successive spell must be begun within 24 hours of the

last, even if the prior spell failed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>No magic

placed on an item is permanent unless a permanency spell is used as a finishing

</p>

<p class=MsoPlainText>touch. This always runs a 5% risk of draining 1 point of

Constitution from the wizard casting </p>

<p class=MsoPlainText>the spell. Also, while it is possible to tell when the

basic spell (enchant an item) succeeds, it </p>

<p class=MsoPlainText>is not possible to tell if successive castings actually

work, for each must make the same sort </p>

<p class=MsoPlainText>of saving throw as the item itself made. Naturally, an

item that is charged--a rod, staff, </p>

<p class=MsoPlainText>wand, javelin of lightning, ring of wishes, etc.--can

never be made permanent. Magical </p>

<p class=MsoPlainText>devices cannot be used to enchant an item or cast magic

upon an object so prepared, but </p>

<p class=MsoPlainText>scrolls can be used for this purpose.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The materials

needed for this spell vary according to both the nature of the item being </p>

<p class=MsoPlainText>enchanted and the magic to be cast upon it. For example,

a cloak of displacement might </p>

<p class=MsoPlainText>require the hides of one or more displacer beasts, a

sword meant to slay dragons could </p>

<p class=MsoPlainText>require the blood and some other part of the type(s) of

dragon(s) it will be effective against, </p>

<p class=MsoPlainText>and a ring of shooting stars might require pieces of meteorites

and the horn of ki-rin. </p>

<p class=MsoPlainText>These specifics, as well as other information pertaining

to this spell, are decided by the DM </p>

<p class=MsoPlainText>and must be discovered or researched in play.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Ensnarement</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Casting this

spell attempts a dangerous act: to lure a powerful creature from another plane </p>

<p class=MsoPlainText>to a specifically prepared trap, where it will be held

until it agrees to perform one service in </p>

<p class=MsoPlainText>return for freedom from the ensnarement spell. The type

of creature to be ensnared must </p>

<p class=MsoPlainText>be known and stated, and if it has a specific, proper, or

given name, this must be used in </p>

<p class=MsoPlainText>casting the ensnarement spell. The spell causes an

awareness of a gatelike opening on the </p>

<p class=MsoPlainText>plane of the creature to be ensnared. A special saving

throw is then made to determine if the </p>

<p class=MsoPlainText>creature detects the nature of the planar opening as a

trap or believes it to be a gate. To </p>

<p class=MsoPlainText>save, the creature must roll equal to or less than its

Intelligence score on 1d20. The score is </p>

<p class=MsoPlainText>modified by the difference between the creature's

Intelligence and that of the spellcaster. If </p>

<p class=MsoPlainText>the creature has a higher score, the difference is

subtracted from its dice roll to save. If the </p>

<p class=MsoPlainText>spellcaster has a higher score, the difference is added

to the dice roll.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the saving

throw succeeds, the creature ignores the spell-created opening, and the spell </p>

<p class=MsoPlainText>fails. If the saving throw fails, the creature steps into

the opening and is ensnared.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When so

trapped, the otherplanar creature can freely attack the ensnaring wizard,

unless </p>

<p class=MsoPlainText>the caster has created a warding circle. Such circles may

be temporary (drawn by hand) or </p>

<p class=MsoPlainText>permanent (inlaid or carved). Even with such protection,

the entrapped creature may break </p>

<p class=MsoPlainText>free and wreak its vengeance upon the spellcaster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A hand-drawn

circle has a base failure chance of 20%, while one inlaid or carved has a </p>

<p class=MsoPlainText>base of 10% (and that is for the first time it is used,

to determine whether or not the job was </p>

<p class=MsoPlainText>done properly). The base chance is modified by the

difference between the wizard's </p>

<p class=MsoPlainText>combined Intelligence and experience level and the

Intelligence and the experience level or </p>

<p class=MsoPlainText>Hit Dice of the creature ensnared. If the spellcaster has

a higher total, that difference in </p>

<p class=MsoPlainText>percentage points is subtracted from the chance for the

creature to break free. If the </p>

<p class=MsoPlainText>creature has a higher total, that difference is added to

its chance to break free.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The chance can

be further reduced by careful preparation of the circle. If the hand-made </p>

<p class=MsoPlainText>circle is drawn over a longer period of time, using

specially prepared pigments (1,000 gp </p>

<p class=MsoPlainText>value per turn spent drawing), the chance of breaking

free is reduced by 1% for every turn </p>

<p class=MsoPlainText>spent in preparation. This can bring the base chance to

0%.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Similarly, an

inlaid or carved design can be brought to a 0% chance of the creature </p>

<p class=MsoPlainText>breaking free by inlaying with various metals, minerals,

etc. This cost will require a minimum </p>

<p class=MsoPlainText>of one full month of time and add not less than 50,000 gp

to the basic cost of having the </p>

<p class=MsoPlainText>circle inlaid or carved into stone. Any break in the

circle spoils the efficacy of the spell and </p>

<p class=MsoPlainText>enables the creature to break free automatically. Even a

straw dropped across the line of a </p>

<p class=MsoPlainText>magic circle destroys its power. Fortunately, the

creature within cannot so much as place a </p>

<p class=MsoPlainText>straw upon any portion of the inscribed ward, for the

magic of the barrier absolutely </p>

<p class=MsoPlainText>prevents it.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Once safely

ensnared, the creature can be kept for as long as the spellcaster dares. </p>

<p class=MsoPlainText>(Remember the danger of something breaking the ward!) The

creature cannot leave the </p>

<p class=MsoPlainText>circle, nor can any of its attacks or powers penetrate

the barrier. The caster can offer </p>

<p class=MsoPlainText>bribes, use promises, or make threats in order to exact

one service from the captive </p>

<p class=MsoPlainText>creature.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The DM will

then assign a value to what the wizard has said to the ensnared creature, </p>

<p class=MsoPlainText>rating it from 0 to 6 (with 6 being the most persuasive).

This rating is then subtracted from </p>

<p class=MsoPlainText>the Intelligence score of the creature. If the creature

rolls a successful Intelligence check </p>

<p class=MsoPlainText>against its adjusted Intelligence, it refuses service.

New offers, bribes, etc., can be made, or </p>

<p class=MsoPlainText>the old ones re-offered 24 hours later, when the

creature's Intelligence has dropped by 1 </p>

<p class=MsoPlainText>point due to confinement. This can be repeated until the

creature promises to serve, until it </p>

<p class=MsoPlainText>breaks free, or until the caster decides to get rid of it

by means of some riddance spell. </p>

<p class=MsoPlainText>Impossible demands or unreasonable commands are never

agreed to.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Once the

single service is completed, the creature need only so inform the spellcaster

to </p>

<p class=MsoPlainText>be instantly sent from whence it came. The creature might

later seek revenge.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Extension III</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is

the same as the 4th-level extension I spell, except that it will extend 1st- </p>

<p class=MsoPlainText>through 3rd-level spells to double duration and will

extend the duration of 4th- or 5th-level </p>

<p class=MsoPlainText>spells by 50%.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Eyebite</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm, Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 20 yds.<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 round/3 levels<span style='mso-tab-count:

1'> </span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>An eyebite

spell enables the caster to merely meet the gaze of a creature and speak a </p>

<p class=MsoPlainText>single word to cause an effect. This gaze attack is in

addition to any other attacks allowed to </p>

<p class=MsoPlainText>the wizard. The wizard selects one of four possible gaze

attacks at the time the spell is cast, </p>

<p class=MsoPlainText>and this attack cannot be changed. For example, a

12th-level caster who chose fear would </p>

<p class=MsoPlainText>have four opportunities to make gaze attacks causing

fear, one for each round of the spell's </p>

<p class=MsoPlainText>duration. Any gaze attack is negated by a successful

saving throw vs. spell, with Wisdom </p>

<p class=MsoPlainText>adjustments. The four effects of the spell are as

follows:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Charm: The

wizard can charm a single person or monster by gaze and by uttering a </p>

<p class=MsoPlainText>single word. The effect is to make the charmed subject

absolutely loyal and docile to the </p>

<p class=MsoPlainText>caster, even to the point of personal danger. It is

otherwise the same as a charm monster </p>

<p class=MsoPlainText>spell. All creatures other than humans, demihumans, and

humanoids save with +2 bonuses.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Fear: The

wizard can cause fear by gaze and by speaking a single word. The subject </p>

<p class=MsoPlainText>flees in blind terror for 1d4 rounds. After this, the

creature refuses to face the caster and </p>

<p class=MsoPlainText>cowers or bolts for the nearest cover if subsequently

confronted by the caster (50% chance </p>

<p class=MsoPlainText>of either). The latter effect lasts one turn per caster

level. This attack can be negated by </p>

<p class=MsoPlainText>spells that counter fear.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Sicken: This

power enables the caster to merely gaze, speak, a word, and cause sudden </p>

<p class=MsoPlainText>pain and fever to sweep over the subject's body.

Creatures with ability scores function at </p>

<p class=MsoPlainText>half effectiveness; others inflict only one-half damage

with physical attacks. Movement is at </p>

<p class=MsoPlainText>one-half normal rate. The subject remains stricken for

one turn per level of the caster, after </p>

<p class=MsoPlainText>which all abilities return at the rate of one point per

turn of complete rest or one point per </p>

<p class=MsoPlainText>hour of moderate activity. The effects cannot be negated

by a cure disease or heal spell, </p>

<p class=MsoPlainText>but a remove curse or successful dispel magic spell is

effective. Creatures other than </p>

<p class=MsoPlainText>humans, demihumans, and humanoids save with +2 bonuses

versus this attack.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Sleep: The

wizard can cause any individual to fall into a comatose slumber by means of a </p>

<p class=MsoPlainText>gaze and a single word, unless the subject successfully

rolls its saving throw vs. spell. </p>

<p class=MsoPlainText>Creatures normally subject to a 1st-level sleep spell

save with -2 penalties. An affected </p>

<p class=MsoPlainText>creature must be shaken or otherwise shocked back to

consciousness.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>In all cases,

the gaze attack has a speed factor of 1. This spell does not affect undead of </p>

<p class=MsoPlainText>any type, or extend beyond the plane occupied by the

caster. Note that the caster is subject </p>

<p class=MsoPlainText>to the effects of his reflected gaze and is allowed any

applicable saving throw. In the case of </p>

<p class=MsoPlainText>a reflected charm gaze, the caster is paralyzed until it

wears off or is countered.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Geas</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:3'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A geas spell

places a magical command upon a creature (usually human or humanoid) to </p>

<p class=MsoPlainText>carry out some service, or to refrain from some action or

course of activity, as desired by </p>

<p class=MsoPlainText>the spellcaster. The creature must be intelligent,

conscious, under its own volition, and able </p>

<p class=MsoPlainText>to understand the caster. While a geas cannot compel a

creature to kill itself or perform acts </p>

<p class=MsoPlainText>that are likely to result in certain death, it can cause

almost any other course of action. The </p>

<p class=MsoPlainText>geased creature must follow the given instructions until

the geas is completed. Failure to do </p>

<p class=MsoPlainText>so will cause the creature to grow sick and die within

1d4 weeks. Deviation from or twisting </p>

<p class=MsoPlainText>of the instructions causes a corresponding loss of

Strength points until the deviation ceases. </p>

<p class=MsoPlainText>A geas can be done away with by a wish spell, but a

dispel magic or remove curse spell </p>

<p class=MsoPlainText>will not negate it. Your DM will decide any additional

details of a geas, for its casting and </p>

<p class=MsoPlainText>fulfillment are tricky, and an improperly cast geas is

ignored.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Glassee</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:1'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the wizard is able to make a section of metal, stone, or wood as </p>

<p class=MsoPlainText>transparent as glass to his gaze, or even make it into

transparent material as explained </p>

<p class=MsoPlainText>hereafter. Normally, the glassee spell can make up to 4

inches of metal, 6 inches of stone, </p>

<p class=MsoPlainText>and 20 inches of wood transparent. The spell will not

work on lead, gold, or platinum. The </p>

<p class=MsoPlainText>wizard can opt to make the glassee work only for himself

for the duration of the spell, or he </p>

<p class=MsoPlainText>can actually make a transparent area, a one-way window,

in the material affected. Either </p>

<p class=MsoPlainText>case gives a viewing area 3 feet wide by 2 feet high. If

a window is created, it has the </p>

<p class=MsoPlainText>strength of the original material.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell is a small piece of crystal or glass.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Globe of Invulnerability</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 5-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

creates an immobile, faintly shimmering, magical sphere around the caster that </p>

<p class=MsoPlainText>prevents any 1st-, 2nd-, 3rd-, or 4th-level spell effects

from penetrating. Thus, the area of </p>

<p class=MsoPlainText>effect of any such spell does not include the area of the

globe of invulnerability. This includes </p>

<p class=MsoPlainText>innate spell-like abilities and effects from devices.

However, any type of spell can be cast </p>

<p class=MsoPlainText>out of the magical sphere; spells pass from the caster of

the globe to the subject without </p>

<p class=MsoPlainText>effect on the globe. Fifth and higher level spells are

not affected by the globe. The globe can </p>

<p class=MsoPlainText>be brought down by a successful dispel magic spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell is a glass or crystal bead that shatters at the </p>

<p class=MsoPlainText>expiration of the spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Guards and Wards</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation, Alteration, Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 hr./level<span style='mso-tab-count:1'> </span>Casting

Time: 3 turns</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This special

and powerful spell is primarily used to defend the wizard's stronghold. The </p>

<p class=MsoPlainText>ward protects a one-story stronghold, with a base

dimension of 400 feet x 400 feet. The </p>

<p class=MsoPlainText>wizard can ward a multistory area by reducing the base area

proportionately. The following </p>

<p class=MsoPlainText>take place in the warded area upon casting the spell:</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>1.<span style='mso-tab-count:1'> </span>All corridors

become misty; visibility is reduced to 10 feet.</p>

<p class=MsoPlainText>2.<span style='mso-tab-count:1'> </span>All doors are

wizard locked.</p>

<p class=MsoPlainText>3.<span style='mso-tab-count:1'> </span>Stairs are

filled with webs from top to bottom. These act as the 2nd-level web spell, </p>

<p class=MsoPlainText>except that they regrow within one turn if destroyed.</p>

<p class=MsoPlainText>4.<span style='mso-tab-count:1'> </span>Where there

are choices in direction--such as a cross or side passage--a minor </p>

<p class=MsoPlainText>confusion-type spell functions so as to make it 50%

probable that intruders believe they are </p>

<p class=MsoPlainText>going in the exact opposite direction.</p>

<p class=MsoPlainText>5.<span style='mso-tab-count:1'> </span>The whole area

radiates magic. The normal use of the detect magic spell becomes </p>

<p class=MsoPlainText>impossible for those of less than the caster's level and

difficult for others.</p>

<p class=MsoPlainText>6.<span style='mso-tab-count:1'> </span>One door per

level of experience of the wizard is covered by an illusion to appear as if it </p>

<p class=MsoPlainText>were a plain wall.</p>

<p class=MsoPlainText>7.<span style='mso-tab-count:1'> </span>The wizard can

place one of the following additional magical effects:</p>

<p class=MsoPlainText><span style='mso-tab-count:2'> </span>A.

Dancing lights in four corridors.</p>

<p class=MsoPlainText><span style='mso-tab-count:2'> </span>B. A

magic mouth in two places.</p>

<p class=MsoPlainText><span style='mso-tab-count:2'> </span>C. A

stinking cloud in two places.</p>

<p class=MsoPlainText><span style='mso-tab-count:2'> </span>D. A

gust of wind in one corridor or room.</p>

<p class=MsoPlainText><span style='mso-tab-count:2'> </span>E. A

suggestion in one place.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note that

items 6 and 7 function only when the wizard is totally familiar with the area

of </p>

<p class=MsoPlainText>the spell's effect. Dispel magic can remove one effect,

at random, per casting. A remove </p>

<p class=MsoPlainText>curse spell will not work.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of the spell are burning incense, a small measure of sulphur and </p>

<p class=MsoPlainText>oil, a knotted string, a small amount of umber hulk

blood, and a small silver rod.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Invisible Stalker</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

summons an invisible stalker from the Elemental Plane of Air. This 8-Hit Dice </p>

<p class=MsoPlainText>monster obeys and serves the spellcaster in performing

whatever tasks are set before it. It is </p>

<p class=MsoPlainText>a faultless tracker within one day of the quarry's

passing. The invisible stalker follows </p>

<p class=MsoPlainText>instructions even if they send him hundreds or thousands

of miles away and, once given an </p>

<p class=MsoPlainText>order, follows through unceasingly until the task is

accomplished. However, the creature is </p>

<p class=MsoPlainText>bound to serve; it does not do so from loyalty or desire.

Therefore, it resents prolonged </p>

<p class=MsoPlainText>missions or complex tasks, and it attempts to pervert

instructions accordingly. Invisible </p>

<p class=MsoPlainText>stalkers understand common speech but speak no language

save their own.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are burning incense and a piece of horn carved into </p>

<p class=MsoPlainText>a crescent shape.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Legend Lore</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: Special</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The legend

lore spell is used to determine legendary information regarding a known </p>

<p class=MsoPlainText>person, place, or thing. If the person or thing is at

hand, or if the wizard is in the place in </p>

<p class=MsoPlainText>question, the likelihood of the spell producing results

is far greater and the casting time is </p>

<p class=MsoPlainText>only 1d4 turns. If only detailed information on the

person, place, or thing is known, casting </p>

<p class=MsoPlainText>time is 1d10 days. If only rumors are known, casting time

is 2d6 weeks.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>During the

casting, the wizard cannot engage in activities other than the routine: eating,

</p>

<p class=MsoPlainText>sleeping, etc. When completed, the divination reveals if

legendary material is available. It </p>

<p class=MsoPlainText>often reveals where this material is--by place name,

rhyme, or riddle. It sometimes gives </p>

<p class=MsoPlainText>certain information regarding the person, place, or thing

(when the object of the legend lore </p>

<p class=MsoPlainText>is at hand), but this data is always in some cryptic form

(rhyme, riddle, anagram, cipher, </p>

<p class=MsoPlainText>sign, etc.). Naturally, a legend lore spell reveals

information only if the person, place, or </p>

<p class=MsoPlainText>thing is noteworthy or legendary.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For example,

suppose Delsenora came across an extremely well-made sword. It radiates </p>

<p class=MsoPlainText>magic, but when she used an identify spell, she could not

learn any information. Even giving </p>

<p class=MsoPlainText>it to a trusted fighter didn't work, as the sword did not

reveal any special powers. Finally, </p>

<p class=MsoPlainText>she casts a legend lore spell, hoping to gain more

information. Since the sword is at hand, </p>

<p class=MsoPlainText>she completes the spell in three turns. In her mind comes

the message, &quot;Once this was the </p>

<p class=MsoPlainText>sword of he who waits till Albion's time of greatest

peril, when unto his hand it shall fly again. </p>

<p class=MsoPlainText>Fair was the hand that gave me and fair was the hand that

reclaimed me.&quot; Clearly, Delsenora </p>

<p class=MsoPlainText>realizes, this must be a very powerful item, since her

spell gave only a cryptic answer. But </p>

<p class=MsoPlainText>who is he who waits? And where is Albion? For more

information, Delsenora is going to </p>

<p class=MsoPlainText>have to cast more spells. But now the process will take

much longer, since she has only the </p>

<p class=MsoPlainText>vaguest of clues to follow.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The legend

lore spell is cast with incense and strips of ivory formed into a rectangle,

but </p>

<p class=MsoPlainText>some item of value to the caster must be sacrificed in

addition--a potion, magical scroll, </p>

<p class=MsoPlainText>magical item, etc.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Lower Water - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 80 yds.<span style='mso-tab-count:5'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 5 rds./level<span style='mso-tab-count:4'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 10-ft./level square<span

style='mso-tab-count:2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wizard

casting a lower water spell causes water or similar fluid in the area of effect

</p>

<p class=MsoPlainText>to sink away. The water can be lowered up to 2 feet for

every experience level of the </p>

<p class=MsoPlainText>wizard, to a minimum depth of 1 inch. The water is

lowered within a square area whose </p>

<p class=MsoPlainText>sides are 10 feet long per caster level. Thus, a

12th-level wizard affects a volume of 24 feet </p>

<p class=MsoPlainText>x 120 feet x 120 feet, a 13th-level caster a volume of 26

feet x 130 feet x 130 feet, and so </p>

<p class=MsoPlainText>on. In extremely large and deep bodies of water, such as

deep ocean, the spell creates a </p>

<p class=MsoPlainText>whirlpool that sweeps ships and similar craft downward,

putting them at risk and rendering </p>

<p class=MsoPlainText>them unable to leave by normal movement for the duration

of the spell. When cast on water </p>

<p class=MsoPlainText>elementals and other water-based creatures, this spell

acts as a slow spell: The creature </p>

<p class=MsoPlainText>moves at half speed and makes half the number of attacks

each round. It has no effect on </p>

<p class=MsoPlainText>other creatures.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a small vial of dust.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Its reverse,

raise water, causes water or similar fluids to return to their highest natural </p>

<p class=MsoPlainText>level: spring flood, high tide, etc. This can make fords

impassable, float grounded ships, and </p>

<p class=MsoPlainText>may even sweep away bridges, at the DM's option. It

negates lower water and vice versa.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the raise water spell is a small vial of water.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Mass Suggestion</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:1'> </span>Components:

V, M</p>

<p class=MsoPlainText>Duration: 4 turns + 4 turns/level<span style='mso-tab-count:

1'> </span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: 1 creature/level<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The mass

suggestion spell enables the wizard to influence the actions of one or more </p>

<p class=MsoPlainText>chosen creatures in the same way as the suggestion spell.

Up to one creature per </p>

<p class=MsoPlainText>experience level of the caster can be influenced,

provided that all subject creatures are </p>

<p class=MsoPlainText>within the 30-yard range. Undead are not subject to this

spell. The suggestion must be </p>

<p class=MsoPlainText>reasonably worded and understood by the creatures, and

must be the same for all hearing it. </p>

<p class=MsoPlainText>Creatures successfully saving vs. spell are unaffected.

Saving throws against the spell suffer a </p>

<p class=MsoPlainText>penalty of -1, and if a single creature is to be

affected, its saving throw suffers a -4 penalty. </p>

<p class=MsoPlainText>Note that a very reasonable mass suggestion can cause the

saving throw to be made with an </p>

<p class=MsoPlainText>additional penalty (such as -1, -2, etc.), at the

discretion of your DM. A mass suggestion </p>

<p class=MsoPlainText>can continue in effect for a considerable duration, at

the DM's discretion. Conditions that </p>

<p class=MsoPlainText>will trigger a special action can also be specified; if

the condition is not met before the spell </p>

<p class=MsoPlainText>expires, the action will not be performed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a snake's tongue and either a bit of honeycomb </p>

<p class=MsoPlainText>or a drop of sweet oil.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Mirage Arcana</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm, Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:4'> </span>Components:

V, S (M optional)</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:4'> </span>Casting

Time: Special</p>

<p class=MsoPlainText>Area of Effect: 10 ft./level radius<span

style='mso-tab-count:2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The magic of

this spell is similar to that of the vacancy spell, only more powerful and </p>

<p class=MsoPlainText>elaborate. The spell enables the caster to make an area

appear to be something other than it </p>

<p class=MsoPlainText>is--a setting he has personally seen. The spell remains

as long as the caster maintains a </p>

<p class=MsoPlainText>minimal concentration upon it. Even after this, the spell

persists for a total of one hour plus </p>

<p class=MsoPlainText>one additional turn for each experience level of the

caster. (Note: Minimal concentration can </p>

<p class=MsoPlainText>be maintained during normal conversation but not while

spellcasting, in melee, or if harmed </p>

<p class=MsoPlainText>by an attack.) If the caster actually uses a small bit of

anything connected with the place to </p>

<p class=MsoPlainText>create this spell, it takes on a quasi reality.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>In its basic

form, forceful contact is necessary to have any hope of discovering the magic, </p>

<p class=MsoPlainText>short of a detection device or spell. In its more complex

form, where a material component </p>

<p class=MsoPlainText>is used, detection is possible only by some magical

means, whether device, item, or spell. </p>

<p class=MsoPlainText>Either form of mirage arcana is subject to the dispel

magic spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>As with all

powerful illusions, the mind of the believer urges appropriate effects upon the

</p>

<p class=MsoPlainText>viewer's body. Under the influence of the spell, the

viewer could possibly walk across a bed </p>

<p class=MsoPlainText>of hot coals thinking it was a shallow stream of water

that was cooling his feet (and thus </p>

<p class=MsoPlainText>suffer no damage), dine upon imaginary food and actually

be satisfied, or rest comfortably </p>

<p class=MsoPlainText>upon a bed of sharp stones, thinking it a featherbed.

Gravity is not affected by the spell, </p>

<p class=MsoPlainText>however, so an envisioned bridge spanning a deep chasm

does not support the believer. </p>

<p class=MsoPlainText>Those who witness the event see it as a sudden

disappearance of the individual. They do not </p>

<p class=MsoPlainText>connect it with an illusion unless they are otherwise aware

of some magic at work.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Mislead</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10yds<span style='mso-tab-count:3'> </span>Component:

S</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>CastingTime: 1</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a mislead

spell is cast by the wizard, he actually creates an illusory double at the </p>

<p class=MsoPlainText>same time that he is cloaked by improved invisibility

magic (see the 4th-level spell). The </p>

<p class=MsoPlainText>wizard is then free to go elsewhere while his double

seemingly moves away. The spell </p>

<p class=MsoPlainText>enables the illusion of the wizard to speak and gesture

as if it were real, and there are full </p>

<p class=MsoPlainText>olfactory and touch components as well. A true seeing

spell or a gem of seeing will reveal </p>

<p class=MsoPlainText>the illusion for what it is. A detect invisibility or

true seeing spell or items such as a gem of </p>

<p class=MsoPlainText>seeing or robe of eyes can detect the invisible wizard

(see the 5th-level wizard spell </p>

<p class=MsoPlainText>shadow door).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Monster Summoning IV</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Special<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 5 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: 60-yd. radius<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is muchlike the 3rd-level spell monster summoning I, except that this spell </p>

<p class=MsoPlainText>summons 1d3 4th-level monsters. These appear within the

spell's area of effect and attack </p>

<p class=MsoPlainText>the caster's opponents, until he commands them to cease,

the spell duration expires, or the </p>

<p class=MsoPlainText>monsters are slain. These creatures do not check morale;

they vanish when slain. If no </p>

<p class=MsoPlainText>opponent exists to fight, summoned monsters can, if the

wizard can communicate with them, </p>

<p class=MsoPlainText>and if they are physically capable, perform other

services for the summoning wizard.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a tiny bag and a small (not necessarily lit) </p>

<p class=MsoPlainText>candle.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Mordenkainen's Lucubration</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:1'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By use of this

spell, the wizard is able to instantly recall any 1st- through 5th-level spell

he </p>

<p class=MsoPlainText>has used during the past 24 hours. The spell must have

been memorized and actually used </p>

<p class=MsoPlainText>during that time period. Mordenkainen's lucubration

allows the recovery of only one spell. </p>

<p class=MsoPlainText>If the recalled spell requires material components, these

must be provided by the caster; the </p>

<p class=MsoPlainText>recovered spell is not usable until the material

components are available.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Move Earth</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:1'> </span>Casting

Time: Special</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When cast, the

move earth spell moves dirt (clay, loam, sand) and its other components. </p>

<p class=MsoPlainText>Thus, embankments can be collapsed, hillocks moved, dunes

shifted, etc. However, in no </p>

<p class=MsoPlainText>event can rock prominences be collapsed or moved. The

area to be affected dictates the </p>

<p class=MsoPlainText>casting time; for every 40 yard x 40 yard surface area

and 10 feet of depth, one turn of </p>

<p class=MsoPlainText>casting time is required. The maximum area that can be

affected is 240 yards x 240 yards, </p>

<p class=MsoPlainText>which takes four hours.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If terrain

features are to be moved--as compared to simply caving in banks or walls of </p>

<p class=MsoPlainText>earth--it is necessary that an earth elemental be

subsequently summoned to assist. All spell </p>

<p class=MsoPlainText>casting or summoning must be completed before any effects

occur. As any summoned earth </p>

<p class=MsoPlainText>elemental will perform most of its work underground, it

is unlikely that it will be intercepted </p>

<p class=MsoPlainText>or interrupted. Should this occur, however, the movement

of the earth requiring its services </p>

<p class=MsoPlainText>must be stopped until the elemental is once again

available. Should the elemental be slain or </p>

<p class=MsoPlainText>dismissed, the move earth spell is limited to collapsing

banks or walls of earth.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell

cannot be used for tunneling and is generally too slow to trap or bury

creatures; </p>

<p class=MsoPlainText>its primary use is for digging or filling moats or for

adjusting terrain contours before a battle.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components for this spell are a mixture of soils (clay, loam, sand) in a small </p>

<p class=MsoPlainText>bag and an iron blade.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note: This

spell does not violently break the surface of the ground. Instead, it creates </p>

<p class=MsoPlainText>wavelike crests and troughs, with the earth reacting with

glacierlike fluidity until the desired </p>

<p class=MsoPlainText>result is achieved. Trees, structures, rock formations,

etc. are relatively unaffected, save for </p>

<p class=MsoPlainText>changes in elevation and relative topography.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Otiluke's Freezing Sphere</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration, Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Special<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Otiluke's Freezing

Sphere is a multipurpose spell of considerable power. If the caster </p>

<p class=MsoPlainText>opts, he may create any of the following:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A) Frigid

globe. A small globe of matter at absolute zero temperature that spreads upon </p>

<p class=MsoPlainText>contact with water, or a liquid that is principally

water, freezing it to a depth of 6 inches over </p>

<p class=MsoPlainText>an area equal to 100 square feet per level of the

spellcaster. This ice lasts for one round per </p>

<p class=MsoPlainText>level of the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a thin sheet of crystal about an inch square.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>B) Cold ray.

The spell can be used as a thin ray of cold that springs from the caster's </p>

<p class=MsoPlainText>hand to a distance of 10 yards per level of the wizard;

this ray inflicts 1d4+2 points of </p>

<p class=MsoPlainText>damage per level of the caster upon the first creature

struck. A saving throw vs. spell is </p>

<p class=MsoPlainText>applicable; all damage is negated if it is successful (as

the ray is so narrow a save indicates it </p>

<p class=MsoPlainText>missed). If the first creature is missed, the path of the

ray is plotted to its full distance, and </p>

<p class=MsoPlainText>anything else in its path must save (if applicable) or

suffer appropriate damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a white sapphire of not less than 1,000 gp value.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>C) Globe of

cold. This creates a small globe about the size of a sling stone, cool to the </p>

<p class=MsoPlainText>touch, but not harmful. This globe can be hurled, either

by hand to a distance of 40 yards </p>

<p class=MsoPlainText>(considered short range), or as a sling bullet. The globe

shatters upon impact, inflicting 6d6 </p>

<p class=MsoPlainText>points of cold damage upon all creatures within a 10-foot

radius (one-half damage if a </p>

<p class=MsoPlainText>saving throw vs. spell is successful). Use the

Grenadelike Missile Table in the Dungeon </p>

<p class=MsoPlainText>Master Guide to find where misses strike. Note that if

the globe is not thrown or slung </p>

<p class=MsoPlainText>within one round per level of the spellcaster, it

shatters and causes cold damage as stated </p>

<p class=MsoPlainText>above. This timed effect can be employed against

pursuers, although it can prove hazardous </p>

<p class=MsoPlainText>to the spellcaster and his associates as well.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a 1,000-gp diamond.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Part Water - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 5 rds./level<span style='mso-tab-count:1'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 20 ft. x<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>3 ft./level x

30 ft./level</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By employing a

part water spell, the wizard is able to cause water or similar liquid to </p>

<p class=MsoPlainText>move apart, thus forming a 20-foot-wide trough. The depth

and length of the trough are </p>

<p class=MsoPlainText>dependent upon the level of the wizard, and a trough 3

feet deep by 10 yards long is created </p>

<p class=MsoPlainText>per level. For example, at 12th level the wizard would

part water 36 feet deep by 20 feet </p>

<p class=MsoPlainText>wide by 120 yards long. The trough remains as long as the

spell lasts or until the wizard who </p>

<p class=MsoPlainText>cast it opts to end its effects. If cast under water,

this spell creates an air cylinder of </p>

<p class=MsoPlainText>appropriate length and diameter. If cast directly on a

water elemental or other water-based </p>

<p class=MsoPlainText>creature, the creature receives 4d8 damage and must roll

a successful saving throw vs. spell </p>

<p class=MsoPlainText>or flee in panic for 3d4 rounds.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components for the spell are two small sheets of crystal or glass.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Permanent Illusion</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: 20-ft.cube+10-ft.cube/lev<span

style='mso-tab-count:1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the wizard creates an illusion with visual, auditory, olfactory,

and </p>

<p class=MsoPlainText>thermal elements. The spell can create the illusion of

any object, creature, or force, as long </p>

<p class=MsoPlainText>as it is within the boundaries of the spell's area of

effect. It affects all creatures that view the </p>

<p class=MsoPlainText>illusion, even to the extent of them suffering damage

from falling into an illusory pit full of </p>

<p class=MsoPlainText>sharp spikes.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Creatures that

attempt to disbelieve the illusion gain a saving throw vs. spell and, if </p>

<p class=MsoPlainText>successful, they see it for what it is and add +4 bonuses

to associates' saving throws, if this </p>

<p class=MsoPlainText>knowledge can be communicated effectively. Creatures not

sensing the spell effect are </p>

<p class=MsoPlainText>immune until they become aware of it. The permanent

illusion is subject to a dispel magic </p>

<p class=MsoPlainText>spell, of course.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell is a bit of fleece.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Programmed Illusion</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:3'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: 20-ft.cube+10-ft.cube/lev<span

style='mso-tab-count:1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

creates a spectral force spell that activates upon command or when a specific </p>

<p class=MsoPlainText>condition occurs. The illusion has visual, auditory,

olfactory, and thermal elements. It can be </p>

<p class=MsoPlainText>of any object, creature, or force, as long as it remains

within the boundaries of the spell's </p>

<p class=MsoPlainText>area of effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The occurrence

that begins the illusion can be as general or as specific and detailed as </p>

<p class=MsoPlainText>desired, such as the following: &quot;Begin only when a

venerable female human carrying a sack </p>

<p class=MsoPlainText>of groat clusters sits cross-legged within one foot of

this spot.&quot; Such visual triggers can react </p>

<p class=MsoPlainText>to a character using the disguise ability. Command range

is 5 yards per level of the wizard, </p>

<p class=MsoPlainText>so a 12th-level wizard can command the programmed

illusion to occur at a maximum </p>

<p class=MsoPlainText>encounter range of 60 yards. A programmed illusion cannot

distinguish invisible creatures, </p>

<p class=MsoPlainText>nor alignment, level, Hit Dice, or class, except by

external garb. If desired, the effect can be </p>

<p class=MsoPlainText>keyed to a specific noise or spoken word. The spell lasts

until the illusion occurs; thus, the </p>

<p class=MsoPlainText>spell duration is variable. The illusion will last for a maximum

of one round per level of the </p>

<p class=MsoPlainText>spellcaster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Creatures that

attempt to disbelieve the illusion gain a saving throw vs. spell and, if </p>

<p class=MsoPlainText>successful, see it for what it is and add +4 bonuses to

associates' saving throws, if this </p>

<p class=MsoPlainText>knowledge can be communicated effectively. Creatures not

sensing the spell effect are </p>

<p class=MsoPlainText>immune until they become aware of it. The illusion is

subject to a dispel magic spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell is a bit of fleece.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Project Image</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration, Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:1'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the wizard creates a nonmaterial duplicate of himself, projecting

it </p>

<p class=MsoPlainText>to any spot within spell range. This image performs

actions decided by the wizard--walking, </p>

<p class=MsoPlainText>speaking, spellcasting--conforming to the actual actions

of the wizard unless he concentrates </p>

<p class=MsoPlainText>on making it act differently (in which case the wizard is

limited to half movement and no </p>

<p class=MsoPlainText>attacks).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The image can

be dispelled only by means of a successful dispel magic spell (or upon </p>

<p class=MsoPlainText>command from the spellcaster); attacks pass harmlessly

through it. The image must be within </p>

<p class=MsoPlainText>view of the wizard projecting it at all times, and if his

sight is obstructed, the spell is broken. </p>

<p class=MsoPlainText>Note that if the wizard is invisible at the time the

spell is cast, the image is also invisible until </p>

<p class=MsoPlainText>the caster's invisibility ends, though the wizard must

still be able to see the image (by means </p>

<p class=MsoPlainText>of a detect invisibility spell or other method) to

maintain the spell. If the wizard uses </p>

<p class=MsoPlainText>dimension door, teleport, plane shift, or a similar spell

that breaks his line of vision, the </p>

<p class=MsoPlainText>project image spell ends.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a small replica (doll) of the wizard.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Reincarnation</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:1'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: Person touched<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>With this

spell, the wizard can bring back to life a person who died no more than one day

</p>

<p class=MsoPlainText>per level of experience of the wizard before the casting

of the spell. The essence of the dead </p>

<p class=MsoPlainText>person is transferred to another body, possibly one very

different from his former body. </p>

<p class=MsoPlainText>Reincarnation does not require any saving throw, system

shock, or resurrection survival roll. </p>

<p class=MsoPlainText>The corpse is touched, and a new incarnation of the

person will appear in the area in 1d6 </p>

<p class=MsoPlainText>turns. The person reincarnated recalls the majority of

his former life and form, but the </p>

<p class=MsoPlainText>character class, if any, of the new incarnation might bedifferent indeed. The new incarnation </p>

<p class=MsoPlainText>is determined on the following table. If a player

character race is indicated, the character </p>

<p class=MsoPlainText>must be created.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>D100 Roll<span

style='mso-tab-count:2'> </span>Incarnation</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>01-05<span style='mso-tab-count:2'> </span>Bugbear</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>06-11<span style='mso-tab-count:2'> </span>Dwarf</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>12-18<span style='mso-tab-count:2'> </span>Elf</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>19-23<span style='mso-tab-count:2'> </span>Gnoll</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>24-28<span style='mso-tab-count:2'> </span>Gnome</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span><span style='mso-spacerun:yes'> </span>29-33<span

style='mso-tab-count:2'> </span>Goblin</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>34-40<span style='mso-tab-count:2'> </span>Half-elf</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>41-47<span style='mso-tab-count:2'> </span>Halfling</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>48-54<span style='mso-tab-count:2'> </span>Half-orc</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>55-59<span style='mso-tab-count:2'> </span>Hobgoblin</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>60-73<span style='mso-tab-count:2'> </span>Human</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>74-79<span style='mso-tab-count:2'> </span>Kobold</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>80-85<span style='mso-tab-count:2'> </span>Orc</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>86-90<span style='mso-tab-count:2'> </span>Ogre</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>91-95<span style='mso-tab-count:2'> </span>Ogre

mage</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>96-00<span style='mso-tab-count:2'> </span>Troll</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note: Very good

or very evil persons will not be reincarnated as creatures whose general </p>

<p class=MsoPlainText>alignment is the opposite.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of the spell are a small drum and a drop of blood.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Repulsion</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:5'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 round/2 levels<span style='mso-tab-count:

3'> </span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: 10 ft./level x 10 ft.<span

style='mso-tab-count:2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the wizard is able to cause all creatures in the path of the

area of </p>

<p class=MsoPlainText>effect to move directly away from his person. Repulsion

occurs at the speed of the creature </p>

<p class=MsoPlainText>attempting to move toward the spellcaster. The repelled

creature continues to move away </p>

<p class=MsoPlainText>for a complete round even if this takes it beyond spell

range. The caster can designate a new </p>

<p class=MsoPlainText>direction each round, but use of this power counts as the

caster's principal action in the </p>

<p class=MsoPlainText>round. The caster can, of course, choose to do something

else instead of using the repulsion </p>

<p class=MsoPlainText>attack.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for this spell is a pair of small magnetized iron bars attached to </p>

<p class=MsoPlainText>two small canine statuettes, one ivory and one ebony.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Shades</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: 20-ft. cube<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is related

to the shadow monsters and demishadow monsters spells. The </p>

<p class=MsoPlainText>shades spell uses material from the Demiplane of Shadow

to form semireal illusions of one </p>

<p class=MsoPlainText>or more monsters, up to 1 Hit Die per caster level. All

shades created by one spell must be </p>

<p class=MsoPlainText>of the same sort, and they have 60% of the hit point

total the real creatures would have. </p>

<p class=MsoPlainText>Those who view the shades and fail their saving throws

vs. spell believe the illusion.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The shades

perform as the real monsters with respect to Armor Class and attack forms. </p>

<p class=MsoPlainText>Special attack forms such as petrification or level drain

do not actually occur, but a subject </p>

<p class=MsoPlainText>who believes the shades are real will react

appropriately, until the illusion is countered by a </p>

<p class=MsoPlainText>dispel magic spell or the condition is countered by a heal

spell. Those who roll successful </p>

<p class=MsoPlainText>saving throws see the shades as transparent images

superimposed on vague shadowy forms. </p>

<p class=MsoPlainText>These are Armor Class 6 and cause only 60% of the true

monsters' normal melee damage.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Stone to Flesh</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The stone to

flesh spell turns any sort of stone into flesh. If the recipient stone object

was </p>

<p class=MsoPlainText>formerly living, this spell restores life (and goods),

although the survival of the creature is </p>

<p class=MsoPlainText>subject to the usual system shock survival roll. Any

formerly living creature, regardless of </p>

<p class=MsoPlainText>size, can be thus returned to flesh. Ordinary stone can

be turned to flesh in a volume of 9 </p>

<p class=MsoPlainText>cubic feet per level of experience of the spellcaster.

Such flesh is inert, lacking a vital life </p>

<p class=MsoPlainText>force, unless a life force or magical energy is available

(for example, this spell would turn a </p>

<p class=MsoPlainText>stone golem into a flesh golem, but an ordinary statue

would become a body). If cast upon </p>

<p class=MsoPlainText>stone, the wizard can create a cylinder of fleshy

material from 1 to 3 feet in diameter and up </p>

<p class=MsoPlainText>to 10 feet long, allowing a passage to be made.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components are a pinch of earth and a drop of blood.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse, fleshto stone, turns flesh of any sort to stone. All possessions on the person </p>

<p class=MsoPlainText>of the creature likewise turn to stone. The intended

subject of the spell receives a saving </p>

<p class=MsoPlainText>throw vs. spell to avoid the effect. If a statue created

by this spell is subjected to breakage </p>

<p class=MsoPlainText>or weathering, the being (if ever returned to his

original, fleshy state) will have similar </p>

<p class=MsoPlainText>damage, deformities, etc. The DM may allow such damage to

be repaired by various high-</p>

<p class=MsoPlainText>level clerical spells, such as regenerate.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of the spell are lime, water, and earth.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Tenser's Transformation</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration, Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Tenser's

transformation is a sight guaranteed to astound any creature not aware of its </p>

<p class=MsoPlainText>power, for when the wizard casts the spell, he undergoes

a startling transformation. The size </p>

<p class=MsoPlainText>and strength of the wizard increase to heroic

proportions, so he becomes a formidable </p>

<p class=MsoPlainText>fighting machine; the spell causes the caster to become a

berserk fighter! The wizard's hit </p>

<p class=MsoPlainText>points double, and all damage he sustains comes first

from the magical points gained; once </p>

<p class=MsoPlainText>these points are eliminated, all subsequent damage (to

his true hit points) is doubled. The </p>

<p class=MsoPlainText>Armor Class of the wizard is 4 better than that possessed

prior to casting the spell (AC 10 </p>

<p class=MsoPlainText>goes to 6, AC 9 to 5, AC 8 to 4, etc.), to a maximum

Armor Class of -10.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>All attacks

are as a fighter of the same level as the wizard (i.e., the wizard uses the </p>

<p class=MsoPlainText>combat values normally reserved for fighters). The wizard

can use either a dagger or a staff </p>

<p class=MsoPlainText>when attacking. A dagger can be used twice per round, and

each successful attack inflicts </p>

<p class=MsoPlainText>an additional 2 points of damage. A staff can be used

only once per round, but with a +2 </p>

<p class=MsoPlainText>bonus to attack and damage rolls. The wizard fights in

melee in preference to all other forms </p>

<p class=MsoPlainText>of attack, and continues attacking until all opponents

are slain, he is killed, the magic is </p>

<p class=MsoPlainText>dispelled, or the spell duration expires.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for casting this spell is a potion of heroism (or superheroism) </p>

<p class=MsoPlainText>that the wizard must consume during the course of

uttering the spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Transmute Water to Dust - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 60 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:1'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: 10-ft. cube/level<span style='mso-tab-count:

1'> </span>Saving Throw: None (special)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the subject area instantly undergoes a change from liquid to </p>

<p class=MsoPlainText>powdery dust. Note that if the water is already muddy,

the area of effect is doubled, while if </p>

<p class=MsoPlainText>wet mud is being transmuted, the area of effect is

quadrupled. If water remains in contact </p>

<p class=MsoPlainText>with the transmuted dust, the former quickly soaks the

latter, turning the dust into silty mud </p>

<p class=MsoPlainText>(if a sufficient quantity of water exists to do so), otherwise

soaking or dampening the dust </p>

<p class=MsoPlainText>accordingly.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Only liquid

actually in the area of effect at the moment of spellcasting is affected.

Liquids </p>

<p class=MsoPlainText>that are only partially water are affected only insofar

as the actual water content is </p>

<p class=MsoPlainText>concerned; however, potions containing water are rendered

useless. Living creatures are </p>

<p class=MsoPlainText>unaffected, except for those native to the Elemental

Plane of Water. Such creatures receive </p>

<p class=MsoPlainText>saving throws vs. spell. Failure inflicts 1d6 points of

damage per caster level upon the </p>

<p class=MsoPlainText>subject, while success means the creature receives half

damage. Only one such creature can </p>

<p class=MsoPlainText>be affected by any single casting of this spell,

regardless of the creature's size or the size of </p>

<p class=MsoPlainText>the spell's area of effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse of

the spell is simply a very high-powered create water spell that requires a </p>

<p class=MsoPlainText>pinch of normal dust as an additional material component.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For either

usage of the spell, other components required are diamond dust of at least 500 </p>

<p class=MsoPlainText>gp value and a bit of seashell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>True Seeing - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: Line of sight,<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>max. 60 ft.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the

wizard employs this spell, he confers upon the recipient the ability to see all

</p>

<p class=MsoPlainText>things as they actually are. The spell penetrates normal

and magical darkness. Secret doors </p>

<p class=MsoPlainText>become plain. The exact location of displaced things is

obvious. Invisible things become </p>

<p class=MsoPlainText>visible. Illusions and apparitions are seen through.

Polymorphed, changed, or enchanted </p>

<p class=MsoPlainText>objects are apparent. (The real form appears

translucently superimposed on the apparent </p>

<p class=MsoPlainText>form: A gold dragon polymorphed to human form would

appear human with a ghostly </p>

<p class=MsoPlainText>dragon looming over the human form.) Unlike the clerical

version of this spell, the recipient </p>

<p class=MsoPlainText>cannot determine alignment. The recipient can focus his

vision to see into the Ethereal Plane </p>

<p class=MsoPlainText>or the bordering areas of adjacent planes. The range of

vision conferred is 60 feet. True </p>

<p class=MsoPlainText>seeing does not penetrate solid objects; it in no way

confers X-ray vision or its equivalent. </p>

<p class=MsoPlainText>Furthermore, the spell effects cannot be enhanced with

magic.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell

requires an ointment for the eyes that is made from a very rare mushroom </p>

<p class=MsoPlainText>powder, saffron, and fat. It costs no less than 300 gp

per use and must be aged for 1d6 </p>

<p class=MsoPlainText>months.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Veil</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:1'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: 20-ft. cube/level<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The veil spell

enables the wizard to instantly change the appearance of his surroundings </p>

<p class=MsoPlainText>and party or create hallucinatory terrain so as to fool

even the most clever creatures (unless </p>

<p class=MsoPlainText>they have the true seeing spell, a gem of seeing, or a

similar magical aid). The veil can </p>

<p class=MsoPlainText>make a sumptuous room seem like a filthy den; even

tactile impressions conform to the </p>

<p class=MsoPlainText>visual illusion. Likewise, a party might be made to

resemble a mixed band of brownies, </p>

<p class=MsoPlainText>pixies, and faeries led by a treant. If hallucinatory

terrain is created, touch does not cause it </p>

<p class=MsoPlainText>to vanish.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Banishment</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 20 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:1'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: 60-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A banishment

spell enables the caster to force some extraplanar creature out of the </p>

<p class=MsoPlainText>caster's home plane. The effect is instantaneous, and the

subject cannot come back without </p>

<p class=MsoPlainText>some special summoning or means of egress from its own

plane to the one from which it was </p>

<p class=MsoPlainText>banished. Up to 2 Hit Dice or levels of creature per

caster level can be banished.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster

must both name the type of creature(s) to be sent away and give its name and </p>

<p class=MsoPlainText>title as well, if any. In any event, the creature's magic

resistance must be overcome for the </p>

<p class=MsoPlainText>spell to be effective.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of the spell are substances harmful, hateful, or opposed to the </p>

<p class=MsoPlainText>nature of the subject(s) of the spell. For every such

substance included in the casting, the </p>

<p class=MsoPlainText>subject creature(s) loses 5% from its magic resistance

and suffers a -2 penalty to its saving </p>

<p class=MsoPlainText>throw vs. spell. For example, if iron, holy water,

sunstone, and a sprig of rosemary were </p>

<p class=MsoPlainText>used in casting a banishment upon a being that hates

those things, its saving throw versus the </p>

<p class=MsoPlainText>spell would be made with a -8 penalty (four substances

times the factor of -2). Special </p>

<p class=MsoPlainText>items, such as hair from the tail of a ki-rin or couatl

feathers, could also be added to change </p>

<p class=MsoPlainText>the factor to -3 or -4 per item. In contrast, a titan's

hair or mistletoe blessed by a druid might </p>

<p class=MsoPlainText>lower the factor to -1 with respect to the same creature.

If the subject creature successfully </p>

<p class=MsoPlainText>rolls its saving throw vs. spell, the caster is stung by

a backlash of energy, suffers 2d6 points </p>

<p class=MsoPlainText>of damage, and is stunned for one round.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Bigby's Grasping Hand</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:1'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Bigby's

grasping hand is a superior version of the 6th-level spell Bigby's forceful

hand. </p>

<p class=MsoPlainText>It creates a man-sized (5 feet) to gargantuan-sized (21

feet) hand that appears and grasps a </p>

<p class=MsoPlainText>creature designated by the caster, regardless of what the

spellcaster does or how the </p>

<p class=MsoPlainText>opponent tries to escape it. The grasping hand can hold

motionless a creature or object of </p>

<p class=MsoPlainText>up to 1,000 pounds weight, slow movement to 10 feet per

round if the creature weighs </p>

<p class=MsoPlainText>between 1,000 and 4,000 pounds, or slow movement by 50%

if the creature weighs up to </p>

<p class=MsoPlainText>16,000 pounds. The hand itself inflicts no damage. The grasping

hand has an Armor Class </p>

<p class=MsoPlainText>of 0, has as many hit points as its caster in full

health, and vanishes when destroyed. The </p>

<p class=MsoPlainText>caster can order it to release a trapped opponent or can

dismiss it on command.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a leather glove.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Charm Plants</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 10 x 30 ft.<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The charm

plants spell enables the spellcaster to bring under command vegetable life </p>

<p class=MsoPlainText>forms and communicate with them. These plants obey

instructions to the best of their ability. </p>

<p class=MsoPlainText>The spell will charm plants in a 30-foot x 10-foot area.

While the spell does not endow the </p>

<p class=MsoPlainText>vegetation with new abilities, it does enable the wizard

to command the plants to use </p>

<p class=MsoPlainText>whatever they have in order to fulfill his instructions.

If the plants in the area of effect do have </p>

<p class=MsoPlainText>special or unusual abilities, these are used as commanded

by the wizard.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For example,

this spell can generally duplicate the effects of the 1st-level priest spell </p>

<p class=MsoPlainText>entangle, if the caster desires. The saving throw applies

only to intelligent plants, and it is </p>

<p class=MsoPlainText>made with a -4 penalty to the die roll.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of the spell are a pinch of humus, a drop of water, and a twig or </p>

<p class=MsoPlainText>leaf.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Control Undead</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 60 ft.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 3d4 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 1d6 undead<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the wizard to command 1d6 undead creatures for a short period of </p>

<p class=MsoPlainText>time. Upon casting the spell, the wizard selects one

point within range of the spell. Those </p>

<p class=MsoPlainText>undead nearest to this point are affected, until either

undead equal in Hit Dice to the caster's </p>

<p class=MsoPlainText>level or six undead are affected. Undead with 3 Hit Dice

or less are automatically controlled. </p>

<p class=MsoPlainText>Those of greater Hit Dice are allowed a saving throw vs.

spell, which, if successful, negates </p>

<p class=MsoPlainText>the attempt to control that creature. Regardless of the

success or failure of the saving throw, </p>

<p class=MsoPlainText>each creature required to make a check counts toward the

Hit Dice limit of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Those

creatures under the control of the wizard can be commanded by the caster if

they </p>

<p class=MsoPlainText>are within hearing range. There is no telepathic

communication or language requirement </p>

<p class=MsoPlainText>between the caster and the controlled undead. Even if

communication is impossible, the </p>

<p class=MsoPlainText>controlled undead do not attack the spellcaster. At the

end of the spell, the controlled </p>

<p class=MsoPlainText>undead revert to their normal behaviors. Those not

mindless will remember the control </p>

<p class=MsoPlainText>exerted by the wizard.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for this spell is a small piece each of bone and raw meat.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Delayed Blast Fireball</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 100 yds. + 10 yds./level<span style='mso-tab-count:

1'> </span>Components: V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: 20-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: ½</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

creates a fireball, with a +1 bonus to each of its dice of damage, which

releases </p>

<p class=MsoPlainText>its blast anytime from instantly to five rounds later,

according to the command given by the </p>

<p class=MsoPlainText>wizard. In other respects, the spell is the same as the

3rd-level spell fireball.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Drawmij's Instant Summons</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Infinite + special<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:1'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 1 small object<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this spell

is cast, the wizard teleports some desired item from virtually any location </p>

<p class=MsoPlainText>directly to his hand. The single object can be no longer

in any dimension than a sword, can </p>

<p class=MsoPlainText>have no more weight than a shield (about eight pounds),

and must be nonliving.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>To prepare

this spell, the wizard must hold a gem of not less than 5,000 gp value in his </p>

<p class=MsoPlainText>hand and utter all but the final word of the conjuration.

At some point in the future, he must </p>

<p class=MsoPlainText>crush the gem and utter the final word. The desired item

is then transported instantly into the </p>

<p class=MsoPlainText>spellcaster's right or left hand, as he desires.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The item must

have been previously touched during the initial incantation and specifically </p>

<p class=MsoPlainText>named; only that particular item is summoned by the

spell. During the initial incantation, the </p>

<p class=MsoPlainText>gem becomes magically inscribed with the name of the item

to be summoned. The inscription </p>

<p class=MsoPlainText>is invisible and unreadable, except by means of a read

magic spell, to all but the wizard </p>

<p class=MsoPlainText>who cast the summons.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the item is

in the possession of another creature, the spell does not work, and the caster </p>

<p class=MsoPlainText>knows who the possessor is and roughly where he, she, or

it is located when the summons is </p>

<p class=MsoPlainText>cast. Items can be summoned from other planes of

existence, but only if such items are not </p>

<p class=MsoPlainText>in the possession (not necessarily the physical grasp) of

another creature. For each level of </p>

<p class=MsoPlainText>experience above the 14th, the wizard is able to summon a

desired item from one plane </p>

<p class=MsoPlainText>farther removed from the plane he is in at the time the

spell is cast (one plane away at 14th </p>

<p class=MsoPlainText>level, two planes away at 15th, etc.). Thus, a wizard of

16th level could cast the spell even if </p>

<p class=MsoPlainText>the desired item was on the second layer of one of the

Outer Planes, but at 14th level the </p>

<p class=MsoPlainText>wizard would be able to summon the item only if it were

no farther than one of the Inner </p>

<p class=MsoPlainText>Planes, the Ethereal Plane, or the Astral Plane (see the

Planescape Campaign Setting </p>

<p class=MsoPlainText>boxed set). Note that special wards or barriers, or

factors that block the teleport or plane </p>

<p class=MsoPlainText>shift spells, may also block the operation of this spell.

Objects in Leomund's secret chest </p>

<p class=MsoPlainText>cannot be recovered by using this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note: If the

item is wizard marked, it can be summoned from anywhere on the same </p>

<p class=MsoPlainText>plane unless special local conditions apply. Furthermore,

the details of the location of the </p>

<p class=MsoPlainText>item are more specific, and the item is more easily

traceable with other types of scrying </p>

<p class=MsoPlainText>magic.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Duo-Dimension</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 3 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 7</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A

duo-dimension spell causes the caster to have only two dimensions, height and

width, </p>

<p class=MsoPlainText>with no depth. He is thus invisible when turned sideways.

This invisibility can be detected </p>

<p class=MsoPlainText>only by means of a true seeing spell or similar methods.

In addition, the duo-dimensional </p>

<p class=MsoPlainText>wizard can pass through the thinnest of spaces as long as

these have the proper height--</p>

<p class=MsoPlainText>going through the space between a door and its frame is a

simple matter. The wizard can </p>

<p class=MsoPlainText>perform all actions normally. He can turn and become

invisible, move in this state, and </p>

<p class=MsoPlainText>appear again next round and cast a spell, disappearing on

the following round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note that when

turned, the wizard cannot be affected by any form of attack, but when </p>

<p class=MsoPlainText>visible, he is subject to double the amount of damage

normal for an attack form; for </p>

<p class=MsoPlainText>example, a dagger thrust would inflict 2d4 points of

damage if it struck a duo-dimensional </p>

<p class=MsoPlainText>wizard. Furthermore, the wizard has a portion of his

existence in the Astral Plane when the </p>

<p class=MsoPlainText>spell is in effect, and he is subject to possible notice

by creatures there. If noticed, it is 25% </p>

<p class=MsoPlainText>probable that the wizard is pulled entirely into the

Astral Plane by any attack from an astral </p>

<p class=MsoPlainText>creature. Such an attack (and any subsequent attack received

on the Astral Plane) inflicts </p>

<p class=MsoPlainText>normal damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a flat ivory likeness of the spellcaster (which </p>

<p class=MsoPlainText>must be of finest workmanship, gold filigreed, and

enameled and gem-studded at an average </p>

<p class=MsoPlainText>cost of 500 to 1,000 gp) and a strip of parchment. As the

spell is uttered, the parchment is </p>

<p class=MsoPlainText>given half a twist and joined at the ends. The figurine

is then passed through the parchment </p>

<p class=MsoPlainText>loop, and both disappear forever.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Finger of Death</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 60 yds.<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The finger of

death spell snuffs out the victim's life force. If successful, the victim can

be </p>

<p class=MsoPlainText>neither raised nor resurrected. In addition, in human

subjects the spell initiates changes to the </p>

<p class=MsoPlainText>body such that after three days the caster can, by means

of a special ceremony costing not </p>

<p class=MsoPlainText>less than 1,000 gp plus 500 gp per body, animate the

corpse as a juju zombie under the </p>

<p class=MsoPlainText>control of the caster. The changes can be reversed before

animation by a limited wish or </p>

<p class=MsoPlainText>similar spell cast directly upon the body, and a full

wish restores the subject to life.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster

utters the finger of death spell incantation, points his index finger at the </p>

<p class=MsoPlainText>creature to be slain, and unless the victim succeeds in a

saving throw vs. spell, death occurs. </p>

<p class=MsoPlainText>A creature successfully saving still receives 2d8+1

points of damage. If the subject dies of </p>

<p class=MsoPlainText>damage, no internal changes occur and the victim can then

be revived normally.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Forcecage</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./2 levels<span style='mso-tab-count:1'> </span>Components:

V, S, special</p>

<p class=MsoPlainText>Duration: 6 turns + 1/level<span style='mso-tab-count:

1'> </span>Casting Time: 3-4</p>

<p class=MsoPlainText>Area of Effect: 20-ft. cube<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This powerful spell

enables the caster to bring into being a cube of force, but it is unlike </p>

<p class=MsoPlainText>the magical item of that name in one important respect:

The forcecage does not have solid </p>

<p class=MsoPlainText>walls of force; it has alternating bands of force with

½-inch gaps between. Thus, it is truly a </p>

<p class=MsoPlainText>cage, rather than an enclosed space with solid walls.

Creatures within the area of effect of </p>

<p class=MsoPlainText>the spell are caught and contained unless they are able

to pass through the openings--and, of </p>

<p class=MsoPlainText>course, all spells and breath weapons can pass through the

gaps in the bars of force of the </p>

<p class=MsoPlainText>forcecage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A creature

with magic resistance has a single attempt to pass through the walls of the </p>

<p class=MsoPlainText>cage. If the resistance check is successful, the creature

escapes. If it fails, the creature is </p>

<p class=MsoPlainText>caged. Note that a successful check does not destroy the

cage, nor does it enable other </p>

<p class=MsoPlainText>creatures (save familiars) to flee with the escaping

creature. The forcecage is also unlike the </p>

<p class=MsoPlainText>solid-walled protective device, cube of force, in that it

can be gotten rid of only by means of </p>

<p class=MsoPlainText>a dispel magic spell or by the expiration of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

special preparation at the time of memorization, a forcecage spell can be </p>

<p class=MsoPlainText>altered to a forcecube spell. The cube created is 10 feet

on a side, and the spell then </p>

<p class=MsoPlainText>resembles that of a cube of force in all respects save

that of the differences between a cast </p>

<p class=MsoPlainText>spell and the magic of a device, including the methods of

defeating its power.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Although the

actual casting of either application of the spell requires no material </p>

<p class=MsoPlainText>component, the study required to commit it to memory does

demand that the wizard </p>

<p class=MsoPlainText>powder a diamond of at least 1,000 gp value, using the

diamond dust to trace the outlines of </p>

<p class=MsoPlainText>the cage or cube he desires to create via spellcasting at

some later time. Thus, in </p>

<p class=MsoPlainText>memorization, the diamond dust is employed and expended,

for upon completion of study, </p>

<p class=MsoPlainText>the wizard must then toss the dust into the air and it

will disappear.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Limited Wish</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning, Invocation/Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Unlimited<span style='mso-tab-count:1'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: Special</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The limited

wish is a very potent but difficult spell. It will fulfill literally, but only

partially </p>

<p class=MsoPlainText>or for a limited duration, the utterance of the

spellcaster. Thus, the actuality of the past, </p>

<p class=MsoPlainText>present, or future might be altered (but possibly only

for the wizard unless the wording of the </p>

<p class=MsoPlainText>spell is most carefully stated) in some limited manner.

The use of a limited wish will not </p>

<p class=MsoPlainText>substantially change major realities, nor will it bring

wealth or experience merely by asking. </p>

<p class=MsoPlainText>The spell can, for example, restore some hit points (or

all hit points for a limited duration) </p>

<p class=MsoPlainText>lost by the wizard. It can reduce opponent hit

probabilities or damage, increase duration of </p>

<p class=MsoPlainText>some magical effect, cause a creature to be favorably

disposed to the spellcaster, mimic a </p>

<p class=MsoPlainText>spell of 7th level or less, and so on (see the 9th-level

wish spell). Greedy desires usually end </p>

<p class=MsoPlainText>in disaster for the wisher. Casting time is based on the

time spent preparing the wording for </p>

<p class=MsoPlainText>the spell (clever players decide what they want to say

before using the spell). Normally, the </p>

<p class=MsoPlainText>casting time is one round (most of it being taken up by

deciding what to say). Casting this </p>

<p class=MsoPlainText>spell ages the caster one year per 100 years of regular

life span.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Mass Invisibility</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: 60 x 60 yds.<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This is a more

extensive adaptation of the invisibility spell for battlefield use. It can hide

</p>

<p class=MsoPlainText>creatures in a 60-yard x 60-yard area: up to 400

man-sized creatures, 30 to 40 giants, or </p>

<p class=MsoPlainText>six to eight large dragons. The effect is mobile with the

unit and is broken when the unit </p>

<p class=MsoPlainText>attacks. Individuals leaving the unit become visible. The

wizard can end this spell upon </p>

<p class=MsoPlainText>command.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of the mass invisibility spell are an eyelash and a bit of gum </p>

<p class=MsoPlainText>arabic, the former encased in the latter.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Monster Summoning V</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Special<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 6 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: 70-yd. radius<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is

much like the 3rd-level monster summoning I spell, except that this spell </p>

<p class=MsoPlainText>summons 1d3 5th-level monsters. These appear within the

spell's area of effect and attack </p>

<p class=MsoPlainText>the caster's opponents until either he commands them to

cease, the spell duration expires, or </p>

<p class=MsoPlainText>the monsters are slain. These creatures do not check

morale, and they vanish when slain. If </p>

<p class=MsoPlainText>no opponent exists to fight, summoned monsters can, if

the wizard can communicate with </p>

<p class=MsoPlainText>them, and if they are physically capable, perform other

services for the summoning wizard.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a tiny bag and a small (not necessarily lit) </p>

<p class=MsoPlainText>candle.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Mordenkainen's Magnificent Mansion</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration, Conjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 hr./level<span style='mso-tab-count:1'> </span>Casting

Time: 7 rds.</p>

<p class=MsoPlainText>Area of Effect: 300 sq. ft./level<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the wizard conjures up an extradimensional dwelling, entrance to </p>

<p class=MsoPlainText>which can be gained only at a single point of space on

the plane from which the spell was </p>

<p class=MsoPlainText>cast. From the entry point, those creatures observing the

area see only a faint shimmering in </p>

<p class=MsoPlainText>the air, in an area 4 feet wide and 8 feet high. The

caster of the spell controls entry to the </p>

<p class=MsoPlainText>mansion, and the portal is shut and made invisible behind

him when he enters. He may open </p>

<p class=MsoPlainText>it again from his own side at will. Once observers have

passed beyond the entrance, they </p>

<p class=MsoPlainText>behold a magnificent foyer and numerous chambers beyond.

The place is furnished and </p>

<p class=MsoPlainText>contains sufficient foodstuffs to serve a nine-course

banquet to as many dozens of people as </p>

<p class=MsoPlainText>the spellcaster has levels of experience. There is a staff

of near-transparent servants, liveried </p>

<p class=MsoPlainText>and obedient, to wait upon all who enter. The atmosphere

is clean, fresh, and warm.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Since the

place can be entered only through its special portal, outside conditions do not

</p>

<p class=MsoPlainText>affect the mansion, nor do conditions inside it pass to

the plane beyond. Rest and relaxation </p>

<p class=MsoPlainText>within the place is normal, but the food is not. It seems

excellent and quite filling as long as </p>

<p class=MsoPlainText>one is within the place. Once outside, however, its

effects disappear immediately, and if </p>

<p class=MsoPlainText>those resting have not eaten real food within a

reasonable time span, ravenous hunger </p>

<p class=MsoPlainText>strikes. Failure to eat normal food immediately results

in the onset of fatigue or starvation </p>

<p class=MsoPlainText>penalties as decided by the DM.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a miniature portal carved from ivory, a small </p>

<p class=MsoPlainText>piece of polished marble, and a tiny silver spoon. These

are utterly destroyed when the spell </p>

<p class=MsoPlainText>is cast.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>(It is worth

mentioning that this spell has been used in conjunction with a normal portal,

as </p>

<p class=MsoPlainText>well as with illusion magic. There is evidence that the

design and interior of the space created </p>

<p class=MsoPlainText>can be altered to suit the caster's wishes.)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Mordenkainen's Sword</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:1'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Upon casting

this spell, the wizard brings into being a shimmering, swordlike plane of </p>

<p class=MsoPlainText>force. The spellcaster is able to mentally wield this

weapon (to the exclusion of all activities </p>

<p class=MsoPlainText>other than movement), causing it to move and strike as if

it were being used by a fighter. The </p>

<p class=MsoPlainText>basic chance for Mordenkainen's sword to hit is the same

as the chance for a sword </p>

<p class=MsoPlainText>wielded by a fighter of half the level of the

spellcaster. For example, if cast by a 14th-level </p>

<p class=MsoPlainText>wizard, the weapon has the same hit probability as a

sword wielded by a 7th-level fighter.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The sword has

no magical attack bonuses, but it can hit nearly any sort of opponent, even </p>

<p class=MsoPlainText>those normally struck only by +3 weapons or those who are

astral, ethereal, or out of </p>

<p class=MsoPlainText>phase. It hits any Armor Class on a roll of 19 or 20. It

inflicts 5d4 points of damage to </p>

<p class=MsoPlainText>opponents of man size or smaller, and 5d6 points of

damage to opponents larger than man </p>

<p class=MsoPlainText>size. It lasts until the spell duration expires, a dispel

magic is used successfully upon it, or its </p>

<p class=MsoPlainText>caster no longer desires it.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a miniature platinum sword with a grip and pommel of copper </p>

<p class=MsoPlainText>and zinc, which costs 500 gp to construct, and which

disappears after the spell's completion.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Phase Door</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: 1 usage/2 levels<span style='mso-tab-count:

1'> </span>Casting Time: 7</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the wizard attunes his body, and a section of wall is affected

as if </p>

<p class=MsoPlainText>by a passwall spell. The phase door is invisible to all

creatures save the spellcaster, and only </p>

<p class=MsoPlainText>he can use the space or passage the spell creates,

disappearing when the phase door is </p>

<p class=MsoPlainText>entered, and appearing when it is exited. If the caster

desires, one other creature of man size </p>

<p class=MsoPlainText>or less can be taken through the door; this counts as two

uses of the door. The door does </p>

<p class=MsoPlainText>not pass light, sound, or spell effects, nor can the

caster see through it without using it. Thus, </p>

<p class=MsoPlainText>the spell can provide an escape route, though certain

creatures, such as phase spiders, can </p>

<p class=MsoPlainText>follow with ease. A gem of true seeing and similar magic

will reveal the presence of a </p>

<p class=MsoPlainText>phase door but will not allow its use.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The phase door

lasts for one usage for every two levels of experience of the spellcaster. </p>

<p class=MsoPlainText>It can be dispelled only by a casting of dispel magic

from a higher-level wizard, or from </p>

<p class=MsoPlainText>several lower-level wizards, casting in concert, whose

combined levels of experience are </p>

<p class=MsoPlainText>more than double that of the wizard who cast the spell

(this is the only instance in which </p>

<p class=MsoPlainText>dispel effects can be combined).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Rumor has it

that this spell has been adapted by a certain powerful wizard (or wizards) to </p>

<p class=MsoPlainText>create renewable (or permanent) portals, which may (or

may not) be keyed to specific </p>

<p class=MsoPlainText>individuals (henchmen) or items (such as rings).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Power Word, Stun</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 5 yds./level<span style='mso-tab-count:2'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a power

word, stun spell is uttered, any creature of the wizard's choice is stunned-</p>

<p class=MsoPlainText>-reeling and unable to think coherently or act--for a

duration dependent on its current hit </p>

<p class=MsoPlainText>points. Of course, the wizard must be facing the

creature, and the creature must be within </p>

<p class=MsoPlainText>the range of 5 yards per experience level of the caster.

Creatures with 1 to 30 hit points are </p>

<p class=MsoPlainText>stunned for 4d4 rounds, those with 31 to 60 hit points

are stunned for 2d4 rounds, those </p>

<p class=MsoPlainText>with 61 to 90 hit points are stunned for 1d4 rounds, and

creatures with over 90 hit points </p>

<p class=MsoPlainText>are not affected. Note that if a creature is weakened so

that its hit points are below its usual </p>

<p class=MsoPlainText>maximum, the current number of hit points is used.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Prismatic Spray</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:1'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: 70 x 15 ft. spray<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the wizard causes seven shimmering, multicolored rays of light

to </p>

<p class=MsoPlainText>flash from his hand in a triangular spray. This spray is

70 feet long and spreads to 15 feet </p>

<p class=MsoPlainText>wide at the end. It includes all colors of the visible

spectrum; each ray has a different power </p>

<p class=MsoPlainText>and purpose. Any creature with fewer than 8 Hit Dice

struck by a ray is blinded for 2d4 </p>

<p class=MsoPlainText>rounds, regardless of any other effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Any creature

in the area of effect will be touched by one or more of the rays. To </p>

<p class=MsoPlainText>determine which ray strikes a creature, roll 1d8 and

consult the following table:</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Prismatic

Spray Results</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>1 = red<span style='mso-tab-count:3'> </span>5

= blue <span style='mso-tab-count:1'> </span></p>

<p class=MsoPlainText>2 = orange<span style='mso-tab-count:2'> </span>6

= indigo</p>

<p class=MsoPlainText>3 = yellow<span style='mso-tab-count:2'> </span>7

= violet</p>

<p class=MsoPlainText>4 = green<span style='mso-tab-count:2'> </span>8

= struck by two rays, roll again twice (ignoring any 8s)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Color<span

style='mso-tab-count:2'> </span>Order</p>

<p class=MsoPlainText>of Ray<span style='mso-tab-count:2'> </span>of

Ray<span style='mso-tab-count:2'> </span>Effect of Ray</p>

<p class=MsoPlainText>Red<span style='mso-tab-count:3'> </span>1st<span

style='mso-tab-count:2'> </span>Inflicts 20 points of damage, save vs.

spell for half.</p>

<p class=MsoPlainText>Orange<span style='mso-tab-count:2'> </span>2nd<span

style='mso-tab-count:2'> </span>Inflicts 40 points of damage, save vs.

spell for half.</p>

<p class=MsoPlainText>Yellow<span style='mso-tab-count:2'> </span>3rd<span

style='mso-tab-count:2'> </span>Inflicts 80 points of damage, save vs.

spell for half.</p>

<p class=MsoPlainText>Green<span style='mso-tab-count:2'> </span>4th<span

style='mso-tab-count:2'> </span>Save vs. poison or die; survivors

suffer 20 points of poison </p>

<p class=MsoPlainText><span style='mso-tab-count:6'> </span>damage.</p>

<p class=MsoPlainText>Blue<span style='mso-tab-count:3'> </span>5th<span

style='mso-tab-count:2'> </span>Save vs. petrification or be turned to

stone.</p>

<p class=MsoPlainText>Indigo<span style='mso-tab-count:2'> </span>6th<span

style='mso-tab-count:2'> </span>Save vs. wand or go insane.</p>

<p class=MsoPlainText>Violet<span style='mso-tab-count:2'> </span>7th<span

style='mso-tab-count:2'> </span>Save vs. spell or be sent to another

plane.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Reverse Gravity</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 5 yds./level<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: 30 ft. x 30 ft.<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell reverses

gravity in the area of effect, causing all unattached objects and </p>

<p class=MsoPlainText>creatures within it to &quot;fall&quot; upward. The

reverse gravity lasts as long as the caster desires or </p>

<p class=MsoPlainText>until the spell expires. If some solid object is

encountered in this &quot;fall,&quot; the object strikes it in </p>

<p class=MsoPlainText>the same manner as it would during a normal downward

fall. At the end of the spell duration, </p>

<p class=MsoPlainText>the affected objects and creatures fall downward. As the

spell affects an area, objects tens, </p>

<p class=MsoPlainText>hundreds, or even thousands of feet in the air above the

area can be affected.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a lodestone and iron filings.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Sequester</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm, Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 week + 1 day/level<span style='mso-tab-count:

1'> </span>Casting Time: 7</p>

<p class=MsoPlainText>Area of Effect: 2-ft. cube/level<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When cast,

this spell not only prevents detection and location spells from working to </p>

<p class=MsoPlainText>detect or locate the objects affected by the sequester

spell, it also renders the affected </p>

<p class=MsoPlainText>object(s) invisible to any form of sight or seeing. Thus,

a sequester spell can mask a secret </p>

<p class=MsoPlainText>door, a treasure vault, etc. Of course, the spell does

not prevent the subject from being </p>

<p class=MsoPlainText>discovered through tactile means or through the use of

devices (such as a robe of eyes or a </p>

<p class=MsoPlainText>gem of seeing). If cast upon a creature who is unwilling

to be affected, the creature receives </p>

<p class=MsoPlainText>a normal saving throw. Living creatures (and even undead

types) affected by a sequester </p>

<p class=MsoPlainText>spell become comatose and are effectively in a state of

suspended animation until the spell </p>

<p class=MsoPlainText>wears off or is dispelled.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of the spell are a basilisk eyelash, gum arabic, and a dram of </p>

<p class=MsoPlainText>whitewash.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Shadow Walk</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion, Enchantment)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 6 turns/level<span style='mso-tab-count:1'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>In order to

use the shadow walk spell, the wizard must be in an area of heavy shadows. </p>

<p class=MsoPlainText>The caster and any creature he touches are then

transported to the edge of the Prime </p>

<p class=MsoPlainText>Material Plane where it borders the Demiplane of Shadow.

In this region, the wizard can </p>

<p class=MsoPlainText>move at a rate of up to 7 miles per turn, moving normally

on the borders of the Demiplane of </p>

<p class=MsoPlainText>Shadow but much more rapidly relative to the PrimeMaterial Plane. Thus, a wizard can use </p>

<p class=MsoPlainText>this spell to travel rapidly by stepping onto the

Demiplane of Shadow, moving the desired </p>

<p class=MsoPlainText>distance, and then stepping back onto the Prime Material

Plane. The wizard knows where </p>

<p class=MsoPlainText>he will come out on the Prime Material Plane.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The shadow

walk spell can also be used to travel to other planes that border on the </p>

<p class=MsoPlainText>Demiplane of Shadow, but this requires the potentially

perilous transit of the Demiplane of </p>

<p class=MsoPlainText>Shadow to arrive at a border with another plane of

reality.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Any creatures

touched by the wizard when shadow walk is cast also make the transition </p>

<p class=MsoPlainText>to the borders of the Demiplane of Shadow. They may opt

to follow the wizard, wander off </p>

<p class=MsoPlainText>through the plane, or stumble back into the Prime

Material Plane (50% chance for either </p>

<p class=MsoPlainText>result if they are lost or abandoned by the wizard). Creatures

unwilling to accompany the </p>

<p class=MsoPlainText>wizard into the Demiplane of Shadow receive a saving

throw, negating the effect if </p>

<p class=MsoPlainText>successful.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Simulacrum</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: Special</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the wizard is able to create a duplicate of any creature. The </p>

<p class=MsoPlainText>duplicate appears to be exactly the same as the original,

but there are differences: The </p>

<p class=MsoPlainText>simulacrum has only 51% to 60% (50% + 1d10%) of the hit

points of the real creature, </p>

<p class=MsoPlainText>there are personality differences, there are areas of

knowledge that the duplicate does not </p>

<p class=MsoPlainText>have, and a detect magic spell will instantly reveal it

as a simulacrum, as will a true seeing </p>

<p class=MsoPlainText>spell. At all times the simulacrum remains under the

absolute command of the wizard who </p>

<p class=MsoPlainText>created it. No special telepathic link exists, so command

must be exercised in some other </p>

<p class=MsoPlainText>manner. The spell creates the form of the creature, but

it is only a zombielike creation. A </p>

<p class=MsoPlainText>reincarnation spell must be used to give the duplicate a

vital force, and a limited wish spell </p>

<p class=MsoPlainText>must be used to empower the duplicate with 40% to 65%

(35% + 5 to 30%) of the </p>

<p class=MsoPlainText>knowledge and personality of the original. The level of

the simulacrum, if any, is from 20% </p>

<p class=MsoPlainText>to 50% of that of the original creature.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The duplicate

creature is formed from ice or snow. The spell is cast over the rough form </p>

<p class=MsoPlainText>and some piece of the creature to be duplicated must be

placed inside the snow or ice. </p>

<p class=MsoPlainText>Additionally, the spell requires powdered ruby.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The simulacrum

has no ability to become more powerful; it cannot increase its level or </p>

<p class=MsoPlainText>abilities. If destroyed, it reverts to snow and melts

into nothingness. Damage to the </p>

<p class=MsoPlainText>simulacrum can be repaired by a complex process requiring

at least one day, 100 gp per hit </p>

<p class=MsoPlainText>point, and a fully equipped laboratory.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Spell Turning</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Up to 3 rds./level<span style='mso-tab-count:

1'> </span>Casting Time: 7</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This powerful abjuration

causes spells cast against the wizard to rebound on the original </p>

<p class=MsoPlainText>caster. This includes spells cast from scrolls and innate

spell-like abilities, but specifically </p>

<p class=MsoPlainText>excludes the following: area effects that are not

centered directly upon the protected wizard, </p>

<p class=MsoPlainText>spell effects delivered by touch, and spell effects from

devices such as wands, staves, etc. </p>

<p class=MsoPlainText>Thus, a light spell cast to blind the protected wizard

could be turned back upon and </p>

<p class=MsoPlainText>possibly blind the caster, while the same spell would be

unaffected if cast to light an area </p>

<p class=MsoPlainText>within which the protected wizard is standing.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>From seven to

ten spell levels are affected by the turning. The exact number is secretly </p>

<p class=MsoPlainText>rolled by the DM; the player never knows for certain how

effective the spell is.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A spell may be

only partially turned--divide the number of remaining levels that can be </p>

<p class=MsoPlainText>turned by the spell level of the incoming spell to see

what fraction of the effect is turned, with </p>

<p class=MsoPlainText>the remainder affecting the caster. For example, an

incoming fireball is centered on a wizard </p>

<p class=MsoPlainText>with one level of spell turning left. This means that 2/3

of the fireball affects the protected </p>

<p class=MsoPlainText>wizard, 1/3 affects the caster, and each is the center of

a fireball effect. If the rolled damage </p>

<p class=MsoPlainText>is 40 points, the protected wizard receives 27 points of

damage and the caster suffers 13. </p>

<p class=MsoPlainText>Both (and any creatures in the respective areas) can roll

saving throws vs. spell for half </p>

<p class=MsoPlainText>damage. A partially turned hold or paralysis spell will

act as a slow spell on those who are </p>

<p class=MsoPlainText>50% or more affected.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the

protected wizard and a spellcasting attacker both have spell turning effects </p>

<p class=MsoPlainText>operating, a resonating field is created that has the

following effects:</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>D100 Roll<span

style='mso-tab-count:1'> </span>Effect</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>01-70<span

style='mso-tab-count:1'> </span>Spell drains away without effect</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>71-80<span

style='mso-tab-count:1'> </span>Spell affects both equally at full damage</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>81-97<span

style='mso-tab-count:1'> </span>Both turning effects are rendered nonfunctional

for 1d4 turns</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>98-00<span

style='mso-tab-count:1'> </span>Both casters go through a rift into the

Positive Energy plane</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for the spell is a small silver mirror.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Statue</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:5'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 hr./level<span style='mso-tab-count:4'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: Creature touched<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a statue

spell is cast, the wizard or other creature is apparently turned to solid </p>

<p class=MsoPlainText>stone, along with any garments and equipment worn or

carried. The initial transformation </p>

<p class=MsoPlainText>from flesh to stone requires one full round after the

spell is cast.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>During the

transformation, there's an 18% chance that the targeted creature suffers a </p>

<p class=MsoPlainText>system shock failure and dies. The creature must roll

percentile dice and add its Constitution </p>

<p class=MsoPlainText>score to the roll. If the total is 18 or less, the

creature dies. If the total is 19 or more, the </p>

<p class=MsoPlainText>creature survives the transformation; the creature can

withstand any inspection and appear </p>

<p class=MsoPlainText>to be a stone statue, although faint magic is detected

from the stone if someone checks for it. </p>

<p class=MsoPlainText>Note that a creature with a Constitution of 18 or more

will always survive the </p>

<p class=MsoPlainText>transformation.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Despite being

in this condition, the petrified individual can see, hear, and smell normally. </p>

<p class=MsoPlainText>Feeling is limited to those sensations that can affect

the granite-hard substance of the </p>

<p class=MsoPlainText>individual's body--i.e., chipping is equal to a slight

wound, but breaking off one of the </p>

<p class=MsoPlainText>statue's arms is serious damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The individual

under the magic of a statue spell can return to his normal state instantly, </p>

<p class=MsoPlainText>act, and then return to the statue state, if he so

desires, as long as the spell duration is in </p>

<p class=MsoPlainText>effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are lime, sand, and a drop of water stirred by an </p>

<p class=MsoPlainText>iron bar, such as a nail or spike.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Teleport Without Error</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:1'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is

similar to the teleport spell. The caster is able to transport himself, along

with </p>

<p class=MsoPlainText>the material weight noted for a teleport spell, to any

known location in his home plane with </p>

<p class=MsoPlainText>no chance for error. The spell also enables the caster to

travel to other planes of existence, </p>

<p class=MsoPlainText>but any such plane is, at best, &quot;studied

carefully.&quot; This assumes that the caster has, in fact, </p>

<p class=MsoPlainText>actually been to the plane and carefully perused an area

for an eventual teleportation </p>

<p class=MsoPlainText>without error spell. The table for the teleport spell is

used, with the caster's knowledge of </p>

<p class=MsoPlainText>the area to which transportation is desired used to

determine the chance of error. (For an </p>

<p class=MsoPlainText>exception, see the 9th-level wizard spell succor.) The

caster can do nothing else in the </p>

<p class=MsoPlainText>round that he appears from a teleport.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Vanish</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 object<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the

wizard employs this spell, he causes an object to vanish (i.e., to be

teleported </p>

<p class=MsoPlainText>as if by a teleport spell) if it weighs no more than 50

pounds per caster level. Thus, a 14th-</p>

<p class=MsoPlainText>level caster can vanish, and cause to reappear at a

desired location, an object up to 700 </p>

<p class=MsoPlainText>pounds in weight. The maximum volume of material that can

be affected is 3 cubic feet per </p>

<p class=MsoPlainText>level of experience. Thus, both weight and volume limit

the spell. An object that exceeds </p>

<p class=MsoPlainText>either limitation is unaffected and the spell fails.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If desired, a

vanished object can be placed deep within the Ethereal Plane. In this case, </p>

<p class=MsoPlainText>the point from which the object vanished remains faintly

magical until the item is retrieved. A </p>

<p class=MsoPlainText>successful dispel magic spell cast on the point will

bring the vanished item back from the </p>

<p class=MsoPlainText>Ethereal Plane. Note that creatures and magical forces

cannot be made to vanish.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>There is a 1%

chance that a vanished item will be disintegrated instead. There is also a </p>

<p class=MsoPlainText>1% chance that a creature from the Ethereal Plane is able

to gain access to the Prime </p>

<p class=MsoPlainText>Material Plane through the vanished item's connection.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Vision</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a wizard

wishes to gain supernatural guidance, he casts a vision spell, calling upon </p>

<p class=MsoPlainText>whatever power he desires aid from and asking a question

that will be answered with a </p>

<p class=MsoPlainText>vision. Two six-sided dice are rolled. If they total 2 to

6, the power is annoyed and refuses </p>

<p class=MsoPlainText>to answer the question; instead, the power causes the

wizard to perform some service (by </p>

<p class=MsoPlainText>an ultrapowerful geas or quest). If the dice total 7 to

9, the power is indifferent and gives </p>

<p class=MsoPlainText>some minor vision, though it may be unrelated to the

question. If the dice total 10 or better, </p>

<p class=MsoPlainText>the power grants the vision.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component

of the spell is the sacrifice of something valued by the spellcaster </p>

<p class=MsoPlainText>or by the power supplicated. The more precious the

sacrifice, the better the chance of spell </p>

<p class=MsoPlainText>success. A very precious item grants a bonus of +1 to the

dice roll, an extremely precious </p>

<p class=MsoPlainText>item adds +2, and a priceless item adds +3.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Antipathy-Sympathy</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2 hrs./level<span style='mso-tab-count:2'> </span>Casting

Time: 1 hr.</p>

<p class=MsoPlainText>Area of Effect: 10-ft. cube or<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>one item</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

allows the wizard to set certain vibrations to emanate from an object or

location </p>

<p class=MsoPlainText>that tend to either repel or attract a specific type of

intelligent creature or characters of a </p>

<p class=MsoPlainText>particular alignment. The wizard must decide which effect

is desired with regard to what </p>

<p class=MsoPlainText>creature type or alignment before beginning the

spellcasting, for the components of each </p>

<p class=MsoPlainText>application differ. The spell cannot be cast upon living

creatures.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Antipathy:

This spell causes the affected creature or alignment type to feel an </p>

<p class=MsoPlainText>overpowering urge to leave the area or to not touch the

affected item. If a saving throw vs. </p>

<p class=MsoPlainText>spell is successful, the creature can stay in the area or

touch the item, but the creature will </p>

<p class=MsoPlainText>feel very uncomfortable, and a persistent itching will

cause it to suffer the loss of 1 point of </p>

<p class=MsoPlainText>Dexterity per round (for the spell's duration), subject

to a maximum loss of 4 points and a </p>

<p class=MsoPlainText>minimum Dexterity of 3. Failure to save vs. spell forces

the being to abandon the area or </p>

<p class=MsoPlainText>item, shunning it permanently and never willingly

returning to it until the spell is removed or </p>

<p class=MsoPlainText>expires.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for this application of the spell is a lump of alum soaked in </p>

<p class=MsoPlainText>vinegar.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Sympathy: By casting

the sympathy application of the spell, the wizard can cause a </p>

<p class=MsoPlainText>particular type of creature or alignment of character to

feel elated and pleased to be in an </p>

<p class=MsoPlainText>area or touching or possessing an object or item. The

desire to stay in the area or touch the </p>

<p class=MsoPlainText>object is overpowering. Unless a saving throw vs. spell

is successfully rolled, the creature or </p>

<p class=MsoPlainText>character will stay or refuse to release the object. If

the saving throw is successful, the </p>

<p class=MsoPlainText>creature or character is released from the enchantment,

but a subsequent saving throw must </p>

<p class=MsoPlainText>be made 1d6 turns later. If this saving throw fails, the

affected creature will return to the area </p>

<p class=MsoPlainText>or object.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are 1,000 gp worth of crushed pearls and a drop of </p>

<p class=MsoPlainText>honey.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note that the

particular type of creature to be affected must be named specifically--for </p>

<p class=MsoPlainText>example, red dragons, hill giants, wererats, lammasu,

catoblepas, vampires, etc. Likewise, </p>

<p class=MsoPlainText>the specific alignment must be named--for example,

chaotic evil, chaotic good, lawful </p>

<p class=MsoPlainText>neutral, true neutral, etc.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If this spell

is cast upon an area, a 10-foot cube can be enchanted for each experience </p>

<p class=MsoPlainText>level of the caster. If an object or item is enchanted,

only that single thing can be enchanted; </p>

<p class=MsoPlainText>affected creatures or characters save vs. spell with a -2

penalty.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Bigby's Clenched Fist</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 5 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:1'> </span>Casting

Time: 8</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The Bigby's

clenched fist spell brings forth a huge, disembodied hand that is balled into a

</p>

<p class=MsoPlainText>fist. This magical member is under the mental control of

the spellcaster, who can cause it to </p>

<p class=MsoPlainText>strike one opponent each round. No concentration is

required once the spell is cast. The </p>

<p class=MsoPlainText>clenched fist never misses, but it can only strike as

directed by the caster. Thus, it can be </p>

<p class=MsoPlainText>fooled by invisibility or other methods of concealment

and misdirection. The effectiveness of </p>

<p class=MsoPlainText>its blows varies from round to round.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>D20 Roll<span

style='mso-tab-count:1'> </span>Result</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>1-12<span

style='mso-tab-count:2'> </span>Glancing blow--1d6 hp</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>13-16<span

style='mso-tab-count:1'> </span>Solid punch--2d6 hp</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>17-19<span

style='mso-tab-count:1'> </span>Hard punch -- 3d6 hp; opponent is stunned for

next round</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>20<span style='mso-tab-count:2'> </span>Crushing

blow\*--4d6 hp; opponent is stunned for next three rounds</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>\* The wizard

adds +4 to the die rolls of subsequent attacks if the opponent is stunned, as </p>

<p class=MsoPlainText>the opponent is not capable of dodging or defending

against the attack effectively.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The fist has

an Armor Class of 0, and is destroyed by damage equal to the hit points of its </p>

<p class=MsoPlainText>caster at full health.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a leather glove and a small device (similar to brass

</p>

<p class=MsoPlainText>knuckles) consisting of four rings joined so as to form a

slightly curved line, with an &quot;I&quot; upon </p>

<p class=MsoPlainText>which the bottoms of the rings rest. The device must be

fashioned of an alloy of copper and </p>

<p class=MsoPlainText>zinc.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Binding</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment, Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: Special</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A binding

spell creates a magical restraint to hold a creature, usually from another plane

</p>

<p class=MsoPlainText>of existence. Extraplanar creatures must be confined by a

circular diagram; other creatures </p>

<p class=MsoPlainText>can be physically confined. The duration of the spell

depends upon the form of the binding </p>

<p class=MsoPlainText>and the level of the caster(s), as well as the length of time

the spell is actually uttered. The </p>

<p class=MsoPlainText>components vary according to the form of the spell, but

they include a continuous chanting </p>

<p class=MsoPlainText>utterance read from the scroll or book page giving the

spell; gestures appropriate to the form </p>

<p class=MsoPlainText>of binding; and materials such as miniature chains of

special metal (silver for lycanthropes, </p>

<p class=MsoPlainText>etc.), soporific herbs of the rarest sort, a corundum or

diamond gem of great size (1,000 gp </p>

<p class=MsoPlainText>value per Hit Die of the subject creature), and a vellum

depiction or carved statuette of the </p>

<p class=MsoPlainText>subject to be captured.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Magic

resistance applies unless the subject's true name is used. A saving throw is

not </p>

<p class=MsoPlainText>applicable as long as the experience level of the caster

is at least twice as great as the Hit </p>

<p class=MsoPlainText>Dice of the subject. The caster's level can be augmented

by one-third of the levels of each </p>

<p class=MsoPlainText>assisting wizard of 9th level or higher, and by one level

for each assistant of 4th through 8th </p>

<p class=MsoPlainText>level. No more than six other wizards can assist with

this spell. If the caster's level is less </p>

<p class=MsoPlainText>than twice the Hit Dice of the subject, the subject gains

a saving throw vs. spell, modified by </p>

<p class=MsoPlainText>the form of binding being attempted. The various forms of

binding are:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Chaining: The

subject is confined by restraints that generate an antipathy spell affecting </p>

<p class=MsoPlainText>all creatures who approach the subject, except the

caster. Duration is as long as one year </p>

<p class=MsoPlainText>per level of the caster(s). The subject of this form of

binding (as well as in the slumber and </p>

<p class=MsoPlainText>bound slumber versions) remains within the restraining

barrier.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Slumber: Brings

a comatose sleep upon the subject for a duration of up to one year per </p>

<p class=MsoPlainText>level of the caster(s).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Bound Slumber:

A combination of chaining and slumber that lasts for up to one month </p>

<p class=MsoPlainText>per level of the caster(s).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Hedged Prison:

The subject is transported to or otherwise brought within a confined </p>

<p class=MsoPlainText>area from which it cannot wander by any means until

freed. The spell remains until the </p>

<p class=MsoPlainText>magical hedge is somehow broken.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Metamorphosis:

Causes the subject to change to some noncorporeal form, save for its </p>

<p class=MsoPlainText>head or face. The binding is permanent until some

prescribed act frees the subject.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Minimus

Containment: The subject is shrunken to a height of 1 inch or even less and </p>

<p class=MsoPlainText>held within the hedged prison of some gem or similar

object. The subject of a minimus </p>

<p class=MsoPlainText>containment, metamorphosis, or hedged prison radiates a

very faint aura of magic.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The subject of

the chaining form of the spell receives a saving throw with no </p>

<p class=MsoPlainText>modifications. However, slumber allows the subject a +1

bonus, bound slumber a +2 bonus, </p>

<p class=MsoPlainText>hedged prison a +3 bonus, metamorphosis a +4 bonus, and

minimus containment a +5 </p>

<p class=MsoPlainText>bonus to the saving throw. If the subject is magically

weakened, the DM can assign a -1, -2, </p>

<p class=MsoPlainText>or even -4 penalty to the saving throw. A successful

saving throw enables the subject to </p>

<p class=MsoPlainText>burst its bonds and do as it pleases.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A binding

spell can be renewed in the case of the first three forms of the spell, for the

</p>

<p class=MsoPlainText>subject does not have the opportunity to break the bonds.

(If anything has caused a </p>

<p class=MsoPlainText>weakening of a chaining or slumber version, such as

attempts to contact the subject or </p>

<p class=MsoPlainText>magically touch it, a normal saving throw applies to the

renewal of the spell.) Otherwise, </p>

<p class=MsoPlainText>after one year, and each year thereafter, the subject

gains a normal saving throw vs. the </p>

<p class=MsoPlainText>spell. Whenever it is successful, the binding spell is

broken and the creature is free.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Clone</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:1'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 1 clone<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

creates a duplicate of a human, demihuman, or humanoid creature. This clone is </p>

<p class=MsoPlainText>in most respects the duplicate of the individual,

complete to the level of experience, </p>

<p class=MsoPlainText>memories, etc. However, the duplicate really is the

person, so if the original and a duplicate </p>

<p class=MsoPlainText>exist at the same time, each knows of the other's

existence; the original person and the clone </p>

<p class=MsoPlainText>will each desire to do away with the other, for such an

alter-ego is unbearable to both. If </p>

<p class=MsoPlainText>one cannot destroy the other, one will go insane and

destroy itself (90% likely to be the </p>

<p class=MsoPlainText>clone), or possibly both will become mad and destroy

themselves (2% chance). These </p>

<p class=MsoPlainText>events nearly always occur within one week of the dual

existence.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note that the

clone is the person as he existed at the time at which the flesh was taken for </p>

<p class=MsoPlainText>the spell component, and all subsequent knowledge,

experience, etc., is totally unknown to </p>

<p class=MsoPlainText>the clone. The clone is a physical duplicate, and

possessions of the original are another </p>

<p class=MsoPlainText>matter entirely. A clone takes 2d4 months to grow, and

only after that time is dual existence </p>

<p class=MsoPlainText>established. Furthermore, the clone has one less

Constitution point than the body it was </p>

<p class=MsoPlainText>cloned from; the cloning fails if the clone would have a

Constitution of 0.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell is a small piece of the flesh from the person to be </p>

<p class=MsoPlainText>duplicated.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The DM may, inaddition, add other stipulations to the success of a cloning effort, </p>

<p class=MsoPlainText>requiring that some trace of life must remain in the

flesh sample, that some means of storing </p>

<p class=MsoPlainText>and preserving the sample must be devised and maintained,

etc.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Demand</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation, Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Unlimited<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is

very much like the 5th-level wizard spell sending, allowing a brief contact </p>

<p class=MsoPlainText>with a far distant creature. However, with this spell the

message can also contain a </p>

<p class=MsoPlainText>suggestion (see the 3rd-level wizard spell suggestion),

which the subject will do its best to </p>

<p class=MsoPlainText>carry out if it fails its saving throw vs. spell, made

with a -2 penalty. Of course, if the </p>

<p class=MsoPlainText>message is impossible or meaningless according to the

circumstances that exist for the </p>

<p class=MsoPlainText>subject at the time the demand comes, the message is

understood but no saving throw is </p>

<p class=MsoPlainText>necessary and the suggestion is ineffective.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster

must be familiar with the creature contacted and must know its name and </p>

<p class=MsoPlainText>appearance well. If the creature in question is not in

the same plane of existence as the </p>

<p class=MsoPlainText>spellcaster, there is a base 5% chance that the demand does

not arrive. Local conditions on </p>

<p class=MsoPlainText>other planes may worsen this chance considerably at the

option of the DM. The demand, if </p>

<p class=MsoPlainText>received, will be understood even if the creature has an

Intelligence ability score as low as 1 </p>

<p class=MsoPlainText>(animal Intelligence). Creatures of demigod status or

higher can choose to come or not, as </p>

<p class=MsoPlainText>they please.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The demand

message to the creature must be 25 words or less, including the suggestion. </p>

<p class=MsoPlainText>The creature can also give a short reply immediately.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of the spell are a pair of cylinders, each open at one end, </p>

<p class=MsoPlainText>connected by a thin piece of copper wire and some small

part of the subject creature--a </p>

<p class=MsoPlainText>hair, a bit of nail, etc.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Glassteel</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:1'> </span>Casting

Time: 8</p>

<p class=MsoPlainText>Area of Effect: Object touched<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The glassteel

spell turns normal, nonmagical crystal or glass into a transparent substance </p>

<p class=MsoPlainText>that has the tensile strength and unbreakability of

actual steel. Only a relatively small volume </p>

<p class=MsoPlainText>of material can be affected (a maximum weight of 10

pounds per level of experience of the </p>

<p class=MsoPlainText>spellcaster), and it must form one whole object. The

Armor Class of the substance is 1.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a small piece of glass and a small piece of steel.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Incendiary Cloud</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration, Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 4 rds. + 1d6 rounds<span style='mso-tab-count:

1'> </span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: ½</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>An incendiary cloud

spell exactly resembles the smoke effects of a pyrotechnics spell, </p>

<p class=MsoPlainText>except that its minimum dimensions are a cloud 10 feet

tall, 20 feet wide, and 20 feet long. </p>

<p class=MsoPlainText>This dense vapor cloud billows forth, and on the third

round of its existence begins to flame, </p>

<p class=MsoPlainText>causing 1-2 points of damage per level of the

spellcaster. On the fourth round it inflicts 1d4 </p>

<p class=MsoPlainText>points of damage per level of the caster, and on the

fifth round this drops back to 1-2 points </p>

<p class=MsoPlainText>of damage per level as its flames burn out. In any successive

rounds of existence, the cloud </p>

<p class=MsoPlainText>is simply harmless smoke that obscures vision within its

confines. Creatures within the cloud </p>

<p class=MsoPlainText>need to make only one saving throw if it is successful,

but if they fail the first saving throw, </p>

<p class=MsoPlainText>they roll again on the fourth and fifth rounds (if

necessary) to attempt to reduce the damage </p>

<p class=MsoPlainText>sustained by one-half.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>In order to

cast this spell, the wizard must have an available fire source (just as with a </p>

<p class=MsoPlainText>pyrotechnics spell), scrapings from beneath a dung pile,

and a pinch of dust.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Mass Charm</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 5 yds./level<span style='mso-tab-count:2'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 8</p>

<p class=MsoPlainText>Area of Effect: 30-ft. cube<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A mass charm

spell affects either persons or monsters just as a charm person or charm </p>

<p class=MsoPlainText>monster spell. The mass charm spell, however, affects a

number of creatures whose </p>

<p class=MsoPlainText>combined levels of experience or Hit Dice does not exceed

twice the level of experience of </p>

<p class=MsoPlainText>the spellcaster. All affected creatures must be within

the spell range and within a 30-foot </p>

<p class=MsoPlainText>cube. Note that the creatures' saving throws are

unaffected by the number of recipients (see </p>

<p class=MsoPlainText>the charm person and charm monster spells), but all

target creatures are subject to a </p>

<p class=MsoPlainText>penalty of -2 on their saving throws because of the

efficiency and power of this spell. The </p>

<p class=MsoPlainText>Wisdom bonus against charm spells does apply.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Maze</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 5 yds./level<span style='mso-tab-count:2'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 3</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>An extradimensional

space is brought into being upon the utterance of a maze spell. The </p>

<p class=MsoPlainText>subject vanishes into the shifting labyrinth of force

planes for a period of time that is </p>

<p class=MsoPlainText>dependent upon its Intelligence. (Note: Minotaurs are not

affected by this spell.)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Intelligence

of<span style='mso-tab-count:1'> </span>Time Trapped</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Mazed Creature<span

style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'> </span>in

Maze</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>under 3<span

style='mso-tab-count:2'> </span>2d4 turns</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>3-5<span

style='mso-tab-count:3'> </span>1d4 turns</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>6-8<span

style='mso-tab-count:3'> </span>5d4 rounds</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>9-11<span

style='mso-tab-count:3'> </span>4d4 rounds</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>12-14<span

style='mso-tab-count:2'> </span>3d4 rounds</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>15-17<span

style='mso-tab-count:2'> </span>2d4 rounds</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>18+<span

style='mso-tab-count:3'> </span>1d4 rounds</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note that

teleport and dimension door spells will not help a character escape a maze </p>

<p class=MsoPlainText>spell, although a plane shifting spell will.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Mind Blank</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 day<span style='mso-tab-count:1'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the very powerful

mind blank spell is cast, the creature is totally protected from all </p>

<p class=MsoPlainText>devices and spells that detect, influence, or read

emotions or thoughts. This protects against </p>

<p class=MsoPlainText>augury, charm, command, confusion, divination, empathy

(all forms), ESP, fear, </p>

<p class=MsoPlainText>feeblemind, mass suggestion, phantasmal killer,

possession, rulership, soul trapping, </p>

<p class=MsoPlainText>suggestion, and telepathy. Cloaking protection also

extends to the prevention of discovery </p>

<p class=MsoPlainText>or information gathering by crystal balls or other

scrying devices, clairaudience, </p>

<p class=MsoPlainText>clairvoyance, communing, contacting other planes, or

wish-related methods (wish or </p>

<p class=MsoPlainText>limited wish). Of course, exceedingly powerful deities

can penetrate the spell's barrier.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Monster Summoning VI</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Special<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 7 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 8</p>

<p class=MsoPlainText>Area of Effect: 80-yd. radius<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is

much like the 3rd-level spell monster summoning I, except that it summons </p>

<p class=MsoPlainText>1d3 6th-level monsters. These monsters appear in 1d3

rounds within the spell's area of </p>

<p class=MsoPlainText>effect and attack the caster's opponents, until either he

commands them to cease, the spell </p>

<p class=MsoPlainText>duration expires, or the monsters are slain. These

creatures do not check morale, and they </p>

<p class=MsoPlainText>vanish when slain. If no opponent exists to fight,

summoned monsters can, if the wizard can </p>

<p class=MsoPlainText>communicate with them, and if they are physically

capable, perform other services for the </p>

<p class=MsoPlainText>summoning wizard.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a tiny bag and a small (not necessarily lit) </p>

<p class=MsoPlainText>candle.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Otiluke's Telekinetic Sphere</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation, Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 20 yds.<span style='mso-tab-count:5'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2 rds./level<span style='mso-tab-count:4'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: sphere with diameter<span

style='mso-tab-count:2'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>of 1 ft./level</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is

exactly the same as the 4th-level wizard spell Otiluke's resilient sphere, with

</p>

<p class=MsoPlainText>the addition that the creatures or objects inside the

globe are nearly weightless--anything </p>

<p class=MsoPlainText>contained within it weighs only 1/16 its normal weight.

Any subject weighing up to 5,000 </p>

<p class=MsoPlainText>pounds can be telekinetically lifted in the sphere by the

caster. Range of control extends to a </p>

<p class=MsoPlainText>maximum distance of 10 yards per level after the sphere

has actually succeeded in </p>

<p class=MsoPlainText>encapsulating a subject or subjects. Note that even if

more than 5,000 pounds of weight is </p>

<p class=MsoPlainText>englobed, the perceived weight is only 1/16 of the actual

weight, so the orb can be rolled </p>

<p class=MsoPlainText>without exceptional effort. Because of the reduced

weight, rapid motion or falling within the </p>

<p class=MsoPlainText>field of the sphere is relatively harmless to the object

therein, although it can be disastrous </p>

<p class=MsoPlainText>should the globe disappear when the subject inside is

high above a hard surface. The caster </p>

<p class=MsoPlainText>can dismiss the effect with a word.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>In addition to

a hemispherical piece of diamond and a matching piece of gum arabic, the </p>

<p class=MsoPlainText>caster must also have a pair of small bar magnets as

material components for this spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Otto's Irresistible Dance</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:5'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: 1d4+1 rounds<span style='mso-tab-count:3'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: Creature touched<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When an Otto's

irresistible dance spell is placed upon a creature, the spell causes the </p>

<p class=MsoPlainText>recipient to begin dancing, complete with feet shuffling

and tapping. This dance makes it </p>

<p class=MsoPlainText>impossible for the victim to do anything other than caper

and prance; this cavorting worsens </p>

<p class=MsoPlainText>the Armor Class of the creature by -4, makes saving

throws impossible except on a roll of </p>

<p class=MsoPlainText>20, and negates any consideration of a shield. Note that

the creature must be touched, as if </p>

<p class=MsoPlainText>melee combat were taking place and the spellcaster were

striking to do damage.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Permanency</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Special<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:1'> </span>Casting

Time: 2 rds.</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

affects the duration of certain other spells, making the duration permanent.

The </p>

<p class=MsoPlainText>personal spells upon which a permanency is known to be

effective are as follows:</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>comprehend

languages<span style='mso-tab-count:1'> </span>protection from evil</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>detect evil<span

style='mso-tab-count:3'> </span>protection from normal

missiles</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>detect

invisibility<span style='mso-tab-count:2'> </span>read magic</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>detect magic<span

style='mso-tab-count:3'> </span>tongues</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>infravision<span

style='mso-tab-count:3'> </span>unseen servant</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>protection from

cantrips</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wizard

casts the desired spell and then follows it with the permanency spell. Each </p>

<p class=MsoPlainText>permanency spell lowers the wizard's Constitution by 1

point. The wizard cannot cast these </p>

<p class=MsoPlainText>spells upon other creatures. This application of

permanency can be dispelled only by a </p>

<p class=MsoPlainText>wizard of greater level than the spellcaster was when he

cast the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>In addition to

personal use, the permanency spell can be used to make the following </p>

<p class=MsoPlainText>object/creature or area-effect spells permanent:</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>enlarge<span style='mso-tab-count:1'> </span>prismatic

sphere</p>

<p class=MsoPlainText>fear<span style='mso-tab-count:3'> </span>stinking

cloud</p>

<p class=MsoPlainText>gust of wind<span style='mso-tab-count:1'> </span>wall

of fire</p>

<p class=MsoPlainText>invisibility<span style='mso-tab-count:1'> </span>wall

of force</p>

<p class=MsoPlainText>magic mouth<span style='mso-tab-count:1'> </span>web</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Additionally,

the following spells can be cast upon objects or areas only and rendered </p>

<p class=MsoPlainText>permanent:</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>alarm<span style='mso-tab-count:3'> </span>wall

of fire</p>

<p class=MsoPlainText>audible glamer<span style='mso-tab-count:1'> </span>distance

distortion</p>

<p class=MsoPlainText>dancing lights<span style='mso-tab-count:2'> </span>teleport</p>

<p class=MsoPlainText>solid fog</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>These

applications to other spells allow it to be cast simultaneously with any of the

latter </p>

<p class=MsoPlainText>when no living creature is the target, but the entire spell

complex then can be dispelled </p>

<p class=MsoPlainText>normally, and thus negated.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The permanency

spell is also used in the fabrication of magical items (see the 6th-level </p>

<p class=MsoPlainText>spell enchant an item). At the DM's option, permanency

might become unstable or fail </p>

<p class=MsoPlainText>after a long period of at least 1,000 years. Unstable

effects might operate intermittently or </p>

<p class=MsoPlainText>fail altogether.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The DM may

allow other selected spells to be made permanent. Researching this </p>

<p class=MsoPlainText>possible application of a spell costs as much time and

money as independently researching </p>

<p class=MsoPlainText>the selected spell. If the DM has already determined that

the application is not possible, the </p>

<p class=MsoPlainText>research automatically fails. Note that the wizard never

learns what is possible except by the </p>

<p class=MsoPlainText>success or failure of his research.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Polymorph Any Object</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 5 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Variable<span style='mso-tab-count:1'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

changes one object or creature into another. When used as a polymorph other </p>

<p class=MsoPlainText>or stone to flesh spell, simply treat the spell as a more

powerful version, with saving throws </p>

<p class=MsoPlainText>made with -4 penalties to the die roll. When it is cast

in order to change other objects, the </p>

<p class=MsoPlainText>duration of the spell depends on how radical a change is

made from the original state to its </p>

<p class=MsoPlainText>enchanted state, as well as how different it is in size.

The DM determines the changes by </p>

<p class=MsoPlainText>using the following guidelines:</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Kingdom<span

style='mso-tab-count:2'> </span>Animal, vegetable, mineral</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Class<span

style='mso-tab-count:2'> </span>Mammals, bipeds, fungi, metals, etc.</p>

<p class=MsoPlainText>Relationship<span style='mso-tab-count:1'> </span>Twig

is to tree, sand is to beach, etc.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Size<span

style='mso-tab-count:3'> </span>Smaller, equal, larger</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Shape<span

style='mso-tab-count:2'> </span>Comparative resemblance of the original

to the polymorphed state</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Intelligence<span

style='mso-tab-count:2'> </span>Particularly with regard to a change

in which the end product is </p>

<p class=MsoPlainText>more intelligent</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A change in

kingdom makes the spell work for hours (if removed by one kingdom) or </p>

<p class=MsoPlainText>turns (if removed by two). Other changes likewise affect

spell duration. Thus, changing a lion </p>

<p class=MsoPlainText>to an androsphinx would be permanent, but turning a

turnip to a purple worm would be a </p>

<p class=MsoPlainText>change with a duration measured in hours. Turning a tusk

into an elephant would be </p>

<p class=MsoPlainText>permanent, but turning a twig into a sword would be a

change with a duration of several </p>

<p class=MsoPlainText>turns.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>All

polymorphed objects radiate a strong magic, and if a dispel magic spell is </p>

<p class=MsoPlainText>successfully cast upon them, they return to their natural

form. Note that a stone to flesh </p>

<p class=MsoPlainText>spell or its reverse will affect objects under this

spell. As with other polymorph spells, </p>

<p class=MsoPlainText>damage sustained in the new form can result in the injury

or death of the polymorphed </p>

<p class=MsoPlainText>creature.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For example,

it is possible to polymorph a creature into rock and grind it to dust, causing </p>

<p class=MsoPlainText>damage, perhaps even death. If the creature was changed

to dust to start with, more </p>

<p class=MsoPlainText>creative methods to damage it would be needed; perhaps

the wizard could use a gust of </p>

<p class=MsoPlainText>wind spell to scatter the dust far and wide. In general,

damage occurs when the new form is </p>

<p class=MsoPlainText>altered through physical force, although the DM will have

to adjudicate many of these </p>

<p class=MsoPlainText>situations.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The system

shock roll must be applied to living creatures, as must the restrictions noted </p>

<p class=MsoPlainText>regarding the polymorph other and stone to flesh spells.

Also note that a polymorph effect </p>

<p class=MsoPlainText>often detracts from an item's or creature's powers, but

does not add new powers, except </p>

<p class=MsoPlainText>possibly movement capabilities not present in the old

form. Thus, a vorpal sword </p>

<p class=MsoPlainText>polymorphed into a dagger would not retain vorpal

capability. Likewise, valueless items </p>

<p class=MsoPlainText>cannot be made into permanent valuable items.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are mercury, gum arabic, and smoke.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Power Word, Blind</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 5 yds./level<span style='mso-tab-count:2'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 15-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a power

word, blind spell is cast, one or more creatures within the area of effect </p>

<p class=MsoPlainText>become sightless. The spellcaster selects one creature as

the target center, and the effect </p>

<p class=MsoPlainText>spreads outward from the center, affecting creatures with

the lowest hit point totals first; the </p>

<p class=MsoPlainText>spell can also be focused to affect only an individual

creature. The spell affects up to 100 hit </p>

<p class=MsoPlainText>points of creatures; creatures who currently have 100 or

more hit points are not affected and </p>

<p class=MsoPlainText>do not count against the number of creatures affected.

The duration of the spell depends </p>

<p class=MsoPlainText>upon how many hit points are affected. If 25 or fewer hit

points are affected, the blindness is </p>

<p class=MsoPlainText>permanent until cured. If 26 to 50 hit points are

affected, the blindness lasts for 1d4+1 turns. </p>

<p class=MsoPlainText>If 51 to 100 hit points are affected, the spell lasts for

1d4+1 rounds. An individual creature </p>

<p class=MsoPlainText>cannot be partially affected. If all of its current hit

points are affected, it is blinded; otherwise, </p>

<p class=MsoPlainText>it is not. Blindness can be removed by a cure blindness

or dispel magic spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Prismatic Wall</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:1'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: 4 ft./level wide<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>x 2 ft./level

high</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the wizard to conjure a vertical, opaque wall--a shimmering, </p>

<p class=MsoPlainText>multicolored plane of light that protects him from all

forms of attack. The wall flashes with all </p>

<p class=MsoPlainText>colors of the visible spectrum, seven of which have a

distinct power and purpose. The wall </p>

<p class=MsoPlainText>is immobile, and the spellcaster can pass through the

wall without harm. However, any </p>

<p class=MsoPlainText>creature with fewer than 8 Hit Dice that is within 20

feet of the wall and does not shield its </p>

<p class=MsoPlainText>vision is blinded for 2d4 rounds by the colors.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Each color in

the wall has a special effect. Each color can also be negated by a specific </p>

<p class=MsoPlainText>magical effect, but the colors must be negated in the

precise order of the spectrum. The </p>

<p class=MsoPlainText>accompanying table shows the seven colors of the wall,

the order in which they appear, their </p>

<p class=MsoPlainText>effects on creatures trying to attack the spellcaster,

and the magic needed to negate each </p>

<p class=MsoPlainText>color.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wall's

maximum proportions are 4 feet wide per level of experience of the caster and </p>

<p class=MsoPlainText>2 feet high per level of experience.<span

style='mso-spacerun:yes'> </span>A prismatic wall spell cast to materialize in

a space </p>

<p class=MsoPlainText>occupied by a creature is disrupted and the spell is

wasted.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Prismatic Wall

Effects</p>

<p class=MsoPlainText>Color<span style='mso-tab-count:1'> </span>Order<span

style='mso-tab-count:1'> </span>Effect of Color<span style='mso-tab-count:5'> </span>Spell

Negated By</p>

<p class=MsoPlainText>Red<span style='mso-tab-count:2'> </span>1st<span

style='mso-tab-count:1'> </span>Stops nonmagical missiles--inflicts 20 points

of damage,<span style='mso-spacerun:yes'> </span></p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>save

for half <span style='mso-tab-count:6'> </span>cone

of cold</p>

<p class=MsoPlainText>Orange<span style='mso-tab-count:1'> </span>2nd<span

style='mso-tab-count:1'> </span>Stops magical missiles--inflicts 40 points of

damage, </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>save

for half <span style='mso-tab-count:6'> </span>gust

of wind</p>

<p class=MsoPlainText>Yellow<span style='mso-tab-count:1'> </span>3rd<span

style='mso-tab-count:1'> </span>Stops poisons, gases, and

petrification--inflicts 80 points </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>of

damage, save for half <span style='mso-tab-count:4'> </span></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>disintegrate</p>

<p class=MsoPlainText>Green<span style='mso-tab-count:1'> </span>4th<span

style='mso-tab-count:1'> </span>Stops breath weapons--save vs. poison or die;

</p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>survivors

suffer 20 points of damage<span style='mso-tab-count:1'> </span> <span

style='mso-tab-count:2'> </span>passwall</p>

<p class=MsoPlainText>Blue<span style='mso-tab-count:2'> </span>5th<span

style='mso-tab-count:1'> </span>Stops location/detection and mental

attacks--save vs. </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>petrification

or turn to stone <span style='mso-tab-count:4'> </span>magic

missile</p>

<p class=MsoPlainText>Indigo<span style='mso-tab-count:1'> </span>6th<span

style='mso-tab-count:1'> </span>Stops magical spells--save vs. wand or go

insane <span style='mso-tab-count:2'> </span>continual </p>

<p class=MsoPlainText>light</p>

<p class=MsoPlainText>Violet<span style='mso-tab-count:1'> </span>7th<span

style='mso-tab-count:1'> </span>Force field protection--save vs. spell or be

sent to </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>another

plane <span style='mso-tab-count:6'> </span>dispel

magic</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Screen</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Divination/Illusion)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 hr./level<span style='mso-tab-count:1'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 30-ft. cube/level<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

combines several elements to create a powerful protection from scrying and </p>

<p class=MsoPlainText>direct observation. When the spell is cast, the wizard

dictates what will and will not be </p>

<p class=MsoPlainText>observed in the area of effect. The illusion created must

be stated in general terms. Thus, the </p>

<p class=MsoPlainText>caster could specify the illusion of him and another

playing chess for the duration of the spell, </p>

<p class=MsoPlainText>but he could not have the illusionary chess players take

a break, make dinner, and then </p>

<p class=MsoPlainText>resume their game. He could have a crossroads appear

quiet and empty even while an army </p>

<p class=MsoPlainText>is actually passing through the area. He could specify

that no one be seen (including passing </p>

<p class=MsoPlainText>strangers), that his troops be undetected, or even that

every fifth man or unit should be </p>

<p class=MsoPlainText>visible. Once the conditions are set, they cannot be

changed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Attempts to

scry the area automatically detect the image stated by the caster with no </p>

<p class=MsoPlainText>saving throw allowed. Sight and sound are appropriate to

the illusion created. A band of </p>

<p class=MsoPlainText>men standing in a meadow could be concealed as an empty

meadow with birds chirping, </p>

<p class=MsoPlainText>etc. Direct observation may allow a saving throw (as per

a normal illusion), if there is cause </p>

<p class=MsoPlainText>to disbelieve what is seen. Certainly onlookers in the

area would become suspicious if the </p>

<p class=MsoPlainText>column of a marching army disappeared at one point to

reappear at another! Even entering </p>

<p class=MsoPlainText>the area does not cancel the illusion or necessarily

allow a saving throw, assuming the hidden </p>

<p class=MsoPlainText>beings take care to stay out of the way of those affected

by the illusion.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Serten's Spell Immunity</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:5'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:4'> </span>Casting

Time: 1 round/recipient</p>

<p class=MsoPlainText>Area of Effect: Creature(s) touched<span

style='mso-tab-count:2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By use of this

spell, the wizard is able to confer virtual immunity to certain spells and </p>

<p class=MsoPlainText>magical attack forms upon those he touches. For every

four levels of experience of the </p>

<p class=MsoPlainText>wizard, one creature can be protected by the Serten's

spell immunity spell; however, if </p>

<p class=MsoPlainText>more than one is protected, the duration of the protection

is divided among the protected </p>

<p class=MsoPlainText>creatures.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For example, a

16th-level wizard can cast the spell upon one creature and it will last 16 </p>

<p class=MsoPlainText>turns, or place it upon two creatures for eight turns, or

four creatures for four turns.) The </p>

<p class=MsoPlainText>protection gives a bonus to saving throws, according to

spell type and level, as shown in the </p>

<p class=MsoPlainText>following tayble.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Spell Level<span

style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'> </span>Wizard

Spell<span style='mso-spacerun:yes'> </span>Priest Spell</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>1st-3rd<span

style='mso-tab-count:2'> </span>+9\*<span style='mso-tab-count:2'> </span>+7</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>4th-6th<span

style='mso-tab-count:2'> </span>+7<span style='mso-tab-count:2'> </span>+5</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>7th-8th<span

style='mso-tab-count:2'> </span>+5<span style='mso-tab-count:2'> </span>+3</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>\* Includes

beguiling effects.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a diamond of at least 500 gp value, which must be </p>

<p class=MsoPlainText>crushed and sprinkled over the spell recipients. Each

such creature must also have in its </p>

<p class=MsoPlainText>possession a diamond of at least one carat size, intact

and carried on its person.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Sink</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment, Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:3'> </span>Casting

Time: 8</p>

<p class=MsoPlainText>Area of Effect: 1 creature or object,<span

style='mso-tab-count:1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>max. 1 cu.

ft./level</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, a wizard can force a creature or object into the very earth or

floor </p>

<p class=MsoPlainText>upon which it stands. When casting the spell, the wizard

must chant the spell for the </p>

<p class=MsoPlainText>remainder of the round without interruption. At that

juncture, the subject creature or object </p>

<p class=MsoPlainText>becomes rooted to the spot unless a saving throw vs.

spell (for a creature) or disintegration </p>

<p class=MsoPlainText>(for an object with magical properties) is successful.

(Note: &quot;magical properties&quot; include </p>

<p class=MsoPlainText>those of magical items as listed in the Dungeon Master

Guide, those of items enchanted or </p>

<p class=MsoPlainText>otherwise of magical origin, and those of items with

protection-type spells or with permanent </p>

<p class=MsoPlainText>magical properties or similar spells upon them.) Items of

a nonmagical nature are not entitled </p>

<p class=MsoPlainText>to a saving throw. If a subject fails its saving throw,

it becomes of slightly greater density </p>

<p class=MsoPlainText>than the surface upon which it stands.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The

spellcaster now has the option of ceasing his spell and leaving the subject as

it is, in </p>

<p class=MsoPlainText>which case the spell expires in four turns, and the

subject returns to normal. If the caster </p>

<p class=MsoPlainText>proceeds with the spell (into the next round), the

subject begins to sink slowly into the </p>

<p class=MsoPlainText>ground. Before any actions are taken in the new round,

the subject sinks one-quarter of its </p>

<p class=MsoPlainText>height; after the first group acts, another quarter;

after the second group acts, another; and at </p>

<p class=MsoPlainText>the end of the round, the victim is totally sunken into

the ground.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This

entombment places a creature or object in a state of suspended animation. The </p>

<p class=MsoPlainText>cessation of time means that the subject does not grow

older. Bodily and other functions </p>

<p class=MsoPlainText>virtually cease, but the subject is otherwise unharmed.

The subject exists in undamaged form </p>

<p class=MsoPlainText>in the surface into which it was sunk, its upper point as

far beneath the surface as the subject </p>

<p class=MsoPlainText>has height--a 6-foot-tall victim will be 6 feet beneath

the surface, while a 60-foot-tall subject </p>

<p class=MsoPlainText>will have its uppermost point 60 feet below ground level.

If the ground around the subject is </p>

<p class=MsoPlainText>somehow removed, the spell is broken and the subject

returns to normal, but it does not rise </p>

<p class=MsoPlainText>up. Spells such as dig, transmute rock to mud, and

freedom (the reverse of the 9th-level </p>

<p class=MsoPlainText>spell imprisonment) will not harm the sunken creature or

object and will often be helpful in </p>

<p class=MsoPlainText>recovering it. If a detect magic spell is cast over an

area upon which a sink spell was used, </p>

<p class=MsoPlainText>it reveals a faint magical aura of undefinable nature,

even if the subject is beyond detection </p>

<p class=MsoPlainText>range. If the subject is within range of the detection,

the spell's schools can be discovered </p>

<p class=MsoPlainText>(alteration and enchantment).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Symbol - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 8</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A symbol spell

creates magical runes affecting creatures that pass over, touch, or read </p>

<p class=MsoPlainText>the runes, or pass through a portal upon which the symbol

is inscribed. Upon casting the </p>

<p class=MsoPlainText>spell, the wizard inscribes the symbol upon whatever

surface he desires. Likewise, the </p>

<p class=MsoPlainText>spellcaster is able to place the symbol of his choice,

using any one of the following:</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Death<span

style='mso-tab-count:2'> </span>One or more creatures, whose total

hit points do not exceed 80, are slain.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Discord<span

style='mso-tab-count:1'> </span>All creatures are affected and immediately

fall to loud bickering and </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>arguing;

there is a 50% probability that creatures of different alignments </p>

<p class=MsoPlainText><span style='mso-tab-count:2'> </span><span

style='mso-tab-count:2'> </span>attack each other. The bickering

lasts for 5d4 rounds, the fighting for 2d4 </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>rounds.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Fear<span

style='mso-tab-count:3'> </span>This symbol creates an extra-strong

fear spell, causing all creatures </p>

<p class=MsoPlainText>to save </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>vs.

spell with -4 penalties to the die roll, or panic and flee as if attacked by </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>a

fear spell.</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span></p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Hopelessness<span

style='mso-tab-count:1'> </span>All creatures are affected and must turn

back in dejection unless they save </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>vs.

spell. Affected creatures submit to the demands of any opponent--for </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>example,

surrender, get out, etc. The hopelessness lasts for 3d4 turns; </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>during

this period it is 25% probable that affected creatures take no action </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>during

any round, and 25% likely that those taking action turn back or </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>retire

from battle, as applicable.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Insanity<span

style='mso-tab-count:1'> </span>One or more creatures whose total hit points

do not exceed 120 become </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>insane

and remain so, acting as if a confusion spell had been placed upon </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>them,

until a heal, restoration, or wish spell is used to remove the </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>madness.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Pain<span

style='mso-tab-count:3'> </span>All creatures are afflicted with wracking

pains shooting through their </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>bodies,

causing a -2 penalty to Dexterity and a -4 penalty to attack rolls for </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>2d10

turns.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Sleep<span

style='mso-tab-count:2'> </span>All creatures under 8+1 Hit Dice

immediately fall into a catatonic slumber </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>and

cannot be awakened for 1d12+4 turns.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Stunning<span

style='mso-tab-count:1'> </span>One or more creatures whose total hit points

do not exceed 160 are </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>stunned

and reeling for 3d4 rounds, dropping anything they are holding.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The type of

symbol cannot be recognized without being read and thus activating its </p>

<p class=MsoPlainText>effects.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are powdered black opal and diamond dust, worth </p>

<p class=MsoPlainText>not less than 5,000 gp each.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Trap the Soul</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:5'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent until broken<span style='mso-tab-count:

2'> </span>Casting Time: Special + 1</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

3'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

forces the creature's life force (and its material body) into a special prison

gem </p>

<p class=MsoPlainText>enchanted by the spellcaster. The creature must be seen

by the caster when the final word is </p>

<p class=MsoPlainText>uttered.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell can

be triggered in one of two ways. First, the final word of the spell can be </p>

<p class=MsoPlainText>spoken when the creature is within spell range. This

allows magic resistance (if any) and a </p>

<p class=MsoPlainText>saving throw vs. spell to avoid the effect. If the creature's

real name is spoken as well, any </p>

<p class=MsoPlainText>magic resistance is ignored and the saving throw vs.

spell suffers a penalty of -2. If the </p>

<p class=MsoPlainText>saving throw is successful, the prison gem shatters.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The second

method is far more insidious, for it tricks the victim into accepting a trigger

</p>

<p class=MsoPlainText>object inscribed with the final spell word, automatically

placing the creature's soul in the trap. </p>

<p class=MsoPlainText>To use this method, both the creature's true name and the

trigger word must be inscribed on </p>

<p class=MsoPlainText>the trigger item when the gem is enchanted. A sympathy

spell can also be placed on the </p>

<p class=MsoPlainText>trigger item. As soon as the subject creature picks up or

accepts the trigger item, its life </p>

<p class=MsoPlainText>force is automatically transferred to the gem, without

the benefit of magic resistance or </p>

<p class=MsoPlainText>saving throw.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The gem prison

will hold the trapped entity indefinitely, or until the gem is broken and the </p>

<p class=MsoPlainText>life force is released, allowing the material body to

reform. If the trapped creature is a </p>

<p class=MsoPlainText>powerful creature from another plane (which could mean a

character trapped by an </p>

<p class=MsoPlainText>inhabitant of another plane when the character is not on

the Prime Material Plane), it can be </p>

<p class=MsoPlainText>required to perform a service immediately upon being

freed. Otherwise, the creature can go </p>

<p class=MsoPlainText>free once the gem imprisoning it is broken.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Before the

actual casting of the trap the soul spell, the wizard must prepare the prison,

a </p>

<p class=MsoPlainText>gem of at least 1,000 gp value for every Hit Die or level

of experience possessed by the </p>

<p class=MsoPlainText>creature to be trapped (for example, it requires a gem of

10,000 gp value to trap a 10 Hit </p>

<p class=MsoPlainText>Die or 10th-level creature). If the gem is not valuable

enough, it shatters when the </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>entrapment is attempted. (Note that while characters have

no concept of level as such, the </p>

<p class=MsoPlainText>value of the gem needed to trap an individual can be

researched. Remember that this value </p>

<p class=MsoPlainText>can change over time as characters advance.) Creating the

prison gem requires an enchant </p>

<p class=MsoPlainText>an item spell and the placement of a maze spell into the

gem, thereby forming the prison to </p>

<p class=MsoPlainText>contain the life force.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Astral Spell - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 9</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

the astral spell, a wizard can project his astral body into the Astral Plane, </p>

<p class=MsoPlainText>leaving his physical body and material possessions behind

in the Prime Material Plane. Only </p>

<p class=MsoPlainText>magical items can be brought into the Astral Plane

(although nonmagical items could be </p>

<p class=MsoPlainText>rendered temporarily magical through the use of some

spells, if the DM allows). As the </p>

<p class=MsoPlainText>Astral Plane touches upon the first levels of all of the

Outer Planes, the wizard can travel </p>

<p class=MsoPlainText>astrally to any of the Outer Planes at will. The caster

then leaves the Astral Plane, forming a </p>

<p class=MsoPlainText>body in the plane of existence he has chosen to enter. It

is also possible to travel astrally </p>

<p class=MsoPlainText>anywhere in the Prime Material Plane by means of the

astral spell, but a second body </p>

<p class=MsoPlainText>cannot be formed in the Prime Material Plane. As a

general rule, a person astrally projected </p>

<p class=MsoPlainText>can be seen only by creatures in the Astral Plane.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>At all times,

the astral body is connected to the material body by a silvery cord. If the </p>

<p class=MsoPlainText>cord is broken, the affected person is killed, astrally

and materially; however, normally only </p>

<p class=MsoPlainText>a psychic wind can cause the cord to break. When a second

body is formed in a different </p>

<p class=MsoPlainText>plane, the silvery cord remains invisibly attached to the

new body. If the astral form is slain, </p>

<p class=MsoPlainText>the cord simply returns to the original body where it

rests in the Prime Material Plane, </p>

<p class=MsoPlainText>reviving it from its state of suspended animation.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Although

astrally projected persons are able to function in the Astral Plane, their

actions </p>

<p class=MsoPlainText>do not affect creatures not existing in the Astral Plane.

The spell lasts until the wizard desires </p>

<p class=MsoPlainText>to end it, or until it is terminated by some outside

means (such as a dispel magic spell or the </p>

<p class=MsoPlainText>destruction of the wizard's body in the Prime Material

Plane).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wizard can

project the astral forms of up to seven other creatures with him by means </p>

<p class=MsoPlainText>of the astral spell, providing the creatures are linked in

a circle with the wizard. These </p>

<p class=MsoPlainText>fellow travelers are dependent upon the wizard and can be

stranded. Travel in the Astral </p>

<p class=MsoPlainText>Plane can be slow or fast, according to the wizard's

desire. The ultimate destination arrived </p>

<p class=MsoPlainText>at is subject to the conceptualization of the wizard.

(See the Planescape Campaign Setting </p>

<p class=MsoPlainText>boxed set for further information on the Astral Plane.)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Any magical

items can go into the Astral Plane, but most become temporarily nonmagical </p>

<p class=MsoPlainText>therein, or in any planes removed from the Prime Material

Plane. Armor and weapons of +3 </p>

<p class=MsoPlainText>or better might function in other planes, at the DM's

option. Artifacts and relics function </p>

<p class=MsoPlainText>anywhere. Items drawing their power from a given plane

are more powerful in that plane </p>

<p class=MsoPlainText>(for example, a ring of fire resistance in the Elemental

Plane of Fire or a sword of life </p>

<p class=MsoPlainText>stealing in the Negative Energy plane).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Bigby's Crushing Hand</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 5 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:1'> </span>Casting

Time: 9</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The Bigby's

crushing hand spell creates a huge, disembodied hand similar to those of the </p>

<p class=MsoPlainText>other Bigby's hand spells. The crushing hand is under the

mental control of the caster, and </p>

<p class=MsoPlainText>he can cause it to grasp and squeeze an opponent. No

attack roll is necessary; the hand </p>

<p class=MsoPlainText>automatically grasps and inflicts constriction damage in

any round in which the wizard </p>

<p class=MsoPlainText>concentrates. The damage inflicted depends on the number

of rounds it acts upon the victim:</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>1st round<span

style='mso-tab-count:2'> </span>1d10 points</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>2nd &amp; 3rd

rounds<span style='mso-tab-count:1'> </span>2d10 points</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>4th &amp; beyond<span

style='mso-tab-count:1'> </span>4d10 points</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The crushing

hand has an Armor class of 0, has as many hit points as its caster at full </p>

<p class=MsoPlainText>strength, and vanishes when destroyed. The hand is

susceptible to normal combat attacks </p>

<p class=MsoPlainText>and damaging spells, but if it is struck by an area-effect

spell, the person held suffers the </p>

<p class=MsoPlainText>same fate as the hand (i.e., if the hand fails its saving

throw, the victim automatically fails his). </p>

<p class=MsoPlainText>The hand is not effective against noncorporeal or gaseous

forms, but it does prevent </p>

<p class=MsoPlainText>creatures that are able to slip through small cracks from

escaping. If the hand grasps an item </p>

<p class=MsoPlainText>or construction, the appropriate saving throw must be

made as if squeezed by a Strength of </p>

<p class=MsoPlainText>25.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of the spell are a glove of snake skin and the shell of an egg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Crystalbrittle</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V,S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 9</p>

<p class=MsoPlainText>Area of Effect: 2 cu. ft./level<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The magic of

this spell causes metal, whether as soft as gold or as hard as adamantite, to </p>

<p class=MsoPlainText>turn to a crystalline substance as brittle and fragile as

crystal. Thus, a sword, metal shield, </p>

<p class=MsoPlainText>metal armor, or even an iron golem can be changed to a

delicate, glasslike material easily </p>

<p class=MsoPlainText>shattered by any forceful blow. Furthermore, this change

is unalterable by any means short </p>

<p class=MsoPlainText>of a wish spell; a dispel magic will not reverse the

spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster

must physically touch the item; if it is an opponent or something an opponent

is </p>

<p class=MsoPlainText>using or wearing, the wizard must get into melee and make

a successful attack roll. Any </p>

<p class=MsoPlainText>single metal item can be affected by the spell. Thus, a

suit of armor worn by a creature can </p>

<p class=MsoPlainText>be changed to crystal, but the creature's shield would

not be affected, and vice versa. All </p>

<p class=MsoPlainText>items gain a saving throw equal to their magical bonus

value or protection (the DM has this </p>

<p class=MsoPlainText>information). A +1/+3 sword would get a 10% (average of

the two pluses) chance to save; </p>

<p class=MsoPlainText>+5 magical armor has a 25% chance to be unaffected; an

iron golem has a 15% chance to </p>

<p class=MsoPlainText>save (for it is hit only by magical weapons of +3 or

better quality). Artifacts and relics </p>

<p class=MsoPlainText>constructed of metal may be affected at the discretion of

the DM, though it is highly unlikely. </p>

<p class=MsoPlainText>Affected items not immediately protected are shattered

and permanently destroyed if struck </p>

<p class=MsoPlainText>by a normal blow from a metal tool or any weighty weapon,

including a staff.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Energy Drain</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation, Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 3</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By casting

this spell, the wizard opens a channel between the plane he is in and the </p>

<p class=MsoPlainText>Negative Energy plane, becoming the conductor between the

two planes. As soon as he </p>

<p class=MsoPlainText>touches (equal to a hit if melee is involved) any living

creature, the victim loses two levels (as </p>

<p class=MsoPlainText>if struck by a spectre). A monster loses 2 Hit Dice

permanently, both for hit points and </p>

<p class=MsoPlainText>attack ability. A character loses levels, Hit Dice, hit

points, and abilities permanently (until </p>

<p class=MsoPlainText>regained through adventuring, if applicable).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is essence of spectre or vampire dust. Preparation </p>

<p class=MsoPlainText>requires mere moments; the material component is then

cast forth, and, upon touching the </p>

<p class=MsoPlainText>victim, the wizard speaks the triggering word, causing

the spell to take effect instantly.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell

remains effective for only a single round. Humans or humanoids brought below </p>

<p class=MsoPlainText>zero energy levels by this spell can be animated as juju

zombies under the control of the </p>

<p class=MsoPlainText>caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster

always has a 5% (1 in 20) chance to be affected by the dust, losing one point </p>

<p class=MsoPlainText>of Constitution at the same time as the victim is

drained. When the number of Constitution </p>

<p class=MsoPlainText>points lost equals the caster's original Constitution

ability score, the caster dies and becomes </p>

<p class=MsoPlainText>a shade.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Foresight</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2d4 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

grants the caster a powerful sixth sense in relation to himself or another. </p>

<p class=MsoPlainText>Although cast upon himself, the wizard can specify that

he or another is the beneficiary of the </p>

<p class=MsoPlainText>spell. Once the spell is cast, the wizard receives

instantaneous warnings of impending danger </p>

<p class=MsoPlainText>or harm to the object of the spell. Thus, if he were the

object of the spell, the wizard would </p>

<p class=MsoPlainText>be warned in advance if a thief were about to attempt to

backstab him, or if a creature were </p>

<p class=MsoPlainText>about to leap out from an unexpected direction, or if an

attacker were specifically targeting </p>

<p class=MsoPlainText>him with a spell or missile weapon. When the warnings are

about him personally, the wizard </p>

<p class=MsoPlainText>cannot be surprised and always knows the direction from

which any attack on him is made. </p>

<p class=MsoPlainText>In addition, the spell gives the wizard a general idea of

what action he might take to best </p>

<p class=MsoPlainText>protect himself--duck, jump right, close his eyes,

etc.--and gives him a defensive bonus of 2 </p>

<p class=MsoPlainText>to his Armor Class.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When another

person is the object of the spell, the wizard receives warnings about that </p>

<p class=MsoPlainText>person. He must still communicate this to the other

person to negate any surprise. Shouting a </p>

<p class=MsoPlainText>warning, yanking the person back, and even telepathically

communicating through a crystal </p>

<p class=MsoPlainText>ball can all be accomplished before the trap is sprung,

if the wizard does not hesitate. </p>

<p class=MsoPlainText>However, the object of the spell does not gain the

defensive bonus to his Armor Class.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for this spell is a hummingbird's feather.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Gate - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 9</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The casting of

a gate spell has two effects. First, it causes an interdimensional connection </p>

<p class=MsoPlainText>between the plane of existence the wizard is on and the

plane on which dwells a specific </p>

<p class=MsoPlainText>being of great power; thus, the being is able to merely

step through the gate or portal from </p>

<p class=MsoPlainText>its plane to that of the caster. Second, the utterance of

the spell attracts the attention of the </p>

<p class=MsoPlainText>sought-after dweller on the other plane. When casting the

spell, the wizard must name the </p>

<p class=MsoPlainText>entity he desires to use the gate and come to the

wizard's aid. There is a 100% certainty that </p>

<p class=MsoPlainText>something steps through the gate. Unless the DM has some

facts prepared regarding the </p>

<p class=MsoPlainText>minions serving the being called forth by the gate spell,

the being itself comes.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the matter

is trifling, the being might leave, inflict an appropriate penalty on the

wizard, </p>

<p class=MsoPlainText>or attack the wizard. If the matter is of middling

importance, the being can take some </p>

<p class=MsoPlainText>positive action to set matters right, then demand

appropriate repayment. If the matter is </p>

<p class=MsoPlainText>urgent, the being can act accordingly and ask whatever is

its wont thereafter, if appropriate. </p>

<p class=MsoPlainText>The actions of the being that comes through depend on

many factors, including the </p>

<p class=MsoPlainText>alignments of the wizard and the deity, the nature of his

companions, and who or what </p>

<p class=MsoPlainText>opposes or threatens the wizard. Such beings generally

avoid direct conflict with their equals </p>

<p class=MsoPlainText>or betters. The being gated in will either return

immediately (very unlikely) or remain to take </p>

<p class=MsoPlainText>action. Casting this spell ages the wizard five years.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Imprisonment</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 9</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When an

imprisonment spell is cast and the victim is touched, the recipient is entombed

</p>

<p class=MsoPlainText>in a state of suspended animation (see the 9th-level

wizard spell temporal stasis) in a small </p>

<p class=MsoPlainText>sphere far beneath the surface of the earth. The victim

remains there unless a reverse of the </p>

<p class=MsoPlainText>spell, with the creature's name and background, is cast.

Magical search by a crystal ball, a </p>

<p class=MsoPlainText>locate object spell, or similar means will not reveal the

fact that a creature is imprisoned. </p>

<p class=MsoPlainText>The imprisonment spell functions only if the subject

creature's name and background are </p>

<p class=MsoPlainText>known.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse

spell, freedom, cast upon the spot at which a creature was entombed and </p>

<p class=MsoPlainText>sunk into the earth, causes it to reappear at that spot.

If the caster does not perfectly intone </p>

<p class=MsoPlainText>the name and background of the creature to be freed,

there is a 10% chance that 1 to 100 </p>

<p class=MsoPlainText>creatures will be freed from imprisonment at the same

time.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note: The

exact details of any creatures freed are up to the DM. A random method of </p>

<p class=MsoPlainText>determining this is to roll percentile dice twice (once

for imprisoned creature density and </p>

<p class=MsoPlainText>once for a base number of creatures at maximum density).

The rolls are multiplied and </p>

<p class=MsoPlainText>rounded to the nearest whole number. Each released

creature has a 10% chance to be in the </p>

<p class=MsoPlainText>area of the spellcaster. If monsters are being generated

randomly, roll 1d20 for level, with </p>

<p class=MsoPlainText>rolls of 9+ considered 9, and the exact monsters

determined by the random encounter </p>

<p class=MsoPlainText>tables.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For example,

if the initial rolls were 22 and 60, the number of monsters released is .22 x </p>

<p class=MsoPlainText>.60 = .1320 = 13 monsters. Since only 10% of these will

be in the immediate vicinity of the </p>

<p class=MsoPlainText>caster, the wizard may encounter only one or two of them.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Meteor Swarm</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 40 yds. + 10 yds./level<span style='mso-tab-count:

2'> </span>Components: V, S</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:3'> </span>Casting

Time: 9</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:3'> </span>Saving

Throw: ½</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A meteor swarm

is a very powerful and spectacular spell which is similar to the fireball </p>

<p class=MsoPlainText>spell in many aspects. When it is cast, either four

spheres of 2-foot diameter or eight spheres </p>

<p class=MsoPlainText>of 1-foot diameter spring from the outstretched hand of

the wizard and streak in a straight </p>

<p class=MsoPlainText>line to the distance demanded by the spellcaster, up to

the maximum range. Any creature in </p>

<p class=MsoPlainText>the straight-line path of these missiles receives the

full effect, without benefit of a saving </p>

<p class=MsoPlainText>throw. The meteor missiles leave a fiery trail of sparks,

and each bursts as a fireball.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The large

spheres (2-foot diameter) inflict 10d4 points of damage, bursting in a diamond </p>

<p class=MsoPlainText>or box pattern. Each has a 30-foot diameter area of

effect, and each sphere is 20 feet apart </p>

<p class=MsoPlainText>along the sides of the pattern, creating overlapping

areas of effect and exposing the center to </p>

<p class=MsoPlainText>all four blasts.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The smaller

spheres (1-foot diameter) each have a 15-foot diameter area of effect, and </p>

<p class=MsoPlainText>each inflicts 5d4 points of damage. They burst in a

pattern of a box within a diamond or vice </p>

<p class=MsoPlainText>versa, with each of the outer sides 20 feet long. Note

that the center has four areas of </p>

<p class=MsoPlainText>overlapping effect, and there are numerous peripheral

areas that have two overlapping areas </p>

<p class=MsoPlainText>of effect. A saving throw for each area of effect will

indicate whether full damage or half </p>

<p class=MsoPlainText>damage is sustained by creatures within each area, except

as already stated with regard to </p>

<p class=MsoPlainText>the missiles impacting.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Monster Summoning VII</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Special<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 8 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 9</p>

<p class=MsoPlainText>Area of Effect: 90-yd. radius<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is

much like the 3rd-level spell monster summoning I, except that this spell </p>

<p class=MsoPlainText>summons one or two 7th-level monsters that appear one

round after the spell is cast, or one </p>

<p class=MsoPlainText>8th-level monster that appears two rounds after the spell

is cast.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Mordenkainen's Disjunction</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration, Enchantment)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:1'> </span>Casting

Time: 9</p>

<p class=MsoPlainText>Area of Effect: 30-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this spell

is cast, all magic and magical items within the radius of the spell, except </p>

<p class=MsoPlainText>those on the person of or being touched by the

spellcaster, are disjoined. That is, spells </p>

<p class=MsoPlainText>being cast are separated into their individual components

(usually spoiling the effect as a </p>

<p class=MsoPlainText>dispel magic spell does), and permanent and enchanted

magical items must successfully </p>

<p class=MsoPlainText>save (vs. spell if actually cast on a creature, or vs. a

dispel magic spell otherwise) or be </p>

<p class=MsoPlainText>turned into normal items. Even artifacts and relics are

subject to Mordenkainen's disjunction, </p>

<p class=MsoPlainText>though there is only a 1% chance per caster experience

level of actually affecting such </p>

<p class=MsoPlainText>powerful items. Thus, all potions, scrolls, rings, rods,

miscellaneous magical items, artifacts </p>

<p class=MsoPlainText>and relics, arms and armor, swords, and miscellaneous

weapons within 30 feet of the </p>

<p class=MsoPlainText>spellcaster can possibly lose all their magical

properties when the Mordenkainen's </p>

<p class=MsoPlainText>disjunction spell is cast. The caster also has a 1%

chance per level of destroying an </p>

<p class=MsoPlainText>antimagic shell. If the shell survives the disjunction,

no items within it are disjoined.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note:

Destroying artifacts is a dangerous business, and 95% likely to attract the

attention </p>

<p class=MsoPlainText>of some powerful being who has an interest or connection

with the device. Additionally, if an </p>

<p class=MsoPlainText>artifact is destroyed, the casting wizard must roll a

successful saving throw vs. spell with a -4 </p>

<p class=MsoPlainText>penalty or permanently lose all spellcasting abilities.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Power Word, Kill</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 5 yds./2 levels<span style='mso-tab-count:2'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 10-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a power

word, kill spell is uttered, one or more creatures of any type within the </p>

<p class=MsoPlainText>spell range and area of effect are slain. The power word

kills either one creature with up to </p>

<p class=MsoPlainText>60 hit points, or multiple creatures with 10 or fewer hit

points each, to a maximum of 120 hit </p>

<p class=MsoPlainText>points total. The option to attack a single creature or

multiple creatures must be stated along </p>

<p class=MsoPlainText>with the spell range and center of the area of effect.

The current hit points of the creatures </p>

<p class=MsoPlainText>are used.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Prismatic Sphere</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Abjuration, Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: 10-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the wizard to conjure up an immobile, opaque globe of shimmering, </p>

<p class=MsoPlainText>multicolored light to surround him, giving protection

from all forms of attack. The sphere </p>

<p class=MsoPlainText>flashes in all colors of the visible spectrum, seven of

which have distinct powers and </p>

<p class=MsoPlainText>purposes. Any creature with fewer than 8 Hit Dice is

blinded for 2d4 turns by the colors of </p>

<p class=MsoPlainText>the sphere. Only the spellcaster can pass in and out of

the prismatic sphere without harm, </p>

<p class=MsoPlainText>though he can cast it over others to protect them. The

sphere can be destroyed, color by </p>

<p class=MsoPlainText>color, in consecutive order, by various magical effects;

however, the first must be brought </p>

<p class=MsoPlainText>down before the second can be affected, and so on. Any

creature passing through the </p>

<p class=MsoPlainText>barrier receives the effect of every color still

remaining. The following table shows the colors </p>

<p class=MsoPlainText>and effects of the prismatic sphere, as well as what will

negate each globe.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note that

typically the upper hemisphere of the globe is visible, as the spellcaster is

at the </p>

<p class=MsoPlainText>center of the sphere, so the lower half is usually hidden

by the floor surface he is standing on.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Furthermore, a

rod of cancellation or a Mordenkainen's disjunction spell will destroy </p>

<p class=MsoPlainText>a prismatic sphere (but an antimagic shell will fail to

penetrate it). Otherwise, anything short </p>

<p class=MsoPlainText>of an artifact or relic entering the sphere is destroyed,

and any creature is subject to the </p>

<p class=MsoPlainText>effects of every color still active--i.e., 70-140 points

of damage plus death, petrification, </p>

<p class=MsoPlainText>insanity, and instantaneous transportation to another

plane.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>Prismatic Sphere

Effects</p>

<p class=MsoPlainText>Color<span style='mso-tab-count:1'> </span>Order<span

style='mso-tab-count:1'> </span>Effect of Color<span style='mso-tab-count:5'> </span>Spell

Negated By</p>

<p class=MsoPlainText>Red<span style='mso-tab-count:2'> </span>1st<span

style='mso-tab-count:1'> </span>Stops nonmagical missiles--inflicts 20 points

of damage, </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>save

for half<span style='mso-tab-count:6'> </span>cone

of cold</p>

<p class=MsoPlainText>Orange<span style='mso-tab-count:1'> </span>2nd<span

style='mso-tab-count:1'> </span>Stops magical missiles--inflicts 40 points of

damage, </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>save

for half<span style='mso-tab-count:6'> </span>gust

of wind</p>

<p class=MsoPlainText>Yellow<span style='mso-tab-count:1'> </span>3rd<span

style='mso-tab-count:1'> </span>Stops poisons, gases, and

petrification--inflicts 80 points </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>of

damage, save for half<span style='mso-tab-count:4'> </span></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>disintegrate</p>

<p class=MsoPlainText>Green<span style='mso-tab-count:1'> </span>4th<span

style='mso-tab-count:1'> </span>Stops breath weapons--save vs. poison or die;

</p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>survivors

suffer 20 points of damage<span style='mso-tab-count:3'> </span>passwall</p>

<p class=MsoPlainText>Blue<span style='mso-tab-count:2'> </span>5th<span

style='mso-tab-count:1'> </span>Stops location/detection and mental

attacks--save vs. </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>petrification

or turn to stone<span style='mso-tab-count:4'> </span>magic

missile</p>

<p class=MsoPlainText>Indigo<span style='mso-tab-count:1'> </span>6th<span

style='mso-tab-count:1'> </span>Stops magical spells--save vs. wand or go

insane<span style='mso-tab-count:2'> </span>continual </p>

<p class=MsoPlainText>light</p>

<p class=MsoPlainText>Violet<span style='mso-tab-count:1'> </span>7th<span

style='mso-tab-count:1'> </span>Force field protection--save vs. spell or be

sent to </p>

<p class=MsoPlainText><span style='mso-tab-count:4'> </span>another

plane<span style='mso-tab-count:6'> </span>dispel

magic</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Shape Change</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'> </span>Casting

Time: 9</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>With this spell,

a wizard is able to assume the form of any living thing or creature below </p>

<p class=MsoPlainText>demigod status (greater or lesser deity, singular dragon

type, or the like). The spellcaster </p>

<p class=MsoPlainText>becomes the creature he wishes, and has all of its

abilities save those dependent upon </p>

<p class=MsoPlainText>Intelligence, innate magical abilities, and magic

resistance, for the mind of the creature is that </p>

<p class=MsoPlainText>of the spellcaster. Thus, he can change into a griffon

and fly away, then to an efreet and fly </p>

<p class=MsoPlainText>through a roaring flame, then to a titan to lift up a

wagon, etc. These creatures have </p>

<p class=MsoPlainText>whatever hit points the wizard had at the time of the

shape change. Each alteration in form </p>

<p class=MsoPlainText>requires only a second, and no system shock is incurred.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For example, a

wizard is in combat and assumes the form of a will o' wisp. When this </p>

<p class=MsoPlainText>form is no longer useful, the wizard changes into a stone

golem and walks away. When </p>

<p class=MsoPlainText>pursued, the golem-shape is changed to that of a flea,

which hides on a horse until it can hop </p>

<p class=MsoPlainText>off and become a bush. If detected as the latter, the wizard

can become a dragon, an ant, or </p>

<p class=MsoPlainText>just about anything he is familiar with.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A wizard

adopting another form also adopts its vulnerabilities. For example, a wizard </p>

<p class=MsoPlainText>who becomes a spectre is powerless in daylight, and is

subject to being turned, controlled, </p>

<p class=MsoPlainText>or destroyed by opposing clerics. Unlike similar spells,

a wizard who is killed in another </p>

<p class=MsoPlainText>form does not revert to his original shape, which may

disallow certain types of revivification.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a jade circlet worth no less than 5,000 gp, which shatters at </p>

<p class=MsoPlainText>the end of the spell's duration. In the meantime, the

circlet is left in the wake of the shape </p>

<p class=MsoPlainText>change, and premature shattering ends the spell

immediately.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Succor - Wizard</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration, Enchantment)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 1 to 4 days</p>

<p class=MsoPlainText>Area of Effect: 1 individual<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By casting

this spell, the wizard creates a powerful magic in some specially prepared </p>

<p class=MsoPlainText>object--a statuette, a jeweled rod, a gem, etc. This object

radiates magic, for it contains the </p>

<p class=MsoPlainText>power to instantaneously transport its possessor to the

abode of the wizard who created it. </p>

<p class=MsoPlainText>Once the item is enchanted, the wizard must give it

willingly to an individual, at the same time </p>

<p class=MsoPlainText>informing him of a command word to be spoken when the

item is to be used. To make use </p>

<p class=MsoPlainText>of the item, the recipient must speak the command word at

the same time that he rends or </p>

<p class=MsoPlainText>breaks the item. When this is done, the individual and

all that he is wearing and carrying are </p>

<p class=MsoPlainText>instantly transported to the abode of the wizard. No

other creatures can be affected.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reversed

application of the spell transports the wizard to the immediate vicinity of the

</p>

<p class=MsoPlainText>possessor of the enchanted item, when it is broken and

the command word spoken. The </p>

<p class=MsoPlainText>wizard will have a general idea of the location and

situation of the item possessor, but has no </p>

<p class=MsoPlainText>choice whether or not to go (making this a rare casting

indeed!).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components used include gemstones totaling not less than 5,000 gp value </p>

<p class=MsoPlainText>(whether they are faceted gems or not is immaterial). The

components can be enchanted </p>

<p class=MsoPlainText>only once per month (usually on a night of a clear, full

moon). At that time, the object is set </p>

<p class=MsoPlainText>for the type of succor and its final destination (either

the location of the spellcasting or an </p>

<p class=MsoPlainText>area well known to the wizard).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Temporal Stasis</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 9</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Upon casting

this spell, the wizard places the recipient creature into a state of suspended </p>

<p class=MsoPlainText>animation. This cessation of time means that the creature

does not grow older. Its body </p>

<p class=MsoPlainText>functions virtually cease. This state persists until the

magic is removed by a dispel magic </p>

<p class=MsoPlainText>spell or the reverse of the spell (temporal

reinstatement) is uttered. Note that the reverse </p>

<p class=MsoPlainText>requires only a single word and no somatic or material

components.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of a temporal stasis spell is a powder composed of diamond, </p>

<p class=MsoPlainText>emerald, ruby, and sapphire dust, with each crushed stone

worth at least 100 gp.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Time Stop</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 9</p>

<p class=MsoPlainText>Area of Effect: 15-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Upon casting a

time stop spell, the wizard causes the flow of time to stop for one round </p>

<p class=MsoPlainText>in the area of effect. Outside this area the sphere

simply seems to shimmer for an instant. </p>

<p class=MsoPlainText>Inside the sphere, the caster is free to act for 1d3

rounds of apparent time. The wizard can </p>

<p class=MsoPlainText>move and act freely within the area where time is

stopped, but all other creatures, except for </p>

<p class=MsoPlainText>those of demigod and greater status or unique creatures,

are frozen in their actions, for they </p>

<p class=MsoPlainText>are literally between ticks of the time clock. (The spell

duration is subjective to the caster.) </p>

<p class=MsoPlainText>Nothing can enter the area of effect without being

stopped in time also. If the wizard leaves </p>

<p class=MsoPlainText>the area, the spell is immediately negated. When the

spell duration ceases, the wizard is </p>

<p class=MsoPlainText>again operating in normal time.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note: It is

recommended that the DM use a stopwatch or silently count to time this spell. </p>

<p class=MsoPlainText>If the caster is unable to complete the intended action

before the spell duration expires, he </p>

<p class=MsoPlainText>will probably be caught in an embarrassing situation. The

use of a teleport spell before the </p>

<p class=MsoPlainText>expiration of the time stop spell is permissible.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Weird</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Concentration<span style='mso-tab-count:1'> </span>Casting

Time: 9</p>

<p class=MsoPlainText>Area of Effect: 20-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell confronts

those affected by it with phantasmal images of their most feared </p>

<p class=MsoPlainText>enemies, forcing an imaginary combat that seems real, but

actually occurs in the blink of an </p>

<p class=MsoPlainText>eye. When this spell is cast, the wizard must be able to

converse with the victims to bring the </p>

<p class=MsoPlainText>spell into being. During the casting, the wizard must

call out to the creatures to be affected, </p>

<p class=MsoPlainText>informing one or all that their final fate, indeed their

doom, is now upon them.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The force of

the magic is such that even if the creatures make their saving throws vs.

spell, </p>

<p class=MsoPlainText>fear will paralyze them for a full round, and they will

lose 1d4 Strength points from this fear </p>

<p class=MsoPlainText>(the lost Strength will return in one turn). Failure to

save vs. spell causes the creature or </p>

<p class=MsoPlainText>creatures to face their nemeses, the opponents most

feared and inimical to them. Actual </p>

<p class=MsoPlainText>combat must then take place, for no magical means of

escape is possible. The foe fought is </p>

<p class=MsoPlainText>real for all intents and purposes; affected creatures

that lose will die. If a creature's </p>

<p class=MsoPlainText>phantasmal nemesis from the weird spell is slain, the

creature emerges with no damage, no </p>

<p class=MsoPlainText>loss of items seemingly used in the combat, and no loss

of spells likewise seemingly </p>

<p class=MsoPlainText>expended. The creature also gains any experience for

defeating the weird, if applicable.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Although each

round of combat seems normal, it takes only one-tenth of a round. During </p>

<p class=MsoPlainText>the course of the spell, the caster must concentrate

fully upon maintaining it. If the combat </p>

<p class=MsoPlainText>goes beyond 10 rounds, those who saved against the spell

can take action. If the caster is </p>

<p class=MsoPlainText>disturbed, the weird spell ends immediately. Creatures

attacked while paralyzed with fear </p>

<p class=MsoPlainText>are free of the paralysis immediately.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Wish</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: Unlimited<span style='mso-tab-count:1'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: Special</p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:1'> </span>Saving

Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wish spell

is a more potent version of a limited wish. If it is used to alter reality with

</p>

<p class=MsoPlainText>respect to damage sustained by a party, to bring a dead

creature to life, or to escape from a </p>

<p class=MsoPlainText>difficult situation by lifting the spellcaster (and his

party) from one place to another, it will not </p>

<p class=MsoPlainText>cause the wizard any disability. Other forms of wishes,

however, cause the spellcaster to </p>

<p class=MsoPlainText>weaken (-3 on Strength) and require 2d4 days of bed rest

due to the stresses the wish </p>

<p class=MsoPlainText>places upon time, space, and his body. Regardless of what

is wished for, the exact </p>

<p class=MsoPlainText>terminology of the wish spell is likely to be carried

out. Casting a wish spell ages the caster </p>

<p class=MsoPlainText>five years.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Discretionary

power of the DM is necessary in order to maintain game balance. For </p>

<p class=MsoPlainText>example, wishing another creature dead is grossly unfair;

the DM might well advance the </p>

<p class=MsoPlainText>spellcaster to a future period in which the creature is

no longer alive, effectively putting the </p>

<p class=MsoPlainText>wishing character out of the campaign.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Animal Friendship</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Animal</p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:1'> </span>Casting

Time: 1 hr.</p>

<p class=MsoPlainText>Area of Effect: 1 animal<span style='mso-tab-count:1'> </span>Saving

Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the caster is able to show any animal of animal intelligence to

semi-intelligence (i.e., Intelligence 1-4) that he desires friendship. If the

animal does not roll a successful saving throw vs. spell immediately when the

spell is begun, it stands quietly while the caster finishes the spell. Thereafter,

it follows the caster about. The spell functions only if the caster actually

wishes to be the animal's friend. If the caster has ulterior motives, the

animal always senses them (for example, the caster intends to eat the animal,

send it ahead to set off traps, etc.).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster can

teach the befriended animal three specific tricks or tasks for each point of

Intelligence it possesses. Typical tasks are those taught to a dog or similar

pet (i.e., they cannot be complex). Training for each such trick must be done

over a period of one week, and all must be done within three months of

acquiring the creature. During the three-month period, the animal will not harm

the caster, but if the creature is left alone for more than a week, it will

revert to its natural state and act accordingly.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster can

use this spell to attract up to 2 Hit Dice of animal(s) per experience level he

possesses. This is also the maximum total Hit Dice of the animals that can be

attracted and trained at one time: no more than twice the caster's experience

level. Only unaligned animals can be attracted, befriended, and trained.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are the caster's holy symbol and a piece of food liked

by the animal.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Bless/Curse</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: All</p>

<p class=MsoPlainText>Range: 60 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 6 rds.<span style='mso-tab-count:1'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 50-ft. cube<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Upon uttering

the bless spell, the caster raises the morale of friendly creatures and any

saving throw rolls they make against fear effects by +1. Furthermore, it raises

their attack dice rolls by +1. A blessing, however, affects only those not

already engaged in melee combat. The caster determines at what range (up to 60

yards) he will cast the spell. At the instant the spell is completed, it

affects all creatures in a 50-foot cube centered on the point selected by the

caster (thus, affected creatures leaving the area are still subject to the

spell's effect; those entering the area after the casting is completed are

not).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A second use

of this spell is to bless a single item (for example, a crossbow bolt for use

against a rakshasa). The weight of the item is limited to one pound per caster

level and the effect lasts until the item is used or the spell duration ends.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Multiple bless

spells are not cumulative. In addition to the verbal and somatic gesture

components, the bless spell requires holy water.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell can

be reversed by the priest to a curse spell that, when cast upon enemy

creatures, lowers their morale and attack rolls by -1. The curse requires the

sprinkling of unholy water.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Combine</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: All</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: Circle of priests<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Using this

spell, three to five priests combine their abilities so that one of them casts

spells and turns undead at an enhanced level. The highest-level priest (or one

of them, if two or more are tied for highest) stands alone, while the others

join hands in a surrounding circle. The central priest casts the combine spell.

He temporarily gains one level for each priest in the circle, up to a maximum

gain of four levels. The level increase affects turning undead and spell

details that vary with the caster's level. Note that the central priest gains

no additional spells and that the group is limited to his currently memorized

spells.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The encircling

priests must concentrate on maintaining the combine effect. They lose all Armor

Class bonuses for shield and Dexterity. If any of them has his concentration

broken, the combine spell ends immediately. If the combine spell is broken

while the central priest is in the act of casting a spell, that spell is ruined

just as if the caster were disturbed. Spells cast in combination have the full

enhanced effect, even if the combine is broken before the duration of the

enhanced spell ends. Note that the combination is not broken if only the

central caster is disturbed.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Command</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Charm</p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:3'> </span>Component:

V</p>

<p class=MsoPlainText>Duration: 1 rd.<span style='mso-tab-count:3'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the priest to command another creature with a single word. The command

must be uttered in a language understood by the creature. The subject will obey

to the best of his/its ability only as long as the command is absolutely clear

and unequivocal; thus, a command of &quot;Suicide!&quot; is ignored. A command

to &quot;Die!&quot; causes the creature to fall in a faint or cataleptic state

for one round, but thereafter the creature revives and is alive and well.

Typical commands are back, halt, flee, run, stop, fall, go, leave, surrender,

sleep, rest, etc. No command affects a creature for more than one round; undead

are not affected at all. Creatures with Intelligence of 13 (high) or more, or

those with 6 or more Hit Dice (or experience levels) are entitled to a saving

throw vs. spell, adjusted for Wisdom. (Creatures with 13 or higher Intelligence

and 6 Hit Dice/levels get only one saving throw!)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Create Water</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Water)</p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:1'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: Up to 27 cu. ft.<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the

priest casts a create water spell, up to four gallons of water are generated

for every experience level of the caster (for example, a 2nd-level priest

creates up to 8 gallons of water, a 3rd-level priest up to 12 gallons, etc.).

The water is clean and drinkable (it is just like rain water). The created

water can be dispelled within a round of its creation; otherwise, its magic

fades, leaving normal water that can be used, spilled, evaporated, etc. The

reverse of the spell, destroy water, obliterates without trace (no vapor, mist,

fog, or steam) a like quantity of water. Water can be created or destroyed in

an area as small as will actually contain the liquid, or in an area as large as

27 cubic feet (1 cubic yard).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note that

water can neither be created nor destroyed within a creature. For reference

purposes, water weighs about 8 ½ pounds per gallon, and a cubic foot of water

weighs approximately 64 pounds.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The create

water spell requires at least a drop of water; the destroy water spell, at

least a pinch of dust.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Cure Light Wounds</name><desc><body style="font-family:Arial; font-size: 12pt; ">

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Healing</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:5'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:4'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: Creature touched<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When casting

this spell and laying his hand upon a creature, the priest causes 1d8 points of

wound or other injury damage to the creature's body to be healed. This healing

cannot affect creatures without corporeal bodies, nor can it cure wounds of

creatures not living or of extraplanar origin.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse of

the spell, cause light wounds, operates in the same manner, inflicting 1d8

points of damage. If a creature is avoiding this touch, an attack roll is

needed to determine if the priest's hand strikes the opponent and causes such a

wound.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Curing is

permanent only insofar as the creature does not sustain further damage; caused

wounds will heal--or can be cured--just as any normal injury.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Detect Evil - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: All</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn + 5 rds./level<span style='mso-tab-count:

2'> </span>Casting Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 10 ft. x 120 yds.<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell discovers

emanations of evil, or of good in the case of the reverse spell, from any

creature, object, or area. Character alignment, however, is revealed only under

unusual circumstances: characters who are strongly aligned, who do not stray

from their faith, and who are of at least 9th level might radiate good or evil

if intent upon appropriate actions. Powerful monsters, such as rakshasas or

ki-rin, send forth emanations of evil or good, even if polymorphed. Aligned

undead radiate evil, for it is this power and negative force that enable them

to continue existing. An evilly cursed object or unholy water radiates evil,

but a hidden trap or an unintelligent viper does not.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The degree of

evil (dim, faint, moderate, strong, or overwhelming) and possibly its general

nature (expectant, malignant, gloating, etc.) can be noted. If the evil is

overwhelming, the priest has a 10% chance per level of detecting its general

bent (lawful, neutral, or chaotic). The duration of a detect evil (or detect

good) spell is one turn plus five rounds per level of the priest. Thus, a

1st-level priest can cast a spell with a 15-round duration, a 2nd-level priest

can cast a spell with a 20-round duration, etc. The spell has a path of

detection 10 feet wide in the direction the priest is facing. The priest must

concentrate--stop, have quiet, and intently seek to detect the aura--for at

least one round to receive a reading.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell

requires the use of the priest's holy symbol as its material component, with

the priest holding it before him.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Detect Magic - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Divination</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 10 ft. x 30 yds.<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the

detect magic spell is cast, the priest detects magical radiations in a path 10

feet wide and up to 30 yards long, in the direction he is facing. The intensity

of the magic can be detected (dim, faint, moderate, strong, or overwhelming).

The caster has a 10% chance per level to determine the sphere of the magic, but

unlike the wizard version of the spell, the type of magic (alteration,

conjuration, etc.) cannot be divined. The caster can turn, scanning a 60<span

style='mso-spacerun:yes'> </span>arc per round. The spell is blocked by solid

stone at least 1 foot thick, solid metal at least 1 inch thick, or solid wood

at least 1 yard thick.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell

requires the use of the priest's holy symbol.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Detect Poison</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Divination</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the priest to determine if an object has been poisoned or is poisonous.

One object, or one 5-foot cubic mass, can be checked per round. The priest has

a 5% chance per level of determining the exact type of poison.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component

is a strip of specially blessed vellum, which turns black if poison is present.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Detect Snares and Pits</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Divination</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 4 rds./level<span style='mso-tab-count:2'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 10 x 40 ft.<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Upon casting

this spell, the caster is able to detect snares, pits, deadfalls and similar

hazards along a path 10 feet wide and 40 feet long. Such hazards include simple

pits, deadfalls, snares of wilderness creatures (for example, trapdoor spiders,

giant sundews, ant lions, etc.), and primitive traps constructed of natural

materials (mantraps, missile trips, hunting snares, etc.). The spell is

directional--the caster must face the desired direction to determine if a pit

exists or a trap is laid in that direction. The caster experiences a feeling of

danger from the direction of a detected hazard, which increases as the danger

is approached. The caster learns the general nature of the danger (pit, snare,

or deadfall) but not its exact operation, nor how to disarm it. Close

examination, however, enables the caster to sense what intended actions might

trigger it. The spell detects certain natural hazards--quicksand (snare),

sinkholes (pit), or unsafe walls of natural rock (deadfall). Other hazards, such

as a cavern that floods during rain, an unsafe construction, or a naturally

poisonous plant, are not revealed. The spell does not detect magical traps

(save those that operate by pit, deadfall, or snaring; see the 2nd-level spell

trip and the 3rd-level spell snare), nor those that are mechanically complex,

nor those that have been rendered safe or inactive.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster

must have his holy symbol to complete the spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Endure Cold/Endure Heat</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Protection</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 ½ hrs./level<span style='mso-tab-count:1'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: Creature touched<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The creature

receiving this spell is protected from normal extremes of cold or heat

(depending on which application the priest selects at the time of casting). The

creature can stand unprotected in temperatures as low as -30<span

style='mso-spacerun:yes'> </span>F. or as high as 130<span

style='mso-spacerun:yes'> </span>F. (depending on application) with no ill

effect. Temperatures beyond these limits inflict 1 point of damage per hour ofexposure for every degree beyond the limit. The spell is immediately cancelled

if the recipient is affected by any non-normal heat or cold, such as magic,

breath weapons, and so on. The cancellation occurs regardless of the

application and regardless of whether a heat or cold effect hits the character

(for example, an endure cold spell is cancelled by magical heat or fire as well

as by magical cold). The recipient of the spell does not suffer the first 10

points of damage (after any applicable saving throws) from the heat or cold

during the round in which the spell is broken. The spell ends instantly if

either resist fire or resist cold is cast upon the recipient.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Entangle</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Plant</p>

<p class=MsoPlainText>Range: 80 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn<span style='mso-tab-count:2'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 40-ft. cube<span style='mso-tab-count:

1'> </span>Saving Throw: ½</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the caster is able to cause plants in the area of effect to

entangle creatures within the area. The grasses, weeds, bushes, and even trees

wrap, twist, and entwine about the creatures, holding them fast for the duration

of the spell. Any creature entering the area is subject to this effect. A

creature that rolls a successful saving throw vs. spell can escape the area,

moving at only 10 feet per round until out of the area. Exceptionally large

(gargantuan) or strong creatures may suffer little or no distress from this

spell, at the DM's option, based on the strength of the entangling plants.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is the caster's holy symbol.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Faerie Fire</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Weather</p>

<p class=MsoPlainText>Range: 80 yds.<span style='mso-tab-count:5'> </span>Component:

V, M</p>

<p class=MsoPlainText>Duration: 4 rds./level<span style='mso-tab-count:4'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 10 sq.ft/l in 40-ft. radius<span

style='mso-tab-count:1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the caster to outline one or more objects or creatures with a pale

glowing light. The number of subjects outlined depends upon the number of

square feet the caster can affect. Sufficient footage enables several objects

or creatures to be outlined by the faerie fire spell, but one must be fully

outlined before the next is begun, and all must be within the area of effect.

Outlined objects or creatures are visible at 80 yards in the dark and 40 yards

if the viewer is near a bright light source. Outlined creatures are easier to

strike; thus, opponents gain a +2 bonus to attack rolls in darkness (including

moonlit nights) and a +1 bonus in twilight or better. Note that outlining can

render otherwise invisible creatures visible. However, it cannot outline

noncorporeal, ethereal, or gaseous creatures. Nor does the light come anywhere

close to sunlight. Therefore, it has no special effect on undead or

dark-dwelling creatures. The faerie fire can be blue, green, or violet

according to the word of the caster at the time of casting. The faerie fire

does not cause any harm to the object or creature thus outlined.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a small piece of foxfire.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Invisibility to Animals</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Animal</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

S, M</p>

<p class=MsoPlainText>Duration: 1 turn + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: 1 creature/level<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When an

invisibility to animals spell is cast, the creature touched becomes totally

undetectable by normal animals with Intelligences under 6. Normal animals

includes giant-sized varieties, but it excludes any with magical abilities or

powers. The enchanted individual is able to walk among such animals or passthrough them as if he did not exist. For example, this individual could stand

before the hungriest of lions or a tyrannosaurus rex and not be molested or

even noticed. However, a nightmare, hell hound, or winter wolf would certainly

be aware of the individual. For every level the caster has achieved, one

creature can be rendered invisible. Any recipient attacking while this spell is

in effect ends the spell immediately (for himself only).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is holly rubbed over the recipient.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Invisibility to Undead</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Necromantic</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 6 rds.<span style='mso-tab-count:1'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell causes

affected undead to lose track of and ignore the warded creature for the

duration of the spell. Undead of 4 or fewer Hit Dice are automatically

affected, but those with more Hit Dice receive a saving throw vs. spell to

avoid the effect. Note that a priest protected by this spell cannot turn

affected undead. The spell ends immediately if the recipient makes any attack,

although casting spells such as cure light wounds, augury, or chant does not

end the ward.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is the priest's holy symbol.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Light - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Creation, Guardian, Sun</p>

<p class=MsoPlainText>Range: 120 yds.<span style='mso-tab-count:4'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 hr. + 1 turn/level<span style='mso-tab-count:

3'> </span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: 20-ft.-radius globe<span

style='mso-tab-count:2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

causes a luminous glow within 20 feet of the spell's center. The area of light

thus caused is equal in brightness to torchlight. Objects in darkness beyond

this sphere can be seen, at best, as vague and shadowy shapes. The spell is

centered on a point selected by the caster, and he must have a line of sight or

unobstructed path to that point when the spell is cast. Light can spring from

air, rock, metal, wood, or almost any similar substance. The effect is immobile

unless it is specifically centered on a movable object or mobile creature. If

this spell is cast upon a creature, any applicable magic resistance and saving

throws must be rolled. Successful resistance negates the spell, while a

successful saving throw indicates that the spell is centered immediately behind

the creature, rather than upon the creature itself. A light spell centered on

the visual organs of a creature blinds it, reducing its attack and saving throw

rolls by 4 and worsening its Armor Class by 4. The caster can extinguish the

light at any time by uttering a single word. Light spells are not

cumulative--multiple castings do not provide a brighter light.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell is

reversible, causing darkness in the same area and under the same conditions as

the light spell, but with half the duration. Magical darkness is equal to that

of an unlit interior room--pitch darkness. Any normal light source or magical

light source of lesser intensity than full daylight does not function in

magical darkness. A darkness spell cast directly against a light spell cancels

both, and vice versa.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Locate Animals or Plants</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Divination (Animal, Plant)</p>

<p class=MsoPlainText>Range: 100 yds.+20 yds./l<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:1'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 20 yds./level x 20 ft.<span

style='mso-tab-count:1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster can

find the direction and distance of any one type of animal or plant he desires.

The caster, facing in a direction, thinks of the animal or plant, and then

knows if any such animal or plant is within range. If so, the exact distance

and approximate number present is learned. During each round of the spell's

duration, the caster can face in only one direction (i.e., only a 20-foot-wide

path can be known). The spell lasts one round per level of experience of the

caster, while the length of the path is 100 yards plus 20 yards per level of

experience. (At the DM's option, some casters may be able to locate only those

animals [or plants] associated closely with their own mythos.)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>While the

exact chance of locating a specific type of animal or plant depends on the details

and circumstances of the locale, the general frequency of the subject can be

used as a guideline: common = 50%, uncommon = 30%, rare = 15%, and very rare =

5%. Most herbs grow in temperate regions, while most spices grow in tropical

regions. Most plants sought as spell components or for magical research are

rare or very rare. The results of this spell are always determined by the DM.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is the caster's holy symbol.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Magical Stone</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Enchantment)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Combat</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 3 pebbles<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By using this

spell, the priest can temporarily enchant up to three small pebbles, no larger

than sling bullets. The magical stones can then be hurled or slung at an

opponent. If hurled, they can be thrown up to 30 yards, and all three can be

thrown in one round. The character using them must roll normally to hit,

although the magic of the stones enables any character to be proficient with

them. The stones are considered +1 weapons for determining if a creature can be

struck (those struck only by magical weapons, for instance), although they do

not have an attack or damage bonus. Each stone that hits inflicts 1d4 points of

damage (2d4 points against undead). The magic in each stone lasts only for half

an hour, or until used.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components are the priest's holy symbol and three small pebbles, unworked by

tools or magic of any type.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Pass Without Trace</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Plant</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the recipient can move through any type of terrain--mud, snow,

dust, etc.--and leave neither footprints nor scent. The area that is passed

over radiates magic for 1d6 turns after the affected creature passes. Thus,

tracking a person or other creature covered by this spell is impossible by

normal means. Of course, intelligent tracking techniques, such as using a

spiral search pattern, can result in the trackers picking up the trail at a

point where the spell has worn off.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a sprig of pine or evergreen, which must be burned

and the ashes powdered and scattered when the spell is cast.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Protection From Evil - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Protection</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 3 rds./level<span style='mso-tab-count:2'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this spell

is cast, it creates a magical barrier around the recipient at a distance of 1

foot. The barrier moves with the recipient and has three major effects:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>First, all

attacks made by evil or evilly enchanted creatures against the protected

creature receive a penalty of -2 to each attack roll, and any saving throws

caused by such attacks are made by the protected creature with a +2 bonus.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Second, any

attempt to exercise mental control over the protected creature (if, for

example, it has been charmed by a vampire) or to invade and take over its mind

(as by a ghost's magic jar attack) is blocked by this spell. Note that the

protection does not prevent a vampire's charm itself, nor end it, but it does

prevent the vampire from exercising mental control through the barrier.

Likewise, an outside life force is merely kept out, and would not be expelled

if in place before the protection was cast.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Third, the

spell prevents bodily contact by creatures of an extraplanar or conjured nature

(such as aerial servants, elementals, imps, invisible stalkers, salamanders,

water weirds, xorn, and others). This causes the natural (body) weapon attacks

of such creatures to fail and the creature to recoil if such attacks require

touching the protected creature. Animals or monsters summoned or conjured by

spells or similar magic are likewise hedged from the character. This protection

ends if the protected character makes a melee attack against or tries to force

the barrier against the blocked creature.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>To complete

this spell, the priest uses holy water or burning incense.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell can

be reversed to become protection from good, with the second and third benefits

remaining unchanged.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components for the reverse are a circle of unholy water or smoldering dung.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Purify Food and Drink</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: All</p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:5'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:4'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 1 cu.ft/l,in 10 sq.ft.<span

style='mso-tab-count:2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When cast,

this spell makes spoiled, rotten, poisonous, or otherwise contaminated food and

water pure and suitable for eating and drinking. Up to 1 cubic foot of food and

drink per level can be thus made suitable for consumption. This spell does not

prevent subsequent natural decay or spoilage. Unholy water and similar food and

drink of significance is spoiled by purify food and drink, but the spell has no

effect on creatures of any type nor upon magical potions.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse of

the spell is putrefy food and drink. This spoils even holy water; however, it

likewise has no effect upon creatures or potions.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Remove Fear</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Charm</p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:5'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:4'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 1 creature/4 levels<span

style='mso-tab-count:2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The priest casting

this spell instills courage in the spell recipient, raising the creature's

saving throw rolls against magical fear attacks by +4 for one turn. If the

recipient has recently (that day) failed a saving throw against such an attack,

the spell immediately grants another saving throw, with a +4 bonus to the die

roll. For every four levels of the caster, one creature can be affected by the

spell (one creature at levels 1 through 4, two creatures at levels 5 through 8,

etc.).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse of

the spell, cause fear, causes one creature to flee in panic at maximum movement

speed away from the caster for 1d4 rounds. A successful saving throw against

the reversed effect negates it, and any Wisdom adjustment also applies. Of

course, cause fear can be automatically countered by remove fear and vice

versa.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Neither spell

has any effect on undead of any sort.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Sanctuary</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Charm, Protection</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the

priest casts a sanctuary spell, any opponent attempting to strike or otherwise

directly attack the protected creature must roll a saving throw vs. spell. If

the saving throw is successful, the opponent can attack normally and is unaffected

by that casting of the spell. If the saving throw is failed, the opponent loses

track of and totally ignores the warded creature for the duration of the spell.

Those not attempting to attack the subject remain unaffected. Note that this

spell does not prevent the operation of area attacks (fireball, ice storm,

etc.). While protected by this spell, the subject cannot take direct offensive

action without breaking the spell, but may use nonattack spells or otherwise

act in any way that does not violate the prohibition against offensive action.

This allows a warded priest to heal wounds, for example, or to bless, perform

an augury, chant, cast a light in the area (but not upon an opponent), and so

on.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The components

of the spell include the priest's holy symbol and a small silver mirror.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Shillelagh</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Combat, Plant</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 4 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 oak club<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the caster to change his own oak cudgel or unshod staff into a magical

weapon that gains a +1 bonus to its attack roll and inflicts 2d4 points of

damage on opponents up to man size, and 1d4+1 points of damage on larger

opponents. The spell inflicts no damage to the staff or cudgel. The caster must

wield the shillelagh, of course.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a shamrock leaf and the caster's holy symbol.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Analyze Balance</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Divination) </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Numbers, Divination</p>

<p class=MsoPlainText>Range: 80 yards<span style='mso-tab-count:2'> </span>Components:

V, S, M<span style='mso-tab-count:1'> </span></p>

<p class=MsoPlainText><span style='mso-tab-count:2'> </span></p>

<p class=MsoPlainText>Duration: 5 rounds+1 round/level<span style='mso-tab-count:

1'> </span>Casting Time: 1 round</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span></p>

<p class=MsoPlainText>Area of Effect: One creature, object, or 10' square<span

style='mso-tab-count:1'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

allows a priest to sense how far a character, creature, object, or area is from

a condition of balance -- in other words, the degree to which its alignment is

removed from true Neutral. The spell gives no indication of the

&quot;direction&quot; in which the alignment is removed from true Neutral

except under certain conditions which follow. The spell does, however, indicate

along which axis or axes of alignment the variation lies.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For example, a

priest uses this spell to analyze the balance of a Chaotic Neutral creature.

The spell indicates that the creature is removed from Neutral by one grade, and

the variation is along the Law/Chaos axis; thus, the creature must be either

Chaotic Neutral or Lawful Neutral. If the creature were Chaotic Evil, the spell

would indicate that it is removed from balance by two grades, one along each

axis; thus, the creature must be Chaotic Evil, Chaotic Good, Lawful Evil, or

Lawful Good.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A priest has a

5% chance per level of correctly determining the direction of variation along

one randomly chosen axis. This means that a 10th-level priest evaluating the

balance of a Chaotic Neutral creature would have a 50% chance of learning that

the creature is Chaotic (and hence Chaotic Neutral, since it is only one step

away from balance).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Similar to

spells such as detect evil, this spell will not yield a result on a hidden

trap. If cast on a creature with an intelligence level of &quot;animal&quot; or

&quot;non-,&quot; it will always read true Neutral (i.e., zero steps removed

from balance).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components are four iron coins which the priest tosses in his hand while

concentrating on the spell. The coins are not consumed in the casting. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Anti-Vermin Barrier</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Abjuration) </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Wards</p>

<p class=MsoPlainText>Range: 30 yards<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 hour/level<span style='mso-tab-count:1'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 10-foot cube/level<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>With this

spell, the caster creates an invisible force field that repels nonmagical

insects, rodents, spiders, snakes, worms, and similar vermin of less than 1 Hit

Die. The spell has no effect on giant-sized versions of these creatures unless

they are less than 1 Hit Die. The barrier affects summoned creatures, such as

those called by a summon insects spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Any vermin

within the area of effect when the spell is cast are not affected; however,

when these creatures exit the area, they cannot return.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell

affects a cubic area whose sides are 10 feet times the caster's level (for

instance, a 2nd-level priest could affect a 20'x 20'x 20' cube.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components are the caster's holy symbol and a rodent's whisker. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Call Upon Faith</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>Sphere: Summoning</p>

<p class=MsoPlainText>Range: 0</p>

<p class=MsoPlainText>Components: V, S, M</p>

<p class=MsoPlainText>Duration: 1 round</p>

<p class=MsoPlainText>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: The caster</p>

<p class=MsoPlainText>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Before

attempting a difficult task, the priest may cast call upon faith to aid his

performance. If the priest has been true to his faith (as determined by the

DM), the priest gains a +3 (or +15%) bonus to one die roll (his choice) needed

to complete the task. The bonus may be used to affect a saving throw, attack

roll, ability check, etc. For example, if a priest were about to cross a narrow

log high above a chasm, he could cast this spell and gain a +3 bonus to his

Dexterity ability check.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is the priest's holy symbol.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Courage</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> (Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: War</p>

<p class=MsoPlainText>Range: 240 yards</p>

<p class=MsoPlainText>Components: V, S, M</p>

<p class=MsoPlainText>Duration: Special</p>

<p class=MsoPlainText>Casting Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: One unit up to 200 individuals</p>

<p class=MsoPlainText>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

imbues the target unit with a temporary burst of courage. To cast this spell,the priest must have an uninterrupted line of sight to the target unit.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A courage

spell enables a unit to automatically pass its first morale check following the

casting of this spell. When circumstances arise that would necessitate a morale

check, no die roll is made and the unit is assumed to have passed the check.

After this occurs, the spell ends and the unit must make all future morale

checks normally.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If a unit

under the influence of a courage spell is not forced to make any morale checks,

the spell expires at the first sunset.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When several

different events simultaneously trigger morale checks, the BATTLESYSTEMT<span

style='mso-spacerun:yes'> </span>rules apply penalties to a single morale

check. If this occurs to a unit under the influence of a courage spell, the

player commanding the unit selects one such event and its modifier is ignored.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>No more than

one courage spell can affect a unit at one time. Once the spell has expired, a

priest can cast the spell again on the same unit.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a cube of cast iron. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Emotion Read</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> (Divination) </p>

<p class=MsoPlainText>Sphere: Thought</p>

<p class=MsoPlainText>Range: 5 yards/level</p>

<p class=MsoPlainText>Components: V, S, M</p>

<p class=MsoPlainText>Duration: Instantaneous</p>

<p class=MsoPlainText>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: One creature</p>

<p class=MsoPlainText>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

allows the priest to perform an instantaneous reading of a single subject's

emotional state. It can be used on any subject possessing Intelligence of 3 or

better. This reading is neither deep nor specific and cannot pick out mixed

emotions or intricate details. For example, it might tell the priest that the

subject is fearful, but the spell cannot reveal what the subject is afraid of

or why he is afraid.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Emotion read

does not reveal individual thoughts or the subject's motivation. Thus, the

spell might reveal that the subject is coldly unemotional at the moment, but

not the fact that the subject is contemplating the cold-blooded murder of the

priest.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note that this

reading is instantaneous. It reveals only the emotion that is strongest at the

instant the spell is used. While this will usually be related to the subject's

overall emotional state, it is always possible that the subject might be

distracted for a moment or remember and respond to past events.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The subject is

allowed a normal saving throw vs. spells to resist this spell. If the saving

throw is successful, the priest receives no reading at all. If the subject's

roll exceeds the necessary number by six or more, the priest perceives an emotion

diametrically opposite to the subject's true emotion.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a square of unmarked white wax. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Know Age</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> (Divination) </p>

<p class=MsoPlainText>Sphere: Time</p>

<p class=MsoPlainText>Range: 0</p>

<p class=MsoPlainText>Components: V, S, M</p>

<p class=MsoPlainText>Duration: Instantaneous</p>

<p class=MsoPlainText>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: One object or creature</p>

<p class=MsoPlainText>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the caster to instantly know the age of any single person, creature, or

object on which he concentrates. The age is accurate to the nearest year.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a calendar page. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Know Direction</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> (Divination) </p>

<p class=MsoPlainText>Sphere: Travelers</p>

<p class=MsoPlainText>Range: 0</p>

<p class=MsoPlainText>Components: V, S, M</p>

<p class=MsoPlainText>Duration: Instantaneous</p>

<p class=MsoPlainText>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: Special</p>

<p class=MsoPlainText>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Know direction

allows the caster to instantly know the direction of north. The spell is effective

in any environment, whether underwater, underground, or in darkness (including

magical darkness).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a small scrap of a parchment map that is at least 100 years old.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Know Time</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> (Divination) </p>

<p class=MsoPlainText>Sphere: Time</p>

<p class=MsoPlainText>Range: 0</p>

<p class=MsoPlainText>Components: V, S</p>

<p class=MsoPlainText>Duration: Instantaneous</p>

<p class=MsoPlainText>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: The caster</p>

<p class=MsoPlainText>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Know time is

particularly useful when the caster has been unconscious. This spell enables

the caster to know the precise time of day to the nearest minute, including the

current hour, day, month, and year. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Log of Everburning</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> (Enchantment) </p>

<p class=MsoPlainText>Sphere: Elemental Fire, Plant</p>

<p class=MsoPlainText>Range: Touch</p>

<p class=MsoPlainText>Components: V, S</p>

<p class=MsoPlainText>Duration: 1 hour/level</p>

<p class=MsoPlainText>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: Special</p>

<p class=MsoPlainText>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

increases the amount of time that a wooden object will burn before being

consumed. Wood that is enchanted in this manner burns brightly without being

consumed for the duration of the spell. When the spell ends, the wooden object

crumbles to ash.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell does

not cause the wood to catch fire; it must be ignited normally. While it burns,

the wood gives off twice the normal amount of heat; thus, a single log can make

a cozy fire.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The affected

wood radiates magic. The priest may enchant up to 1 cubic foot of wood per

level of experience. The spell is effective on torches. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Mistaken Missive</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> (Alteration) </p>

<p class=MsoPlainText>Sphere: Chaos</p>

<p class=MsoPlainText>Range: Touch</p>

<p class=MsoPlainText>Components: V, S, M</p>

<p class=MsoPlainText>Duration: Permanent</p>

<p class=MsoPlainText>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: One page/level</p>

<p class=MsoPlainText>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

alters the appearance of words written in ink. When the spell is cast upon a

written page, the ink imperceptibly begins to move. Over the next few days, the

message becomes progressively more illegible. If the page is left undisturbed

for six days, an entirely new message forms on the page. The new message is

completely legible and is recognizable as the handwriting of the original

author, but is contrary in content to the original message.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>After the

spell is cast, the message will appear different every day. The DM decides the

message that the page will carry after the sixth day has passed. Following is a

sample of the changes that could take place in a message.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Day One: The

words of the letter appear faint, as if the author of the letter was running

out of ink as he wrote.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Day Two: The

words have moved slightly from their original positions, as if the person

writing the letter were shaking or in a moving carriage when the letter was

written.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Days Three and

Four: The message is gibberish. Although the ink forms groups of letters

arranged in lines with punctuation, nearly all the words are meaningless. This

may appear to be some sort of code, but it means nothing.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Day Five: The

ink has formed real words. However, the sentence construction is still

meaningless (e.g., Egg west worse green!).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Day Six (and

beyond): The message is coherent, but the opposite intent of the original

message has been created. If the original letter read, &quot;Send troops

quickly,&quot; the new letter reads, &quot;All is fine. Keep your men in

reserve.&quot;</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If mistaken

missive is cast on the pages of a spellbook or a scroll, the ink on the page

reforms into a new spell of the same level as the original spell. Thus, a

darkness spell might become a maze spell. However, the spell formula will be

wrong. Although it will look like a proper spell, it will not function when

cast.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A coded

message that is subjected to mistaken missive will appear as a coded message on

the sixth day but will hold a different meaning than the original message.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A glass of

preserved words will allow the original message to be read correctly. Dispel

magic will restore the message to its original form.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is three drops of ink. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Morale</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> (Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: War</p>

<p class=MsoPlainText>Range: Special</p>

<p class=MsoPlainText>Components: V, S, M</p>

<p class=MsoPlainText>Duration: Special</p>

<p class=MsoPlainText>Casting Time: Special</p>

<p class=MsoPlainText>Area of Effect: One unit up to 200 individuals</p>

<p class=MsoPlainText>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell can

be used in two distinct ways. The first is appropriate for battlefield use. The

priest can cast this spell on any unit within 240 yards in an uninterrupted

line of sight. The casting time for this use is one turn and the material

component is a gem of at least 100 gp value which is consumed during the

casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>At the

conclusion of this use of the spell, the target unit's morale is modified by 1,

either positively or negatively, as the caster desires. This modification

remains in effect for 1d4+2 turns.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The second and

more powerful use of the spell requires lengthy preparations. Casting must take

place inside or within 100 yards of a place of worship dedicated to the casting

priest's deity. Both the priest and the unit to be affected must be present.

The casting time for this use is 5 turns. The material component is the

priest's holy symbol. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>At the

conclusion of this use of the spell, the unit's morale is raised by 3 (maximum

of 19). This morale increase lasts until the next sunset. Only priests of 10th

level or higher can cast this version of the spell. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Personal Reading</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> (Divination) </p>

<p class=MsoPlainText>Sphere: Numbers</p>

<p class=MsoPlainText>Range: 0</p>

<p class=MsoPlainText>Components: V, S, M</p>

<p class=MsoPlainText>Duration: Special</p>

<p class=MsoPlainText>Casting Time: 2 turns</p>

<p class=MsoPlainText>Area of Effect: One creature</p>

<p class=MsoPlainText>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

allows the priest to mathematically analyze personal information about one

human or demihuman character and learn valuable facts about that character. To

cast this spell, the priest must know the subject's real name (the name the

subject was given as a child) or the date and place of the character's birth.

The priest analyzes this information and is able to build a rough picture of

the character's life history and personal specifics. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The

&quot;historical&quot; information discovered through this spell is generally

vague. For example, the priest might learn that the subject was born in the

woods and moved to the city only after hardship made his life untenable.

Specific information is up to the DM. The DM might provide some or all of the

following information.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>The subject's character class or career </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>The subject's approximate level (stated in

terms such as &quot;novice,&quot; &quot;highly skilled,&quot; </p>

<p class=MsoPlainText><span style='mso-tab-count:2'> </span>&quot;moderately

competent,&quot; etc.) </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>The subject's standing in the community

(&quot;highly respected,&quot; &quot;mistrusted,&quot; </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>&quot;considered an enigma,&quot; etc.) </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>The subject's success or failure in his

profession </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>The subject's prevailing character traits or

mannerisms </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the priest

casts the spell based on an alias or incorrect birth information, the reading

will be inaccurate. The DM should develop a history and personality at odds

with the truth. This might allow the priest to determine whether the name of

the subject is correct--a reading giving information that conflicts with what

the priest already knows should be a clue that the name is incorrect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The subject

need not be present during the casting. The priest can cast the spell without ever

having met the subject.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a small book of numerological formulae and notes (different from

the book used in telethaumaturgy). The book is not consumed in the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A DM may rule

that this spell can be cast on humanoids or monstrous creatures. The

information available will be similar (considering that words like

&quot;profession&quot; will mean something different when applied to an ogre).

This spell will categorically fail on creatures that have no concept of a

personal name. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Ring of Hands</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> (Abjuration) Reversible </p>

<p class=MsoPlainText>Sphere: Protection</p>

<p class=MsoPlainText>Range: 0</p>

<p class=MsoPlainText>Components: V, S</p>

<p class=MsoPlainText>Duration: 2d10 rounds</p>

<p class=MsoPlainText>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: Special</p>

<p class=MsoPlainText>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This is a

cooperative magic spell. It requires a minimum of two priests and can

accommodate a maximum of ten. Each priest must cast ring of hands on the same

round. At the end of the casting, the priests involved join hands, thus

completing the spell. If any priest breaks the circle, the spell immediately

ceases. The priests may not move from their locations but are free to speak.

They may not cast spells requiring a somatic or material component while the

ring is formed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The ring of

hands forms a protective barrier around the priests and everything within their

circle. For each priest, assume a five-foot circumference of the circle; thus,

three priests would create a circle of 15-foot circumference. For easy

calculation, assume that for each priest, the circle can accommodate four

persons.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The barrier

functions as a protection from evil spell. Attacks by evil creatures suffer a

-1 penalty for every priest forming the circle. Saving throws made by the

priests or anyone in the circle against attacks from such creatures receive a

+1 bonus for every priest in the circle.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Attempts at

mental control over protected creatures are blocked. Extraplanar and conjured

creatures are unable to touch the priests and those within the circle, although

melee attacks against such creatures by those within the ring break the

barrier.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Because the

priests casting the spell cannot move and must hold hands, they do not receive

any Dexterity bonuses to Armor Class. Furthermore, opponents gain a +2 bonus on

attack rolls against the priests, since there is little they can do to avoid a

blow. Creatures within the ring are free to act as they wish. Melee attacks by

those within the ring are limited to piercing weapons and suffer a -1 penalty

to attack rolls since the priests intervene.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse of

this spell, ring of woe, functions as detailed above except the effect applies

to good creatures as would a protection from good spell. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Sacred Guardian</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> (Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Guardian</p>

<p class=MsoPlainText>Range: Touch</p>

<p class=MsoPlainText>Components: V, S, M</p>

<p class=MsoPlainText>Duration: 1 day/level</p>

<p class=MsoPlainText>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: Creature touched</p>

<p class=MsoPlainText>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By use of this

spell, a priest becomes instantly aware when the recipient of the spell is in

danger, regardless of the distance between the priest and the recipient. The

recipient may be on a different plane of existence than the priest.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast by a priest of at least 3rd level, he receives a mental image of

the endangered person's situation. At no time, however, does the priest know

the person's location through the use of this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a rose petal that has been kissed by the spell recipient. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Speak With Astral Traveler</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> (Alteration) </p>

<p class=MsoPlainText>Sphere: Astral</p>

<p class=MsoPlainText>Range: Touch</p>

<p class=MsoPlainText>Components: V, S</p>

<p class=MsoPlainText>Duration: 1 round/level</p>

<p class=MsoPlainText>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: One creature</p>

<p class=MsoPlainText>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a priest

casts the 7th-level astral spell, he leaves his physical body in suspended

animation while his astral body travels. By touching the comatose body and

casting speak with astral traveler, a priest can mentally communicate with the

projected individual. Although communication is mental, it takes the same

amount of time as a normal, verbal dialogue. The spell ends abruptly when its

duration expires. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Thought Capture</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> (Divination) </p>

<p class=MsoPlainText>Sphere: Thought</p>

<p class=MsoPlainText>Range: 0</p>

<p class=MsoPlainText>Components: V, S</p>

<p class=MsoPlainText>Duration: Instantaneous</p>

<p class=MsoPlainText>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 10 yards</p>

<p class=MsoPlainText>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>One of the

more bizarre contentions held by priests of the School of Thought is generally

scoffed at by outsiders. The theory states that once a thought has occurred in

someone's brain, it exists as a &quot;freestanding mental object.&quot; This

&quot;thought object&quot; usually remains inside the brain of the creature

that created it, but sometimes it escapes (this supposedly explains why people

forget things). When this happens, the thought object stays in the geographical

area where it was lost. Any receptive brain (usually the brain of the creature

that initially created the thought) can pick it up again simply by bumping into

the invisible, free-floating thought. According to the theory, this is the

reason that people can regain a lost thought by going back to the location

where the thought was lost. This supposedly works because the free-floating

thought is recaptured, not because the locale reminds them of the thought.

Unfortunately for philosophers who disagree with this, thought capture seems to

be extremely strong evidence for this theory.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

makes the priest's brain something of a magnet that attracts thought objects in

close proximity. The priest can sense strong thoughts and emotions and can

sometimes even see momentary visions of creatures who died or suffered some

powerful emotion in the immediate vicinity. Thought objects are always

attracted to the priest in the order of the strongest (those attached to

powerful emotions or significant events) to the weakest. Thus, if several

thought objects share the same vicinity, the priest will perceive information

about the most interesting or significant event. The priest might pick up

images of a battle from the point of view of a warrior who died there, or he

might gain information about the victor of the battle.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The DM

dictates the information provided to the priest, and thus can use this spell to

provide players with important background information or can add texture to a

campaign world. The information provided might be highly cryptic or symbolic,

perhaps in the form of a rhyme or riddle. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The priest

gains one thought object per casting of the spell. The spell may be cast a

number of times in the same locale, with the priest gaining a different thought

object with each casting. A locale contains a finite number of thoughts,

however, and once the priest has gained all of them (per the DM), the spell

will fail in that locale. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Weighty Chest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> (Alteration) </p>

<p class=MsoPlainText>Sphere: Wards</p>

<p class=MsoPlainText>Range: Touch</p>

<p class=MsoPlainText>Components: V, S, M</p>

<p class=MsoPlainText>Duration: 1 day/level</p>

<p class=MsoPlainText>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: 5-foot cube</p>

<p class=MsoPlainText>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the caster to enchant a chest, book, package, or any other nonliving

object no larger than a 5'x5'x5' cube. When the enchanted object is touched by

anyone other than the caster, the apparent weight of the object increases,

becoming 2-5 (1d4+1) times the weight of the person or persons touching it.

This condition makes the object extremely difficult to move for anyone but the

caster. The caster can move the object normally throughout the duration of the

spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a lead ball. </P>

</FONT><B></body></desc></spell>

<spell><name>Aid</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Necromancy, Conjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Necromantic</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd. + 1 rd./level<span style='mso-tab-count:

2'> </span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The recipient

of this spell gains the benefit of a bless spell (+1 to attack rolls and saving

throws) and a special bonus of 1d8 additional hit points for the duration of

the spell. The aid spell enables the recipient to actually have more hit points

than his full normal total. The bonus hit points are lost first when the

recipient takes damage; they cannot be regained by curative magic.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For example, a

1st-level fighter has 8 hit points, suffers 2 points of damage (8-2 = 6), and

then receives an aid spell that gives 5 additional hit points. The fighter now

has 11 hit points, 5 of which are temporary. If he is then hit for 7 points of

damage, 2 normal hit points and all 5 temporary hit points are lost. He then

receives a cure light wounds spell that heals 4 points of damage, restoring him

to his original 8 hit points.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note that the

operation of the spell is unaffected by permanent hit point losses due to

energy drain, Hit Die losses, the loss of a familiar, or the operation of

certain artifacts; the temporary hit point gain is figured from the new, lower

total.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a tiny strip of white cloth with a sticky

substance (such as tree sap) on the ends, plus the priest's holy symbol.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Augury</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Divination</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 2 rds.</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The priest

casting an augury spell seeks to divine whether an action in the immediate

future (within one-half hour) will benefit or harm the party. For example, if a

party is considering the destruction of a weird seal that closes a portal, an

augury spell can be used to find if weal or woe will be the immediate result.

If the spell is successful, the DM yields some indication of the probable

outcome: &quot;weal,&quot; &quot;woe,&quot; or possibly a cryptic puzzle or

rhyme. The base chance for receiving a meaningful reply is 70%, plus 1% for

each level of the priest casting the spell; for example, 71% at 1st level, 72%

at 2nd, etc. Your DM determines any adjustments for the particular conditions

of each augury.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For example,

if the question is &quot;Will we do well if we venture to the third

level?&quot; and a terrible troll guarding 10,000 sp and a shield +1 lurks near

the entrance to the level (which the DM estimates the party could beat after a

hard fight), the augury might be: &quot;Great risk brings great reward.&quot;

If the troll is too strong for the party, the augury might be: &quot;Woe and

destruction await!&quot; Likewise, a party casting several auguries about the same

action in quick succession might receive identical answers, regardless of the

dice rolls.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for an augury spell is a set of gem-inlaid sticks, dragon bones, or

similar tokens of at least 1,000 gp value (which are not expended in casting).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Barkskin</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Protection, Plant</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 4 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a priest

casts the barkskin spell upon a creature, its skin becomes as tough as bark,

increasing its base Armor Class to AC 6, plus 1 AC for every four levels of the

priest: Armor Class 5 at 4th level, Armor Class 4 at 8th, and so on. This spell

does not function in combination with normal armor or any magical protection.

In addition, saving throw rolls vs. all attack forms except magic gain a +1

bonus. This spell can be placed on the caster or on any other creature he

touches.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>In addition to

his holy symbol, the caster must have a handful of bark from an oak as the

material component for the spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Chant</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: All</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Time of chanting<span style='mso-tab-count:

1'> </span>Casting Time: 2 rds.</p>

<p class=MsoPlainText>Area of Effect: 30-ft. radius<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

the chant spell, the priest brings special favor upon himself and his party,

and causes harm to his enemies. When the chant spell is completed, all attack

and damage rolls and saving throws made by those in the area of effect who are

friendly to the priest gain +1 bonuses, while those of the priest's enemies

suffer -1 penalties. This bonus/penalty continues as long as the caster

continues to chant the mystic syllables and is stationary. However, an

interruption (such as an attack that succeeds and causes damage, grappling with

the chanter, or a silence spell) breaks the spell. Multiple chants are not

cumulative; however, if the 3rd-level prayer spell is spoken while a priest of

the same religious persuasion (not merely alignment) is chanting, the effect is

increased to +2 and -2.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Charm Person or Mammal</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Animal</p>

<p class=MsoPlainText>Range: 80 yds.<span style='mso-tab-count:4'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:3'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: 1 person or mammal<span style='mso-tab-count:

2'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

affects any single person or mammal it is cast upon. The creature then regards

the caster as a trusted friend and ally to be heeded and protected. The termperson includes any bipedal human, demihuman or humanoid of man size or

smaller, including brownies, dryads, dwarves, elves, gnolls, gnomes, goblins,

half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men,

nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level

fighter is included, while an ogre is not.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell does

not enable the caster to control the charmed creature as if it were an

automaton, but any word or action of the caster is viewed in the most favorable

way. Thus, a charmed creature would not obey a suicide command, but might

believe the caster if assured that the only chance to save the caster's life is

for the creature to hold back an onrushing red dragon for &quot;just a minute

or two&quot; and if the charmed creature's view of the situation suggests that

this course of action still allows a reasonable chance of survival.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The subject's

attitudes and priorities are changed with respect to the caster, but basic

personality and alignment are not. A request that a victim make itself

defenseless, give up a valued item, or even use a charge from a valued item

(especially against former associates or allies) might allow an immediate

saving throw to see if the charm is thrown off. Likewise, a charmed creature

does not necessarily reveal everything it knows or draw maps of entire areas.

Any request may be refused, if such refusal is in character and does not

directly harm the caster. The victim's regard for the caster does not

necessarily extend to the caster's friends or allies. The victim does not react

well to the charmer's allies making suggestions such as, &quot;Ask him this

question. . .,&quot; nor does the charmed creature put up with verbal or

physical abuse from the charmer's associates, if this is out of character.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note also that

the spell does not empower the caster with linguistic capabilities beyond those

he normally has. The duration of the spell is a function of the charmed

creature's Intelligence, and it is tied to the saving throw. A successful

saving throw breaks the spell. This saving throw is checked on a periodic basis

according to the creature's Intelligence, even if the caster has not overly

strained the relationship.</p>

<p class=MsoPlainText>Intelligence Score<span style='mso-tab-count:1'> </span>Period

Between Checks</p>

<p class=MsoPlainText>3 or less<span style='mso-tab-count:1'> </span>3

months,</p>

<p class=MsoPlainText>4-6<span style='mso-tab-count:2'> </span>2

months,</p>

<p class=MsoPlainText>7-9<span style='mso-tab-count:2'> </span>1 month,</p>

<p class=MsoPlainText>10-12<span style='mso-tab-count:2'> </span>3 weeks,</p>

<p class=MsoPlainText>13-14<span style='mso-tab-count:2'> </span>2 weeks,</p>

<p class=MsoPlainText>15-16<span style='mso-tab-count:2'> </span>1 week,</p>

<p class=MsoPlainText>17<span style='mso-tab-count:2'> </span>3 days,</p>

<p class=MsoPlainText>18<span style='mso-tab-count:2'> </span>2 days,</p>

<p class=MsoPlainText>19 or more<span style='mso-tab-count:1'> </span>1 day,</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the caster

harms, or attempts to harm, the charmed creature by some overt action, or if a

dispel magic spell is successfully cast upon the charmed creature, the charm is

broken automatically.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the subject

of the charm person/charm mammal spell successfully rolls its saving throw vs.

the spell, the effect is negated.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell, if

used in conjunction with the animal friendship spell, can keep the animal near

the caster's home base, if the caster must leave for an extended period.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Detect Charm</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Divination</p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 turn<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 1 creature/rd.<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When used by a

priest, this spell can detect if a person or monster is under the influence of

a charm spell, or similar control such as hypnosis, suggestion, beguiling,

possession, etc. The creature rolls a saving throw vs. spell and, if

successful, the caster learns nothing about that particular creature from the

casting. A caster who learns that a creature is being influenced has a 5%

chance per level to determine the exact type of influence. Up to 10 different

creatures can be checked before the spell wanes. If the creature is under more

than one such effect, only the information that the charms exist is gained. The

type (since there are conflicting emanations) is impossible to determine.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse of

the spell, undetectable charm, completely masks all charms on a single creature

for 24 hours.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Dust Devil</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Air)</p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 2 rds./level<span style='mso-tab-count:2'> </span>Casting

Time: 2 rds.</p>

<p class=MsoPlainText>Area of Effect: 5 x 4 ft. cone<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables a priest to conjure up a weak air elemental--a dust devil of AC 4, 2

HD, MV 180 feet per round, one attack for 1d4 points of damage--which can be

hit by normal weapons. The dust devil appears as a small whirlwind 1 foot in

diameter at its base, 5 feet tall, and 3 to 4 feet across at the top. It moves

as directed by the priest, but dissipates if it is ever separated from the

caster by more than 30 yards. Its winds are sufficient to put out torches,

small campfires, exposed lanterns, and other small, open flames of nonmagical

origin. The dust devil can hold a gas cloud or a creature in gaseous form at

bay or push it away from the caster (though it cannot damage or disperse such a

cloud). If skimming along the ground in an area of loose dust, sand, or ash,the dust devil picks up those particles and disperses them in a

10-foot-diameter cloud centered on itself. The cloud obscures normal vision,

and creatures caught within are blinded while inside and for one round after

they emerge. A spellcaster caught in the dust devil or its cloud while casting

must make a saving throw vs. spell to keep his concentration, or the spell is

ruined. Any creature native to the Elemental Plane of Air--even another dust

devil--can disperse a dust devil with a single hit.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Enthrall</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Charm</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 90-ft. radius<span style='mso-tab-count:

2'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A priest using

this spell can enthrall an audience that can fully understand his language.

Those in the area of effect must successfully save vs. spell or give the caster

their undivided attention, totally ignoring their surroundings. Those of a race

or religion unfriendly to the caster's have a +4 bonus to the roll. Any Wisdom

adjustment also applies. Creatures with 4 or more levels or Hit Dice, or with a

Wisdom of 16 or better, are unaffected.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>To cast the

spell, the caster must speak without interruption for a full round. Thereafter,

the enchantment lasts as long as the priest speaks, to a maximum of one hour.

Those enthralled take no action while the priest speaks, and for 1d3 rounds

thereafter while they discuss the matter. Those entering the area of effect

must also successfully save vs. spell or become enthralled. Those not

enthralled are 50% likely every turn to hoot and jeer in unison. If there is

excessive jeering, the rest are allowed a new saving throw. The speech ends

(but the 1d3 round delay still applies) if the priest is successfully attacked

or performs any action other than speaking.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the

audience is attacked, the spell ends and the audience reacts immediately,

rolling a reaction check with respect to the source of the interruption, at a

penalty of -10.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note: When

handling a large number of saving throws for similar creatures, the DM can

assume an average to save time; for example, a crowd of 20 men with a base

saving throw of 16 (25% success chance) will have 15 men enthralled and five

not.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Find Traps</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Divination</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 3 turns<span style='mso-tab-count:2'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: 10 ft. x 30 yds.<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a priest

casts a find traps spell, all traps--concealed normally or magically--of

magical or mechanical nature become apparent to him. Note that this spell is

directional, and the caster must face the desired direction in order to

determine if a trap is laid in that particular direction.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A trap is any

device or magical ward that meets three criteria: it can inflict a sudden or

unexpected result, the spellcaster would view the result as undesirable or

harmful, and the harmful or undesirable result was specifically intended as

such by the creator. Thus, traps include alarms, glyphs, and similar spells or devices.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster

learns the general nature of the trap (magical or mechanical) but not its exact

effect, nor how to disarm it. Close examination will, however, enable the

caster to sense what intended actions might trigger it. Note that the caster's

divination is limited to his knowledge of what might be unexpected and harmful.

The spell cannot predict actions of creatures (hence, a concealed murder hole

or ambush is not a trap), nor are natural hazards considered traps (a cavern

that floods during a rain, a wall weakened by age, a naturally poisonous plant,

etc.). If the DM is using specific glyphs or sigils to identify magical wards

(see the 3rd-level spell glyph of warding), this spell shows the form of the

glyph or mark. The spell does not detect traps that have been disarmed or are

otherwise inactive.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Fire Trap - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Abjuration, Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Fire)</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent until discharged<span

style='mso-tab-count:1'> </span>Casting Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: Object touched<span style='mso-tab-count:

1'> </span>Saving Throw: ½</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Any closeable

item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) can

be warded by a fire trap spell. The spell is centered on a point selected by

the spellcaster. The item so trapped cannot have a second closure or warding

spell placed upon it. A knock spell cannot affect a fire trap in any way--as

soon as the offending party opens the item, the trap discharges. As with most

magical traps, a thief has only half his normal find traps score to detect a

fire trap. Failure to remove it successfully detonates it immediately. An

unsuccessful dispel magic spell will not detonate the spell. When the trap is

discharged, there will be an explosion of 5-foot radius from the spell's

center. All creatures within this area must roll saving throws vs. spell.

Damage is 1d4 points plus 1 point per level of the caster, and half that total

amount for creatures successfully saving. (Under water, this ward inflicts half

damage and creates a large cloud of steam.) The item trapped is not harmed by

this explosion.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster can

use the trapped object without discharging it, as can any individual to whom

the spell was specifically attuned when cast (the method usually involves a key

word).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>To place this

spell, the caster must trace the outline of the closure with a stick of

charcoal and touch the center of the effect. Attunement to another individual

requires a hair or similar object from the individual.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components are holly berries.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Flame Blade</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Fire)</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:2'> </span><span

style='mso-tab-count:3'> </span>Components: V, S, M</p>

<p class=MsoPlainText>Duration: 4 rds. + 1 rd./2 levels<span style='mso-tab-count:

3'> </span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: 3-ft. long blade<span style='mso-tab-count:

3'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>With this

spell, the caster causes a blazing ray of red-hot fire to spring forth from his

hand. This bladelike ray is wielded as if it were a scimitar. If the caster

successfully hits with the flame blade in melee combat, the creature struck

suffers 1d4+4 points of damage, with a damage bonus of +2 (i. e., 7-10 points)

if the creature is undead or is especially vulnerable to fire. If the creature

is protected from fire, the damage inflicted is reduced by 2 (i.e., 1d4+2

points). Fire dwellers and those using fire as an innate attack form suffer no

damage from the spell. The flame blade can ignite combustible materials such as

parchment, straw, dry sticks, cloth, etc. However, it is not a magical weapon

in the normal sense of the term, so creatures (other than undead) struck only

by magical weapons are not harmed by it. This spell does not function under

water.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>In addition to

the caster's holy symbol, the spell requires a leaf of sumac as a material

component.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Goodberry</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Alteration, Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Plant</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:5'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 day + 1 day/level<span style='mso-tab-count:

3'> </span>Casting Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 2d4 fresh berries<span style='mso-tab-count:

1'> </span><span style='mso-tab-count:1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Casting a

goodberry spell upon a handful of freshly picked berries makes 2d4 of them

magical. The caster (as well as any other caster of the same faith and 3rd or

higher level) can immediately discern which berries are affected. A detect

magic spell discovers this also. Berries with the magic either enable a hungry

creature of approximately man size to eat one and be as well-nourished as if a

full normal meal were eaten, or else cure 1 point of physical damage from

wounds or other similar causes, subject to a maximum of 8 points of such curing

in any 24-hour period.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse of

the spell, badberry, causes 2d4 rotten berries to appear wholesome, but each

actually delivers 1 point of poison damage (no saving throw) if ingested.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell is the caster's holy symbol passed over the freshly

picked, edible berries to be enspelled (blueberries, blackberries, raspberries,

currants, gooseberries, etc.).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Heat Metal</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Fire)</p>

<p class=MsoPlainText>Range: 40 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 7 rds.<span style='mso-tab-count:2'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:1'> </span>Saving

Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

the heat metal spell, the caster is able to make ferrous metal (iron, iron alloys,

steel) extremely hot. Elven chain mail is not affected, and magical metal armor

receives an item saving throw vs. magical fire to avoid being heated. The

material component is a holy symbol.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>On the first

round of the spell, the metal merely becomes very warm and uncomfortable to

touch (this is also the effect on the last melee round of the spell's

duration). During the second and sixth (next to the last) rounds, heat causes

blisters and damage; in the third, fourth, and fifth rounds, the metal becomes

searing hot, causing damage to exposed flesh, as shown below:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Metal

Temperature<span style='mso-tab-count:1'> </span>Damage per Round</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>very warm<span

style='mso-tab-count:4'> </span>none</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>hot<span

style='mso-tab-count:5'> </span>1d4 points</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>searing\*<span

style='mso-tab-count:4'> </span>2d4 points</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>\* On the final

round of searing, the afflicted creature must roll a successful saving throw

vs. spell or suffer one of the following disabilities: hand or foot--becomes

unusable for 2d4 days; body--becomes disabled for 1d4 days; head--fall

unconscious for 1d4 turns. This effect can be completely removed by the

6th-level priest spell heal spell or by normal rest.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note also that

materials such as wood, leather, or flammable cloth smolder and burn if exposed

to searing hot metal. Such materials cause searing damage to exposed flesh on

the next round. Fire resistance (spell, potion, or ring) or a protection from

fire spell totally negates the effects of a heat metal spell, as does immersion

in water or snow, or exposure to a cold or ice storm spell. This version of the

spell does not function under water. For every two experience levels of the caster,

the metal of one man-sized creature can be affected (i.e., arms and armor, or a

single mass of metal equal to 50 pounds of weight). Thus, a 3rd-level caster

would affect one such creature, a 4th- or 5th-level caster two, etc.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse of

the spell, chill metal, counters a heat metal spell or else causes metal to act

as follows:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Metal

Temperature<span style='mso-tab-count:1'> </span>Damage per Round</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>cold<span

style='mso-tab-count:5'> </span>none</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>icy<span

style='mso-tab-count:5'> </span>1-2 points</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>freezing\*<span

style='mso-tab-count:4'> </span>1d4 points</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>\* On the final

round of freezing, the afflicted creature must roll a successful saving throw

vs. spell or suffer from the numbing effects of the cold. This causes the loss

of all feeling in a hand (or hands, if the DM rules the saving throw was failed

badly) for 1d4 days. During this time, the character's grip is extremely weak

and he cannot use that hand for fighting or any other activity requiring a firm

grasp.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The chill

metal spell is countered by a resist cold spell, or by any great

heat--proximity to a blazing fire (not a mere torch), a magical flaming sword,

a wall of fire spell, etc. Under water, this version of the spell inflicts no

damage, but ice immediately forms around the affected metal, exerting an upward

buoyancy.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Hold Person - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Charm</p>

<p class=MsoPlainText>Range: 120 yds.<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2 rds./level<span style='mso-tab-count:4'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: 1d4 persons in 20-ft. cube<span

style='mso-tab-count:1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

holds 1d4 humans, demihumans, or humanoid creatures rigidly immobile and in

place for a minimum of six rounds (the spell lasts 2 rounds per caster level,

and the priest must be of at least 3rd level to cast the spell).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The hold

person spell affects any bipedal human, demihuman, or humanoid of man size or

smaller, including brownies, dryads, dwarves, elves, gnolls, gnomes, goblins,

half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men,

nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level

fighter could be held, while an ogre could not.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The effect is

centered on a point selected by the caster, and it affects persons selected by

the caster within the area of effect. If the spell is cast at three persons,

each gets a normal saving throw; if only two persons are being enspelled, each

rolls his saving throw with a -1 penalty; if the spell is cast at only one

person, the saving throw die roll suffers a -2 penalty. Saving throws are

adjusted for Wisdom. Those who succeed on their saving throws are totally

unaffected by the spell. Undead creatures cannot be held.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Held creatures

cannot move or speak, but they remain aware of events around them and can use

abilities not requiring motion or speech. Being held does not prevent the

worsening of the subjects' condition due to wounds, disease, or poison. The

priest casting the hold person spell can end the spell with a single utterance at

any time; otherwise, the duration is six rounds at 3rd level, eight rounds at

4th level, etc.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The

spellcaster needs a small, straight piece of iron as the material component of

this spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Know Alignment - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Divination</p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:2'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 turn<span style='mso-tab-count:1'> </span>Casting

Time: 1rd.</p>

<p class=MsoPlainText>Area of Effect: 1 cr. or object<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A know

alignment spell enables the priest to exactly read the aura of a creature or an

aligned object (unaligned objects reveal nothing). The caster must remain

stationary and concentrate on the subject for a full round. If the creature

rolls a successful saving throw vs. spell, the caster learns nothing about that

particular creature from the casting. Certain magical devices negate the power

of the know alignment spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse,

undetectable alignment, conceals the alignment of an object or creature for 24

hours.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Messenger</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Animal</p>

<p class=MsoPlainText>Range: 20 yds./level<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 day/level<span style='mso-tab-count:3'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

2'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the priest to call upon a tiny (size T) creature of at least animal

intelligence to act as his messenger. The spell does not affect giant animals

and it does not work on creatures of low (i.e., 5) Intelligence or higher. If

the creature is within range, the priest, using some type of food desirable to

the animal as a lure, can call the animal to come. The animal is allowed a

saving throw vs. spell. If the saving throw is failed, the animal advances

toward the priest and awaits his bidding. The priest can communicate with the

animal in a crude fashion, telling it to go to a certain place, but directions

must be simple. The spellcaster can attach some small item or note to the animal.

If so instructed, the animal will then wait at that location until the duration

of the spell expires. (Note that unless the intended recipient of a message is

expecting a messenger in the form of a small animal or bird, the carrier may be

ignored.) When the spell's duration expires, the animal or bird returns to its

normal activities. The intended recipient of a message gains no communication

ability.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Obscurement</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Weather</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:5'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 4 rds./level<span style='mso-tab-count:4'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: (level x 10)-ft.-sq.<span

style='mso-tab-count:2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

causes a misty vapor to arise around the caster. It persists in this locale for

four rounds per caster level and reduces the visibility ranges of all types of vision

(including infravision) to 2d4 feet. The ground area affected by the spell is a

square progression based on the caster's level: a 10-foot x 10-foot area at 1st

level, a 20-foot x 20-foot area at 2nd level, a 30-foot x 30-foot area at 3rd

level, and so on. The height of the vapor is restricted to 10 feet, although

the cloud will otherwise expand to fill confined spaces. A strong wind (such as

from the 3rd-level wizard spell gust of wind) can cut the duration of an

obscurement spell by 75%. This spell does not function under water.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Produce Flame</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Fire)</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:1'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A bright

flame, equal in brightness to a torch, springs forth from the caster's palmwhen he casts a produce flame spell. The flame does not harm the caster, but it

is hot and it causes the combustion of flammable materials (paper, cloth, dry

wood, oil, etc.). The caster is capable of hurling the magical flame as a

missile, with a range of 40 yards (considered short range). The flame flashes

on impact, igniting combustibles within a 3-foot diameter of its center of

impact, and then it goes out. A creature struck by the flame suffers 1d4+1

points of damage and, if combustion occurs, must spend a round extinguishing

the fire or suffer additional damage assigned by the DM until the fire is

extinguished. A miss is resolved as a grenadelike missile. If any duration

remains to the spell, another flame immediately appears in the caster's hand.

The caster can hurl a maximum of one flame per level, but no more than one

flame per round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster can

snuff out magical flame any time he desires, but fire caused by the flame

cannot be so extinguished. This spell does not function under water.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Resist Fire/Resist Cold</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Protection</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is placed upon a creature by a priest, the creature's body is toughened

to withstand heat or cold, as chosen by the caster. The spell grants the

creature complete immunity to mild conditions (standing naked in the snow or

reaching into an ordinary fire to pluck out a note). The recipient can somewhat

resist intense heat or cold (whether natural or magical in origin), such as

red-hot charcoal, a large amount of burning oil, flaming swords, fire storms,

fireballs, meteor swarms, red dragon's breath, frostbrand swords, ice storms,

wands of frost, or white dragon's breath. In all of these cases, the

temperature affects the creature to some extent. The recipient of the spell

gains a bonus of +3 to saving throws against such attack forms and all damage

sustained is reduced by 50%; therefore, if the saving throw is failed, the

creature sustains one-half damage, and if the saving throw is successful, the

creature sustains only one-quarter damage. Resistance to fire lasts for one

round for each experience level of the priest placing the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster needs

a drop of mercury as the material component of this spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Silence, 15' Radius</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Guardian</p>

<p class=MsoPlainText>Range: 120 yds.<span style='mso-tab-count:2'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 2 rds./level<span style='mso-tab-count:2'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: 15-ft.-radius<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Upon casting this

spell, complete silence prevails in the affected area. All sound is stopped:

Conversation is impossible, spells cannot be cast (or at least not those with

verbal components, if the optional component rule is used), and no noise

whatsoever issues from or enters the area. The spell can be cast into the air

or upon an object, but the effect is stationary unless cast on a mobile object

or creature. The spell lasts two rounds for each level of experience of the

priest. The spell can be centered upon a creature, and the effect then radiates

from the creature and moves as it moves. An unwilling creature receives a

saving throw against the spell. If the saving throw is successful, the spell

effect is centered about 1 foot behind the position of the subject creature at

the instant of casting. This spell provides a defense against sound-based

attacks, such as harpy singing, horn of blasting, etc.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Slow Poison</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Healing</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 hr./level<span style='mso-tab-count:2'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is placed upon a poisoned individual, it greatly slows the effects of

venom, if cast upon the victim before the poison takes full effect. (This

period, known as the onset time, is known to the DM.) While this spell does not

neutralize the venom, it does prevent it from substantially harming the

individual for the duration of its magic in the hope that, during that spell

period, the poison can be fully cured.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of the slow poison spell are the priest's holy symbol and a bud of

garlic that must be crushed and smeared on the wound (or eaten if poison was

ingested).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Snake Charm</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Animal</p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: 30-ft. cube <span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, a hypnotic pattern is set up that causes one or more snakes to

cease all activity except a semierect, swaying movement. If the snakes are

charmed while in a torpor, the duration of the spell is 1d4+2 turns; if the

snakes are not torpid, but are not aroused and angry, the charm lasts 1d3

turns; if the snakes are angry or attacking, the spell lasts 1d4+4 rounds. The

priest casting the spell can charm snakes whose total hit points are less than

or equal to those of the priest. On the average, a 1st-level priest could charm

snakes with a total of 4 or 5 hit points; a 2nd-level priest could charm 9 hit

points, etc. The hit points can be those of a single snake or those of several of

the reptiles, but the total hit points cannot exceed those of the priest

casting the spell. A 23-hit point caster charming a dozen 2-hit point snakes

would charm 11 of them. This spell is also effective against any ophidian or

ophidianoid monster, such as naga, couatl, etc., subject to magic resistance,

hit points, and so forth.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Variations of

this spell may exist, allowing other creatures significant to a particular

mythos to be affected. Your DM will inform you if such spells exist.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Speak With Animals</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Animal, Divination</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:5'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 2 rds./level<span style='mso-tab-count:4'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: 1 animal within 30 ft.<span

style='mso-tab-count:2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

empowers the priest to comprehend and communicate with any warm- or cold-blooded

normal or giant animal that is not mindless. The priest is able to ask

questions of and receive answers from the creature, although friendliness and

cooperation are by no means assured. Furthermore, terseness and evasiveness are

likely in basically wary and cunning creatures (the more stupid ones will

instead make inane comments). If the animal is friendly or of the same general

alignment as the priest, it may do some favor or service for the priest (as

determined by the DM). Note that this spell differs from the speak with

monsters spell, for this spell allows conversation only with normal or giant

nonfantastic creatures such as apes, bears, cats, dogs, elephants, and so on.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Spiritual Hammer</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Invocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Combat</p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 3 rds. + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By calling

upon his deity, the caster of a spiritual hammer spell brings into existence a

field of force shaped vaguely like a hammer. As long as the caster concentrates

upon the hammer, it strikes at any opponent within its range, as desired. Each

round the caster can choose to attack the same target as the previous round or

switch to a new target that he can see anywhere within his maximum range. The

spiritual hammer's chance to successfully hit is equal to that of the caster,

without any Strength bonuses. In addition, it strikes as a magical weapon with

a bonus of +1 for every six experience levels (or fraction) of the spellcaster,

up to a total of +3 to the attack roll and +3 to the damage roll for a

13th-level caster. The base damage inflicted when it scores a hit is exactly

the same as a normal war hammer (1d4+1 points on opponents of man size or

smaller, or 1d4 points on larger opponents, plus the magical bonus). The hammer

strikes in the same direction as the caster is facing, so if he is behind the

target, all bonuses for rear attack are gained along with the loss of any

modifications to the target's AC for shield and Dexterity.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>As soon as the

caster ceases concentration, the spiritual hammer spell ends. A dispel magic

spell that includes either the caster or the force in its area of effect has a

chance to dispel the spiritual hammer. If an attacked creature has magic

resistance, the resistance is checked the first time the spiritual hammer

strikes. If the hammer is successfully resisted, the spell is lost. If not, the

hammer has its normal full effect for the duration of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a normal war hammer that the priest must hurl toward

opponents while uttering a plea to his deity. The hammer disappears when the

spell is cast.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Trip</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Plant</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:5'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:4'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: 1 object up to 10 ft. long<span

style='mso-tab-count:1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This magic

must be cast upon a normal object--a length of vine, a stick, a pole, a rope,

or a similar object. The spell causes the object to rise slightly off the ground

or floor it is resting on to trip most creatures crossing it, if they fail

their saving throws vs. spell. Note that only as many creatures can be tripped

as are actually stepping across the enchanted object. Thus, a 3-foot-long piece

of rope could trip only one man-sized creature. Creatures moving at a very

rapid pace (running) when tripped suffer 1 point of damage and are stunned for

1d4+1 rounds if the surface they fall upon is very hard (if it is turf or other

soft material, they are merely stunned for the rest of that round). Very large

creatures, such as elephants, are not affected at all by a trip spell. The

object continues to trip all creatures passing over it, including the

spellcaster, for as long as the spell duration lasts. A creature aware of the

object and its potential adds a +4 bonus to its saving throw roll when crossing

the object. The enchanted object is 80% undetectable unless a means that

detects magical traps is employed or the operation of the spell is observed.

This spell does not function under water.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Warp Wood</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Plant</p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:1'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the priest causes a volume of wood to bend and warp, permanently

destroying its straightness, form, and strength. The range of a warp wood spell

is 10 yards for each level of experience of the caster. It affects

approximately a 15-inch shaft of wood of up to 1-inch diameter per level of the

caster. Thus, at 1st level, a caster might be able to warp a hand axe handle or

four crossbow bolts; at 5th level, he could warp the shaft of a typical spear.

Note that boards or planks can also be affected, causing a door to be sprung or

a boat or ship to leak. Warped missile weapons are useless; warped melee

weapons suffer a -4 penalty to their attack rolls.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Enchanted wood

is affected only if the spellcaster is of higher level than the caster of the

prior enchantment. The spellcaster has a 20% cumulative chance of success per

level of difference (20% if one level higher, 40% if two levels higher, etc.).

Thus, a door magically held or wizard locked by a 5th-level wizard is 40%

likely to be affected by a warp wood spell cast by a 7th-level priest. Wooden

magical items are considered enchanted at 12th level (or better). Extremely

powerful items, such as artifacts, are unaffected by this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reversed

spell, straighten wood, straightens bent or crooked wood, or reverses the

effects of a warp wood spell, subject to the same restrictions.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Withdraw</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Protection</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of a

withdraw spell, the priest in effect alters the flow of time with regard to

himself. While but one round of time passes for those not affected by the

spell, the priest is able to spend two rounds, plus one round per level, in

contemplation. Thus, a 5th-level priest can withdraw for seven rounds to

cogitate on some matter while one round passes for all others. (The DM should

allow the player one minute of real time per round withdrawn to ponder some

problem or question. No discussion with other players is permitted.) Note that

while affected by the withdraw spell, the caster can use only the following

spells: any divination spell or any curing or healing spell, the latter on

himself only. The casting of any of these spells in different fashion (for

example, a cure light wounds spell bestowed upon a companion) negates the

withdraw spell. Similarly, the withdrawn caster cannot walk or run, become

invisible, or engage in actions other than thinking, reading, and the like. He

can be affected by the actions of others, losing any Dexterity or shield bonus.

Any successful attack upon the caster breaks the spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Wyvern Watch</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Guardian</p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: up to 8 hrs.<span style='mso-tab-count:2'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: 10-ft. radius<span style='mso-tab-count:

2'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is known

as wyvern watch because of the insubstantial haze brought forth by its casting,

which vaguely resembles a wyvern. It is typically used to guard some area

against intrusion. Any creature approaching within 10 feet of the guarded area

may be affected by the &quot;wyvern.&quot; Any creature entering the guarded

area must roll a successful saving throw vs. spell or stand paralyzed for one

round per level of the caster, until freed by the spellcaster, by a dispel

magic spell, or by a remove paralysis spell. A successful saving throw

indicates that the subject creature was missed by the attack of the

wyvern-form, and the spell remains in place. As soon as a subject creature is

successfully struck by the wyvern-form, the paralysis takes effect and the

force of the spell dissipates. The spell force likewise dissipates if no

intruder is struck by the wyvern-form for eight hours after the spell is cast.

Any creature approaching the space being guarded by the wyvern-form may be able

to detect its presence before coming close enough to be attacked; this chance

of detection is 90% in bright light, 30% in twilight conditions, and 0% in

darkness.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is the priest's holy symbol.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Animate Dead - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Necromantic</p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:1'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

creates the lowest of the undead monsters, skeletons or zombies, usually from

the bones or bodies of dead humans, demihumans, or humanoids. The spell causes

these remains to become animated and obey the simple verbal commands of the

caster, regardless of how they communicated in life. The skeletons or zombies

can follow the caster, remain in an area and attack any creature (or just a specific

type of creature) entering the place, etc. The undead remain animated until

they are destroyed in combat or are turned; the magic cannot be dispelled.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The priest can

animate one skeleton or one zombie for each experience level he has attained.

If creatures with more than 1+ Hit Dice are animated, the number is determined

by the monster Hit Dice. Skeletal forms have the Hit Dice of the original

creature, while zombie forms have 1 more Hit Die. Thus, a 12th-level priest

could animate 12 dwarven skeletons (or six zombies), four zombie gnolls, or a

single zombie fire giant. Note that this is based on the standard racial Hit

Die norm; thus, a high-level adventurer would be animated as a skeleton or

zombie of 1 or 2 Hit Dice, and without special class or racial abilities. The

caster can, alternatively, animate two small animal skeletons (1-1 Hit Die or

less) for every level of experience he has achieved.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell

requires a drop of blood, a piece of flesh of the type of creature being

animated, and a pinch of bone powder or a bone shard to complete the spell.

Casting this spell is not a good act, and only evil priests use it frequently.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Call Lightning</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Weather</p>

<p class=MsoPlainText>Range: 360 yds.<span style='mso-tab-count:2'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 10-ft. radius<span style='mso-tab-count:

2'> </span>Saving Throw: ½</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a call

lightning spell is cast, there must be a storm of some sort in the area--a rain

shower, clouds and wind, hot and cloudy conditions, or even a tornado (including

a whirlwind formed by a djinn or air elemental of 7 Hit Dice or more). The

caster is then able to call down bolts of lightning. The caster can call down

one bolt per turn. The caster need not call a bolt of lightning

immediately--other actions, even spellcasting, can be performed; however, the

caster must remain stationary and concentrate for a full round each time a bolt

is called. The spell has a duration of one turn per caster level. Each bolt

causes 2d8 points of electrical damage, plus an additional 1d8 points for each

of the caster's experience levels. Thus, a 4th-level caster calls down a 6d8

bolt (2d8+4d8).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The bolt of

lightning flashes down in a vertical stroke at whatever distance the

spellcaster decides, up to 360 yards away. Any creature within a 10-foot radius

of the path or the point where the lightning strikes suffers full damage unless

a successful saving throw vs. spell is rolled, in which case only one-half

damage is taken.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Because it

requires a storm overhead, this spell can only be used outdoors. It does not

function under ground or under water.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Continual Light - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Creation, Guardian, Sun</p>

<p class=MsoPlainText>Range: 120 yds.<span style='mso-tab-count:2'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: 60-ft. radius<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is similar

to a light spell, except that it is as bright as full daylight and lasts until

negated by magical darkness or by a dispel magic spell. Creatures with

penalties in bright light suffer them in this spell's area of effect. As with

the light spell, this can be cast into the air, onto an object, or at a

creature. In the third case, the continual light affects the space about 1 foot

behind a creature that successfully rolls its saving throw vs. spell (a failed

saving throw means the continual light is centered on the creature and moves as

it moves). Note that this spell also blinds a creature if it is successfully

cast upon the creature's visual organs. If the spell is cast on a small object

that is then placed in a light-proof covering, the spell effects are blocked

until the covering is removed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Continual

light brought into an area of magical darkness (or vice versa) cancels the

darkness so that the otherwise prevailing light conditions exist in the

overlapping areas of effect. A direct casting of a continual light spell

against a similar or weaker magical darkness cancels both.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

eventually consumes the material it is cast upon, but the process takes far

longer than the time in a typical campaign. Extremely hard and expensive

materials might last hundreds or even thousands of years.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse

spell, continual darkness, causes complete absence of light (pitch blackness),

similar to the darkness spell but of greater duration and area.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p>

</FONT><B></body></desc></spell>

<spell><name>Create Food and Water</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Creation</p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:4'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:3'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 1 cu. ft./level<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the priest causes food and water to appear. The food thus

created is highly nourishing if rather bland; each cubic foot of the material

sustains three human-sized creatures or one horse-sized creature for a full

day. The food decays and becomes inedible within 24 hours, although it can be

restored for another 24 hours by casting a purify food and water spell upon it.

The water created by this spell is the same as that created by the 1st-level

priest spell create water. For each experience level the priest has attained, 1

cubic foot of food or water is created by the spell. For example, a 2nd-level

priest could create 1 cubic foot of food and 1 cubic foot of water.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Cure Blindness or Deafness</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Necromantic</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By touching the

creature afflicted, the priest employing the spell can permanently cure some

forms of blindness or deafness. This spell does not restore or repair visual or

auditory organs damaged by injury or disease.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Its reverse,

cause blindness or deafness, requires a successful touch (successful attack

roll) on the victim. If the victim rolls a successful saving throw, the effect

is negated. If the saving throw is failed, a nondamaging magical blindness or

deafness results.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A deafened

creature can react only to what it can see or feel, and suffers a -1 penalty to

surprise rolls, a +1 penalty to its initiative rolls, and a 20% chance of spell

failure for spells with verbal components. A blinded creature suffers a -4

penalty to its attack rolls, a +4 penalty to its Armor Class, and a +2 penalty

to its initiative rolls.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Cure Disease</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Necromantic</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the caster to cure most diseases by placing his hand upon the diseased

creature. The affliction rapidly disappears thereafter, making the cured

creature whole and well in from one turn to 10 days, depending on the type of

disease and the state of its advancement when the cure took place. (The DM must

adjudicate these conditions.) The spell is also effective against parasitic

monsters such as green slime, rot grubs, and others. When cast by a priest of

at least 12th level, this spell cures lycanthropy if cast within three days of

the infection. Note that the spell does not prevent reoccurrence of a disease

if the recipient is again exposed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse of

the cure disease spell is cause disease. To be effective, the priest must touch

the intended victim, and the victim must fail a saving throw vs. spell. The

severity of the disease is decided by the priest (debilitating or fatal). The

exact details of the disease are decided by the DM, but the following are

typical:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Debilitating:

The disease takes effect in 1d6 turns, after which the creature loses 1 point

of Strength per hour until his Strength is reduced to 2 or less, at which time

the recipient is weak and virtually helpless. If a creature has no Strength

rating, it loses 10% of its hit points per Strength loss, down to 10% of its

original hit points. If the disease also affects hit points, use the more

severe penalty. Recovery requires a period of 1d3 weeks.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Fatal: This

wasting disease is effective immediately. Infected creatures receive no benefit

from cure wound spells while the disease is in effect; wounds heal at only 10%

of the natural rate. The disease proves fatal within 1d6 months and can be

cured only by magical means. Each month the disease progresses, the creature

loses 2 points of Charisma, permanently.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The inflicted

disease can be cured by the cure disease spell. Lycanthropy cannot be caused.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Dispel Magic - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Protection</p>

<p class=MsoPlainText>Range: 60 yds<span style='mso-tab-count:4'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:3'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: 30-ft. cube or 1 item<span

style='mso-tab-count:1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a priest

casts this spell, it has a chance to neutralize or negate the magic it comes in

contact with as follows:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>First, it has

a chance to remove spells and spell-like effects (including device effects and

innate abilities) from creatures or objects. Second, it may disrupt the casting

or use of these in the area of effect at the instant the dispel is cast. Third,

it may destroy magical potions (which are treated as 12th level for purposes of

this spell).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Each effect or

potion in the spell's area is checked to determine if it is dispelled. The

caster can always dispel his own magic; otherwise, the chance depends on the

difference in level between the magical effect and the caster. The base chance

of successfully dispelling is 11 or higher on 1d20. If the caster is of higher

level than the creator of the effect to be dispelled, the difference is

subtracted from this base number needed. If the caster is of lower level, the

difference is added to the base. A die roll of 20 always succeeds and a die

roll of 1 always fails. Thus, if a caster is 10 levels higher than the magic he

is trying to dispel, only a roll of 1 prevents the effect from being dispelled.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A dispel magic

can affect only a specially enchanted item (such as a magical scroll, ring,

wand, rod, staff, miscellaneous item, weapon, shield, or armor) if it is cast

directly upon the item. This renders the item nonoperational for 1d4 rounds. An

item possessed or carried by a creature has the creature's saving throw against

this effect; otherwise, it is automatically rendered nonoperational. An

interdimensional interface (such as a bag of holding) rendered nonoperational

is temporarily closed. Note that an item's physical properties are unchanged: A

nonoperational magical sword is still a sword.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Artifacts and

relics are not subject to this spell, but some of their spell-like effects may

be, at the DM's option.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note that this

spell, if successful, will release charmed and similarly beguiled creatures.

Certain spells or effects cannot be dispelled; these are listed in the spell

descriptions.</p>

<p class=MsoPlainText><span style='mso-tab-count:3'> </span>Summary

of Dispel Effects</p>

<p class=MsoPlainText>Source of Effect<span style='mso-tab-count:1'> </span>Resists

As<span style='mso-tab-count:2'> </span>Result of Dispel</p>

<p class=MsoPlainText>Caster<span style='mso-tab-count:3'> </span>None<span

style='mso-tab-count:3'> </span>Dispel automatic</p>

<p class=MsoPlainText>Other caster/<span style='mso-tab-count:2'> </span>Level/HD

of<span style='mso-tab-count:2'> </span>Effect negated</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>innate ability<span

style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'> </span><span

style='mso-tab-count:1'> </span>other caster<span style='mso-tab-count:1'> </span></p>

<p class=MsoPlainText>Wand<span style='mso-tab-count:3'> </span>6th

level<span style='mso-tab-count:2'> </span>Effect negated</p>

<p class=MsoPlainText>Staff<span style='mso-tab-count:4'> </span>8th

level<span style='mso-tab-count:2'> </span>Effect negated</p>

<p class=MsoPlainText>Potion<span style='mso-tab-count:3'> </span>12th

level<span style='mso-tab-count:2'> </span>Potion destroyed</p>

<p class=MsoPlainText>Other magical item<span style='mso-tab-count:1'> </span>12th,unless special<span style='mso-tab-count:1'> </span>\*</p>

<p class=MsoPlainText>Artifact<span style='mso-tab-count:1'> </span>DM

discretion<span style='mso-tab-count:1'> </span>DM discretion</p>

<p class=MsoPlainText>\*<span style='mso-tab-count:1'> </span>Effect

negated; if cast directly on item, item becomes nonoperational for 1d4 rounds.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Feign Death - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Necromantic</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: 1 turn + 1 rd./level<span style='mso-tab-count:

1'> </span>Casting Time: 1/2½</p>

<p class=MsoPlainText>Area of Effect: Person touched<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of this

spell, the caster or any other willing person can be put into a cataleptic

state that is impossible to distinguish from actual death. Although the person

affected can smell, hear, and know what is going on, no feeling or sight of any

sort is possible; thus, any wounding or mistreatment of the body is not felt,

no reaction occurs, and damage is only one-half normal. In addition, paralysis,

poison, or energy level drain does not affect a person under the influence of

this spell, but poison injected or otherwise introduced into the body becomes

effective when the spell recipient is no longer under the influence of this

spell, although a saving throw is permitted. However, the spell offers no

protection from causes of certain death--being crushed under a landslide, etc.

Only a willing individual can be affected by a feign death spell. The priest is

able to end the spell effect at any time, but it requires a full round for

bodily functions to begin again.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note that,

unlike the wizard version of this spell, only people can be affected, and that

those of any level can be affected by the priest casting this spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Flame Walk</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Fire)</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd. + 1/level<span style='mso-tab-count:2'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: Creature(s) touched <span

style='mso-tab-count:1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the caster empowers one or more creatures to withstand nonmagical

fires of temperatures up to 2,000<span style='mso-spacerun:yes'> </span>F.

(enabling them to walk upon molten lava). It also confers a +2 bonus to saving

throws against magical fire and reduces damage from such fires by one-half,

even if the saving throw is failed. For every experience level above the

minimum required to cast the spell (5th), the priest can affect an additional

creature. This spell is not cumulative with resist fire spells or similar

protections.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of the spell are the priest's holy symbol and at least 500 gp of

powdered ruby per affected creature.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Glyph of Warding</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Abjuration, Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Guardian</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Until discharged<span style='mso-tab-count:

1'> </span>Casting Time: Special</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A glyph of

warding is a powerful inscription magically drawn to prevent unauthorized or

hostile creatures from passing, entering, or opening. It can be used to guard a

small bridge, to ward an entry, or as a trap on a chest or box.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The priest

must set the conditions of the ward; typically any creature violating the

warded area without speaking the name of the glyph is subject to the magic it

stores. A successful saving throw vs. spell enables the creature to escape the

effects of the glyph. Glyphs can be set according to physical characteristics,

such as creature type, size, and weight. Glyphs can also be set with respect to

good or evil, or to pass those of the caster's religion. They cannot be set

according to class, Hit Dice, or level. Multiple glyphs cannot be cast on the

same area; although if a cabinet had three drawers, each could be separately

warded.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the spell

is cast, the priest weaves a tracery of faintly glowing lines around the

warding sigil. For every 5 square feet of area to be protected, one round is

required to trace the warding lines of the glyph. The caster can affect an area

equal to a square the sides of which are the same as his level, in feet. The

glyph can be placed to conform to any shape up to the limitations of the

caster's total square footage. Thus, a 6th-level caster could place a glyph on

a 6-foot x 6-foot square, a 4-foot x 9-foot rectangle, a 2-foot x 18-foot band,

or a 1-foot by 36-foot strip. When the spell is completed, the glyph and

tracery become invisible.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The priest

traces the glyph with incense, which, if the area exceeds 50 square feet, must

be sprinkled with powdered diamond (at least 2,000 gp worth).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Typical glyphs

shock for 1d4 points of electrical damage per level of the spellcaster, explode

for a like amount of fire damage, paralyze, blind, deafen, and so forth. The DM

may allow any harmful priest spell effect to be used as a glyph, provided the caster

is of sufficient level to cast the spell. Successful saving throws either

reduce effects by one-half or negate them, according to the glyph employed.

Glyphs cannot be affected or bypassed by such means as physical or magical

probing, though they can be dispelled by magic and foiled by high-level thieves

using their find-and-remove-traps skill.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The DM may

decide that the exact glyphs available to a priest depend on his religion, and

he might make new glyphs available according to the magical research rules.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Hold Animal</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Animal</p>

<p class=MsoPlainText>Range: 80 yds.<span style='mso-tab-count:5'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 2 rds./level<span style='mso-tab-count:4'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: 1-4 animals in 40-ft. cube<span

style='mso-tab-count:1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of this

spell, the caster holds one to four animals rigid. Animals affected are normal

or giant-sized mammals, birds, or reptiles, but not monsters such as centaurs,

gorgons, harpies, naga, etc. Apes, bears, crocodiles, dogs, eagles, foxes,

giant beavers, and similar animals are subject to this spell. The hold lasts

for two rounds per caster level. The caster decides how many animals can be

affected, but the greater the number, the better chance each has to

successfully save against the spell. Each animal gets a saving throw: If only

one is the subject of the spell, it has a penalty of -4 on its roll; if two are

subject, each receives a penalty of -2 on its roll; if three are subject, each

receives a penalty of -1 on its roll; and if four are subject, each gets an

unmodified saving throw.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A maximum body

weight of 400 pounds (100 pounds for nonmammals) per animal per caster level

can be affected--for example, an 8th-level caster can affect up to four

3,200-pound mammals or a like number of 800-pound nonmammals, such as birds or

reptiles.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Locate Object - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Divination</p>

<p class=MsoPlainText>Range: 60 yds. + 10 yds./level<span style='mso-tab-count:

2'> </span>Components: V, S, M</p>

<p class=MsoPlainText>Duration: 8 hrs.<span style='mso-tab-count:4'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 1 object<span style='mso-tab-count:3'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

helps locate a known or familiar object. The priest casts the spell, slowly

turns, and will sense when he is facing in the direction of the object to be

located, provided the object is within range--for example, 90 yards for

3rd-level priests, 100 yards for 4th, 110 yards for 5th, etc. The spell locates

such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder

or stairway. Once the caster has fixed in his mind the items sought, the spell

locates only that item. Attempting to find a specific item, such as a kingdom's

crown, requires an accurate mental image. If the image is not close enough to

the actual item, the spell does not work; in short, desired but unique objects

cannot be located by this spell unless they are known by the caster. The spell

is blocked by lead.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The casting

requires the use of a piece of lodestone.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reversal,

obscure object, hides an object from location by spell, crystal ball, or

similar means for eight hours. The caster must touch the object being

concealed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Neither

application of the spell affects living creatures.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Magical Vestment</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Enchantment)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Protection</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 5 rds./level<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell enchants

the caster's vestment, providing protection at least the equivalent of chain

mail (AC 5). The vestment gains a +1 enchantment for each three levels of the

priest beyond 5th level, to a maximum of AC 1 at 17th level. The magic lasts

for five rounds per level of the caster, or until the caster loses

consciousness. If the vestment is worn with other armors, only the best AC

(either the armor or the vestment) is used; this protection is not cumulative

with any other AC protection.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components are the vestment to be enchanted and the priest's holy symbol, which

are not expended.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Meld Into Stone</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Earth)</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 8 rds. + 1d8 rds.<span style='mso-tab-count:

1'> </span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the priest to meld his body and possessions into a single block of

stone. The stone must be large enough to accommodate his body in all three

dimensions. When the casting is complete, the priest and not more than 100 pounds

of nonliving gear merge with the stone. If either condition is violated, the

spell fails and is wasted.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>While in the

stone, the priest remains in contact, however tenuous, with the face of the

stone through which he melded. The priest remains aware of the passage of time.

Nothing that goes on outside the stone can be seen or heard, however. Minor

physical damage to the stone does not harm the priest, but its partial

destruction, if enough so that the caster no longer fits, expels the priest

with 4d8 points of damage. The stone's destruction expels the priest and slays

him instantly, unless he rolls a successful saving throw vs. spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The magic

lasts for 1d8+8 rounds, with the variable part of the duration rolled secretly

by the DM. At any time before the duration expires, the priest can step out of

the stone through the stone surface he entered. If the duration runs out, or

the effect is dispelled before the priest exits the stone, he is violently

expelled and suffers 4d8 points of damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The following

spells harm the priest if cast upon the stone that he is occupying: stone to

flesh expels the priest and inflicts 4d8 points of damage; stone shape causes

4d4 points of damage, but does not expel the priest; transmute rock to mud

expels and slays him instantly unless he rolls a successful saving throw vs.

spell; and passwall expels the priest without damage.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Negative Plane Protection</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Necromantic, Protection</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:4'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:3'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

affords the caster or touched creature partial protection from undead monsters

with Negative Energy plane connections (such as shadows, wights, wraiths,

spectres, or vampires) and certain weapons and spells that drain energy levels.

The negative plane protection spell opens a channel to the Positive Energy

plane, possibly offsetting the effect of the negative energy attack. A

protected creature struck by a negative energy attack is allowed a saving throw

vs. death magic. If successful, the energies cancel with a bright flash of

light and a thunderclap. The protected creature suffers only normal hit point

damage from the attack and does not suffer any drain of experience or Strength,

regardless of the number of levels the attack would have drained. An attacking

undead creature suffers 2d6 points of damage from the positive energy; a

draining wizard or weapon receives no damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This

protection is proof against only one such attack, dissipating immediately

whether or not the saving throw was successful. If the saving throw is failed,

the spell recipient suffers double the usual physical damage, in addition to

the loss of experience or Strength that normally occurs. The protection lasts

for one turn per level of the priest casting the spell, or until the protected

creature is struck by a negative energy attack. This spell cannot be cast on

the Negative Energy plane.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Plant Growth - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Plant</p>

<p class=MsoPlainText>Range: 160 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:1'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

<span style='mso-tab-count:1'> </span>Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The plant

growth spell enables the caster to choose either of two different uses. The

first causes normal vegetation to grow, entwine, and entangle to form a thicket

or jungle that creatures must hack or force a way through at a movement rate of

10 feet per round (or 20 feet per round for larger-than-man-sized creatures).

Note that the area must have brush and trees in it in order for this spell to

take effect. Briars, bushes, creepers, lianas, roots, saplings, thistles,

thorn, trees, vines, and weeds become so thick and overgrown in the area of

effect as to form a barrier. The area of effect is a square 20 feet on a side

per level of experience of the caster, in any square or rectangular shape that

the caster decides upon at the time of the spellcasting. Thus, an 8th-level

caster can affect a maximum area of a 160-foot x 160-foot square, a 320-foot x

80-foot rectangle, a 640-foot x 40-foot rectangle, a 1,280-foot x 20-foot

rectangle, etc. The spell's effects persist in the area until it is cleared by

labor, fire, or such magical means as a dispel magic spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The second use

of the spell affects a one-mile square area. The DM secretly makes a saving

throw (based on the caster's level) to see if the spell takes effect. If

successful, the spell renders plants more vigorous, fruitful, and hardy,

increasing yields by 20% to 50% ([1d4+1] x 10%), given a normal growing season.

The spell does not prevent disaster in the form of floods, drought, fire, or

insects, although even in these cases the plants survive better than expected.

This effect lasts only for the life cycle of one season, the winter

&quot;death&quot; marking the end of a life cycle even for the sturdiest of

trees. In many farming communities, this spell is normally cast at planting

time as part of the spring festivals.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Prayer</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Combat</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: 60-ft. radius <span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

the prayer spell, the priest brings special favor upon himself and his party

and causes harm to his enemies. Those in the area at the instant the spell is

completed are affected for the duration of the spell. When the spell is

completed, all attack and damage rolls and saving throws made by those in the

area of effect who are friendly to the priest gain +1 bonuses, while those of

the priest's enemies suffer -1 penalties. Once the prayer spell is uttered, the

priest can do other things, unlike a chant, which he must continue to make the

spell effective. If another priest of the same religious persuasion (not merely

the same alignment) is chanting when a prayer is cast, the effects combine to

+2 and -2, as long as both are in effect at once.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The priest needs

a silver holy symbol, prayer beads, or a similar device as the material

component of this spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Protection From Fire</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Fire)</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:3'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The effect of

a protection from fire spell differs according to whether the recipient of the

magic is the caster or some other creature. In either case, the spell lasts no

longer than one turn per caster level.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the spell

is cast upon the caster, it confers complete invulnerability to: normal fires

(torches, bonfires, oil fires, and the like); exposure to magical fires such as

fiery dragon breath; spells such as burning hands, fireball, fire seeds, fire storm,

flame strike, and meteor swarm; hell hound or pyrohydra breath, etc. The

invulnerability lasts until the spell has absorbed 12 points of heat or fire

damage per level of the caster, at which time the spell is negated.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the spell

is cast upon another creature, it gives invulnerability to normal fire, gives a

bonus of +4 to saving throw die rolls vs. fire attacks, and reduces damage

sustained from magical fires by 50%.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster's

holy symbol is the material component.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Pyrotechnics - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Fire)</p>

<p class=MsoPlainText>Range: 160 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:3'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: 10 or 100 (TS) fire<span

style='mso-tab-count:2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A pyrotechnics

spell draws on an existing fire source to produce either of two effects, at the

option of the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>First, it can

produce a flashing and fiery burst of glowing, colored aerial fireworks that

lasts one round. Creatures in, under, or within 120 feet of the area that have

an unobstructed line of sight to the effect are blinded for 1d4+1 rounds unless

they roll successful saving throws vs. spell. The fireworks fill a volume 10

times greater than the original fire source.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Second, it can

cause a thick, writhing stream of smoke to arise from the source and form a

choking cloud that lasts for one round per experience level of the caster. This

covers a roughly hemispherical volume from the ground or floor up (or

conforming to the shape of a confined area) that totally obscures vision beyond

2 feet. The smoke fills a volume 100 times that of the fire source.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell uses

one fire source within the area of effect, which is immediately extinguished.

If an extremely large fire is used as the source, it is only partially

extinguished by the casting. Magical fires are not extinguished, although a

fire-based creature (such as a fire elemental) used as a source suffers 1d4

points of damage, plus 1 point of damage per caster level. This spell does not

function under water.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Remove Curse - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Protection</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:1'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:1'> </span>Saving

Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Upon casting

this spell, the priest is usually able to remove a curse on an object, on a

person, or in the form of some undesired sending or evil presence. Note that

the remove curse spell does not remove the curse from a cursed shield, weapon,

or suit of armor, for example, although the spell typically enables the person

afflicted with any such cursed item to get rid of it. Certain special curses

may not be countered by this spell, or may be countered only by a caster of a

certain level or more. A caster of 12th level or more can cure lycanthropy with

this spell by casting it on the animal form. The were-creature receives a

saving throw vs. spell and, if successful, the spell fails and the priest must

gain a level before attempting the remedy on this creature again.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse of

the spell is not permanent; the bestow curse spell lasts for one turn for every

experience level of the priest using the spell. The curse can have one of the

following effects (roll percentile dice): 50% of the time it reduces one

ability of the victim to 3 (the DM randomly determines which ability); 25% of

the time it lowers the victim's attack and saving throw rolls by -4; 25% of the

time it makes the victim 50% likely to drop whatever he is holding (or do

nothing, in the case of creatures not using tools)--roll each round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>It is possible

for a priest to devise his own curse, and it should be similar in power to

those given here. Consult your DM. The subject of a bestow curse spell must be

touched. If the victim is touched, a saving throw is still applicable; if it is

successful, the effect is negated. The bestowed curse cannot be dispelled.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Remove Paralysis</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Protection</p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:4'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:4'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: 1d4 creatures in 20-ft. cube<span

style='mso-tab-count:1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By the use of

this spell, the priest can free one or more creatures from the effects of any

paralyzation or from related magic (such as a ghoul touch, or a hold or slow

spell). If the spell is cast on one creature, the paralyzation is negated. If

cast on two creatures, each receives another saving throw vs. the effect that

afflicts it, with a +4 bonus. If cast on three or four creatures, each receives

another saving throw with a +2 bonus. There must be no physical or magical

barrier between the caster and the creatures to be affected, or the spell fails

and is wasted.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Snare</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Plant</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:5'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Until triggered<span style='mso-tab-count:3'> </span>Casting

Time: 3 rds.</p>

<p class=MsoPlainText>Area of Effect: 2-ft. diameter + 2 in./level<span

style='mso-tab-count:1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the caster to make a snare that is 90% undetectable without magical

aid. The snare can be made from any supple vine, a thong, or a rope. When the

snare spell is cast upon it, the cordlike object blends with its surroundings.

One end of the snare is tied in a loop that contracts around one or more of the

limbs of any creature stepping inside the circle (note that the head of a worm

or snake could be thus ensnared).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If a strong

and supple tree is nearby, the snare can be fastened to it. The magic of the

spell causes the tree to bend and then straighten when the loop is triggered,

inflicting 1d6 points of damage to the creature trapped, and lifting it off the

ground by the trapped member(s) (or strangling it if the head/neck triggered

the snare). If no such sapling or tree is available, the cordlike object

tightens upon the member(s), then wraps around the entire creature, causing no

damage, but tightly binding it. Under water, the cord coils back upon its

anchor point. The snare is magical, so for one hour it is breakable only by

cloud giant or greater Strength (23); each hour thereafter, the snare material

loses magic so as to become 1 point more breakable per hour--22 after two

hours, 21 after three, 20 after four--until six full hours have elapsed. At

that time, 18 Strength will break the bonds. After 12 hours have elapsed, the

materials of the snare lose all magical properties and the loop opens, freeing

anything it held. The snare can be cut with any magical weapon, or with any

edged weapon wielded with at least a +2 attack bonus (from Strength, for

example).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster

must have a snake skin and a piece of sinew from a strong animal to weave into

the cordlike object from which he will make the snare. Only the caster's holy

symbol is otherwise needed.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Speak With Dead</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Divination</p>

<p class=MsoPlainText>Range: 1<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Upon casting a

speak with dead spell, the priest is able to ask several questions of a dead creature

in a set period of time and receive answers according to the knowledge of that

creature. Of course, the priest must be able to converse in the language that

the dead creature once used. The length of time the creature has been dead is a

factor, since only higher level priests can converse with a long-dead creature.

The number of questions that can be answered and the length of time in which

the questions can be asked depend on the level of experience of the priest.

Even if the casting is successful, such creatures are as evasive as possible

when questioned. The dead tend to give extremely brief and limited answers,

often cryptic, and to take questions literally. Furthermore, their knowledge is

often limited to what they knew in life.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A dead creature

of different alignment or of higher level or Hit Dice than the caster's level

receives a saving throw vs. spell. A dead creature that successfully saves can

refuse to answer questions, ending the spell. At the DM's option, the casting

of this spell on a given creature might be restricted to once per week.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The priest

needs a holy symbol and burning incense in order to cast this spell upon the

body, remains, or a portion thereof. The remains are not expended. This spell

does not function under water.</p>

<p class=MsoPlainText>Caster's Level<span style='mso-tab-count:1'> </span>Max.

Length<span style='mso-tab-count:1'> </span> <span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Time<span style='mso-tab-count:1'> </span>No.

of</p>

<p class=MsoPlainText>of Experience<span style='mso-tab-count:2'> </span>of

Time Dead<span style='mso-tab-count:2'> </span>Questioned<span

style='mso-tab-count:1'> </span>Questions</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>1-7<span style='mso-tab-count:3'> </span><span

style='mso-spacerun:yes'> </span>1 week<span style='mso-tab-count:2'> </span><span

style='mso-spacerun:yes'> </span>1 round<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>2</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>7-8<span style='mso-tab-count:3'> </span><span

style='mso-spacerun:yes'> </span>1 month<span style='mso-tab-count:2'> </span><span

style='mso-spacerun:yes'> </span>3 rounds<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>3</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>9-12<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>1 year<span style='mso-tab-count:2'> </span><span

style='mso-spacerun:yes'> </span>1 turn<span style='mso-tab-count:2'> </span><span

style='mso-spacerun:yes'> </span>4</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>13-15<span

style='mso-tab-count:2'> </span><span style='mso-spacerun:yes'>

</span>10 years<span style='mso-tab-count:1'> </span> <span

style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'> </span>2

turns<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>5</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>16-20<span

style='mso-tab-count:2'> </span><span style='mso-spacerun:yes'>

</span>100 years<span style='mso-tab-count:2'> </span><span

style='mso-spacerun:yes'> </span>3 turns<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>6</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>21+<span

style='mso-tab-count:1'> </span>1,000 years<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>1 hour<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>7</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Spike Growth</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration, Enchantment)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Plant</p>

<p class=MsoPlainText>Range: 60 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 3d4 turns + 1/level<span style='mso-tab-count:

2'> </span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: 10-ft. sq./level <span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Wherever any

type of plant growth of moderate size or density is found, this spell can be

used. The ground-covering vegetation or roots and rootlets in the area becomes

very hard and sharply pointed. In effect, the ground cover, while appearing to

be unchanged, acts as if the area were strewn with caltrops. In areas of bare

ground or earthen pits, roots and rootlets act in the same way. For each 10

feet of movement through the area, the victim suffers 2d4 points of damage. He

must also roll a saving throw vs. spell. If this saving throw is failed, the

victim's movement rate is reduced by 1/3 of its current total (but a creature's

movement rate can never be less than 1). This penalty lasts for 24 hours, after

which the character's normal movement rate is regained.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Without the

use of a spell such as true seeing, similar magical aids, or some other special

means of detection (such as detect traps or detect snares and pits), an area

affected by spike growth is absolutely undetectable as such until a victim

enters the area and suffers damage. Even then, the creature cannot determine

the extent of the perilous area unless some means of magical detection is used.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The components

for this spell are the priest's holy symbol and either seven sharp thorns or seven

small twigs, each sharpened to a point.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Starshine</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Evocation, Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Sun</p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: 10-ft. sq./level <span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A starshine spell

enables the caster to softly illuminate an area as if it were exposed to a

clear night sky filled with stars. Regardless of the height of the open area in

which the spell is cast, the area immediately beneath it is lit by starshine.

Vision ranges are the same as those for a bright moonlit night--movement noted

out to 100 yards; stationary creatures seen up to 50 yards; general

identifications made at 30 yards; and recognition at 10 yards. The spell

creates shadows and has no effect on infravision. The area of effect actually

appears to be a night sky, but disbelief of the illusion merely enables the

disbeliever to note that the &quot;stars&quot; are actually evoked lights. This

spell does not function under water.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components are several stalks from an amaryllis plant (especially Hypoxis) and

several holly berries.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Stone Shape - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Earth)</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:1'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 9 cu. ft. + 1 cu. ft./level<span

style='mso-tab-count:1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the caster can form an existing piece of stone into any shape that

suits his purposes. For example, he can make a stone weapon, a special

trapdoor, or a crude idol. By the same token, it enables the spellcaster to

shape a stone door, perhaps so as to escape imprisonment, providing the volume

of stone involved is within the limits of the area of effect. While stone

coffers can be thus formed, stone doors made, etc., the fineness of detail is

not great. If the shaping has moving parts, there is a 30% chance they do not

work.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is soft clay that must be worked into roughly the

desired shape of the stone object, and then touched to the stone when the spell

is uttered.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Summon Insects</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Animal</p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The summon

insects spell attracts a cloud or swarm of normal insects to attack the foes of

the caster. Flying insects appear 70% of the time, while crawling insects

appear 30% of the time. The exact insects called are bees, biting flies,

hornets, or wasps, if flying insects are indicated; biting ants or pinching

beetles, if crawling insects are indicated. A cloud of the flying type, or a

swarm of the crawling sort, appears after the spell is cast. This gathers at a

point chosen by the caster, within the spell's range, and attacks any single

creature the caster points to.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The attacked

creature sustains 2 points of damage if it does nothing but attempt to flee or

fend off the insects during the time it is attacked; it suffers 4 points of

damage per round otherwise. If the insects are ignored, the victim fights with

a -2 penalty to his attack roll and a +2 penalty to his Armor Class. If he

attempts to cast a spell, an initiative roll should be made for the insects to

see if their damage occurs before the spell is cast. If it does, the victim's

concentration is ruined and the spell is lost.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The insects

disperse and the spell ends if the victim enters thick smoke or hot flames.

Besides being driven off by smoke or hot flames, the swarm might possibly be

outrun, or evaded by plunging into a sufficient body of water. If evaded, the

summoned insects can be sent against another opponent, but there will be at

least a 1 round delay while they leave the former opponent and attack the new

victim. Crawling insects can travel only about 10 feet per round (maximum speed

over smooth ground) and flying insects travel 60 feet per round. The caster

must concentrate to maintain the swarm; it dissipates if he moves or is

disturbed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>It is

possible, in underground situations, that the caster might summon 1d4 giant

ants by means of the spell, but the possibility is only 30% unless giant ants

are nearby. This spell does not function under water.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The materials

needed for this spell are the caster's holy symbol, a flower petal, and a bit

of mud or wet clay.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Tree</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Plant</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 6 turns + 1 turn/level<span style='mso-tab-count:

1'> </span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the caster is able to assume the form of a small living tree or

shrub or that of a large dead tree trunk with only a few limbs. Although the

closest inspection cannot reveal that this plant is actually a person, and for

all normal tests he is, in fact, a tree or shrub, the caster is able to observe

all that goes on around him just as if he were in normal form. The Armor Class

and hit points of the plant are those of the caster. The caster can remove the

spell at any time, instantly changing from plant to his normal form and having

full capability for any action normally possible (including spellcasting). Note

that all clothing and gear worn or carried change with the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are the priest's holy symbol and a twig from a tree.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Water Breathing</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Water, Air)</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 hr./level<span style='mso-tab-count:2'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The recipient

of a water breathing spell is able to breathe under water freely for the

duration of the spell--i.e., one hour for each experience level of the caster.

The priest can divide the base duration between multiple characters. Thus, an

8th-level priest can confer this ability to two characters for four hours, four

for two hours, eight for one hour, etc., to a minimum of one half-hour per

character.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse,

air breathing, enables water-breathing creatures to survive comfortably in the

atmosphere for an equal duration. Note that neither version prevents the

recipient creature from breathing in its natural element.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Water Walk</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Water)</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn + 1 turn/level<span style='mso-tab-count:

1'> </span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the caster is able to empower one or more creatures to tread upon

any liquid as if it were firm ground; this includes mud, quicksand, oil,

running water, and snow. The recipient's feet do not touch the surface of the

liquid, but oval depressions of his appropriate foot size and 2 inches deep are

left in the mud or snow. The recipient's rate of movement remains normal. If

cast under water, the recipient is borne toward the surface.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For every

level of the caster above the minimum required to cast the spell (5th level),

he can affect another creature.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components for this spell are a piece of cork and the priest's holy symbol.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Abjure</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Guardian, Summoning</p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell can

send an extraplanar creature back to its own plane of existence. The spell

fails against entities of demigod status or greater, but their servants or

minions can be abjured. If the creature has a specific (proper) name, it must

be known and used. Any magic resistance of the subject must be overcome, or the

spell fails. The priest has a 50% chance of success (a roll of 11 or better on

1d20). The roll is adjusted by the difference in level or Hit Dice between the

caster and the creature being abjured; the number needed is decreased if the

priest has more Hit Dice and increased if the creature has more Hit Dice. If

the spell is successful, the creature is instantly hurled back to its own

plane. The affected creature must survive a system shock check. If the creature

does not have a Constitution score, the required roll is 70% + 2%/Hit Die or

level. The caster has no control over where in the creature's plane the abjured

creature arrives. If the attempt fails, the priest must gain another level

before another attempt can be made on that particular creature.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell

requires the priest's holy symbol, holy water, and some material inimical to

the creature.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Animal Summoning I</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Conjuration, Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Animal, Summoning</p>

<p class=MsoPlainText>Range: 1 mi. radius<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the caster calls up to eight animals that have 4 Hit Dice or less,

of whatever sort the caster names when the summoning is made. Only animals

within range of the caster at the time the spell is cast will come. The caster

can try three times to summon three different types of animals. For example, a

caster first tries to summon wild dogs to no avail, then unsuccessfully tries

to call hawks, and finally calls wild horses that may or may not be within

summoning range. The DM must determine the chance of a summoned animal type

being within the range of the spell. The animals summoned aid the caster by

whatever means they possess, staying until a fight is over, a specific mission

is finished, the caster is safe, he sends them away, etc. Only normal or giant

animals can be summoned; fantastic animals or monsters cannot be summoned by

this spell (no chimerae, dragons, gorgons, manticores, etc.).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Call Woodland Beings</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Summoning</p>

<p class=MsoPlainText>Range: 100 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: Special</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the caster is able to summon certain woodland creatures to his

location. Naturally, this spell works only outdoors, but not necessarily only

in wooded areas. The caster begins the incantation and continues uninterrupted

until some called creature appears or two turns have elapsed. (The

verbalization and somatic gesturing are easy, so this is not particularly

exhausting to the spellcaster.) Only one type of the following sorts of beings

can be summoned by the spell. They come only if they are within the range of

the call.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster can

call three times, for a different type each time. Once a call is successful, no

other type can be called without another casting of the spell. (The DM will

consult his outdoor map or base the probability of any such creature being

within spell range upon the nature of the area the caster is in at the time of

spellcasting.)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The

creature(s) called by the spell are entitled to a saving throw vs. spell (with

a -4 penalty) to avoid the summons. Any woodland beings answering the call are

favorably disposed to the spellcaster and give whatever aid they are capable

of. However, if the caller or members of the caller's party are of evil

alignment, the creatures are entitled to another saving throw vs. spell (this

time with a +4 bonus) when they come within 10 yards of the caster or another

evil character with him. These beings immediately seek to escape if their

saving throws are successful. In any event, if the caster requests that the

summoned creatures engage in combat on his behalf, they are required to roll a

loyalty reaction check based on the caster's Charisma and whatever dealings he

has had with them.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

works with respect to neutral or good woodland creatures, as determined by the

DM. Thus, the DM can freely add to or alter the list as he sees fit.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the caster

personally knows a certain individual woodland being, that being can be

summoned at double the normal range. If this is done, no other woodland

creatures are affected.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If a

percentage chance is given in the accompanying table, druids and other

nature-based priests add 1% per caster level. These chances can be used if no

other campaign information on the area is available.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a pine cone and eight holly berries.</p>

<p class=MsoPlainText>Creature<span style='mso-tab-count:1'> </span>----------------

Type of Woodlands --------------</p>

<p class=MsoPlainText>Type Called<span style='mso-tab-count:1'> </span>Light<span

style='mso-tab-count:2'> </span>Moderate/Sylvan<span style='mso-tab-count:

1'> </span>Dense/Virgin</p>

<p class=MsoPlainText>2d8 brownies<span style='mso-tab-count:1'> </span>30%<span

style='mso-tab-count:1'> </span>20%<span style='mso-tab-count:1'> </span>10%</p>

<p class=MsoPlainText>1d4 centaurs<span style='mso-tab-count:1'> </span>5%<span

style='mso-tab-count:1'> </span>30%<span style='mso-tab-count:1'> </span>5%</p>

<p class=MsoPlainText>1d4 dryads<span style='mso-tab-count:1'> </span>1%<span

style='mso-tab-count:1'> </span>25%<span style='mso-tab-count:1'> </span>15%</p>

<p class=MsoPlainText>1d8 pixies<span style='mso-tab-count:1'> </span>10%<span

style='mso-tab-count:1'> </span>20%<span style='mso-tab-count:1'> </span>10%</p>

<p class=MsoPlainText>1d4 satyrs<span style='mso-tab-count:1'> </span>1%<span

style='mso-tab-count:1'> </span>30%<span style='mso-tab-count:1'> </span>10%</p>

<p class=MsoPlainText>1d6 sprites<span style='mso-tab-count:1'> </span>0%<span

style='mso-tab-count:1'> </span>5%<span style='mso-tab-count:1'> </span>25%</p>

<p class=MsoPlainText>1 treant<span style='mso-tab-count:1'> </span>--<span

style='mso-tab-count:1'> </span>5%<span style='mso-tab-count:1'> </span>25%</p>

<p class=MsoPlainText>1 unicorn<span style='mso-tab-count:1'> </span>--<span

style='mso-tab-count:1'> </span>15%<span style='mso-tab-count:1'> </span>20%</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Cloak of Bravery</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Charm</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span><span

style='mso-tab-count:2'> </span>Components: V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 6</p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The cloak of

bravery spell can be cast upon any willing creature. The protected individual

gains a bonus to his saving throw against any form of fear encountered (but not

awe--an ability of some lesser and greater powers). When cast, the spell can

affect one to four creatures (caster's choice). If only one is affected, the

saving throw bonus is +4. If two are affected, the bonus is +3, and so forth, until

four creatures are protected by a +1 bonus. The magic of the cloak of bravery

spell works only once and then the spell ends, whether or not the creature's

saving throw is successful. The spell ends after eight hours if no saving throw

is required before then.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse of

this spell, cloak of fear, empowers a single creature touched to radiate a

personal aura of fear, at will, out to a 3-foot radius. All other characters

and creatures within this aura must roll successful saving throws vs. spell or

run away in panic for 2d8 rounds. Affected individuals may or may not drop

items, at the DM's option.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell has

no effect upon undead of any sort. The effect can be used only once, and the

spell expires after eight hours if not brought down sooner. Members of the

recipient's party are not immune to the effects of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for the cloak of bravery spell is the feather of an eagle or hawk.

The reverse requires the tail feathers of a vulture or chicken.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Control Temperature, 10' Radius</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Weather</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 4 turns + 1 turn/level<span style='mso-tab-count:

1'> </span>Casting Time: 7</p>

<p class=MsoPlainText>Area of Effect: 10-ft. radius <span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the temperature surrounding the caster can be altered by 10<span

style='mso-spacerun:yes'> </span>F., either upward or downward, per level of

experience of the spellcaster. Thus, a 10th-level caster could raise or lower

the surrounding temperature from 1 to 100 degrees. The spell can be used to

ensure the comfort of the caster and those with him in extreme weather

conditions. The party could stand about in shirt sleeves during the worst

blizzard (although it would be raining on them) or make ice for their drinks

during a scorching heat wave.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell also

provides protection from intense normal and magical attacks. If the extreme oftemperature is beyond what could be affected by the spell (a searing blast of a

fireball or the icy chill of a white dragon), the spell reduces the damage

caused by 5 points for every level of the caster. Normal saving throws are

still allowed, and the reduction is taken after the saving throw is made or

failed. Once struck by such an attack, the spell immediately collapses.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for this spell is a strip of willow bark (to lower temperatures) or

raspberry leaves (to raise temperatures).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Cure Serious Wounds</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Healing</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is a

more potent version of the cure light wounds spell. When laying his hand upon a

creature, the priest heals 2d8+1 points of wound or other injury damage to the

creature's body. This healing cannot affect noncorporeal, nonliving, or

extraplanar creatures.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Cause serious

wounds, the reverse of the spell, operates similarly to the cause light wounds

spell, the victim having to be touched first. If the touch is successful, 2d8+1

points of damage are inflicted.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Detect Lie</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Divination</p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A priest who

casts this spell is immediately able to determine if the subject creature

deliberately and knowingly speaks a lie. It does not reveal the truth, uncover

unintentional inaccuracies, or necessarily reveal evasions. The subject

receives a saving throw vs. spell, which is adjusted only by the Wisdom of the

caster--for example, if the caster has a Wisdom of 18, the subject's saving

throw roll is reduced by 4 (see Table 5: Wisdom).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for the detect lie spell is one gp worth of gold dust.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell's

reverse, undetectable lie, prevents the magical detection of lies spoken by the

creature for 24 hours.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse

requires brass dust as its material component.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Divination</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Divination</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A divination spell

is used to garner a useful piece of advice concerning a specific goal, event,

or activity that will occur within a one-week period. This can be as simple as

a short phrase, or it might take the form of a cryptic rhyme or omen. Unlike

the augury spell, this gives a specific piece of advice.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For example,

if the question is &quot;Will we do well if we venture to the third

level?&quot; and a terrible troll guarding 10,000 gp and a shield +1 lurks near

the entrance to the level (the DM estimates the party could beat the troll

after a hard fight), the divination response might be: &quot;Ready oil and open

flame light your way to wealth.&quot; In all cases, the DM controls what

information is received and whether additional divinations will supply

additional information. Note that if the information is not acted upon, the

conditions probably change so that the information is no longer useful (in the

example, the troll might move away and take the treasure with it).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The base

chance for a correct divination is 60%, plus 1% for each experience level of

the priest casting the spell. The DM makes adjustments to this base chance

considering the actions being divined (if, for example, unusual precautions

against the spell have been taken). If the dice roll is failed, the caster

knows the spell failed, unless specific magic yielding false information is at

work.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of the divination spell are a sacrificial offering, incense, and the

holy symbol of the priest. If an unusually important divination is attempted,

sacrifice of particularly valuable gems, jewelry, or magical items may be

required.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Free Action</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Abjuration, Enchantment)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Charm</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the creature touched to move and attack normally for the duration of

the spell, even under the influence of magic that impedes movement (such as web

or slow spells) or while under water. It even negates or prevents the effects

of paralysis and hold spells. Under water, the individual moves at normal

(surface) speed and inflicts full damage, even with such cutting weapons as

axes and swords and with such smashing weapons as flails, hammers, and maces,

provided that the weapon is wielded in the hand rather than hurled. The free

action spell does not, however, allow water breathing without further

appropriate magic.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is a leather thong, bound around the arm or similar appendage, which

disintegrates when the spell expires.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Giant Insect</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Animal</p>

<p class=MsoPlainText>Range: 20 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: 1 to 6 insects<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the priest can turn one or more normal-sized insects into larger

forms resembling the giant insects described in the Monstrous Manual. Only one

type of insect can be altered at one time (i.e., a single casting cannot affect

both an ant and a fly) and all insects affected must be grown to the same size.

The number of insects and the size to which they can be grown depends upon the

priest's level:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Priest's<span

style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'>

</span>Insect<span style='mso-tab-count:1'> </span>Maximum</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Level<span

style='mso-tab-count:1'> </span>Hit Dice<span style='mso-tab-count:1'> </span>Total

HD</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>7-9<span style='mso-tab-count:2'> </span><span

style='mso-spacerun:yes'> </span>3<span style='mso-tab-count:2'> </span><span

style='mso-spacerun:yes'> </span>9</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>10-12<span

style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'> </span>4<span

style='mso-tab-count:2'> </span><span style='mso-spacerun:yes'>

</span>12</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>13+<span style='mso-tab-count:2'> </span><span

style='mso-spacerun:yes'> </span>6<span style='mso-tab-count:2'> </span><span

style='mso-spacerun:yes'> </span>15</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For example, an

8th-level priest can grow three insects to 3 Hit Dice, four insects to 2 Hit

Dice, or nine insects to 1 Hit Die. Flying insects of 3 Hit Dice or more can

carry a rider of human size (assume that such can carry 80 pounds per Hit Die).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the casting

is interrupted for any reason, or if the insects are currently subject to any

other magical effect (including this one), the insects die and the spell is

ruined. The DM decides how many normal insects of what type are available; this

is often a greater limitation on the spell than the limits above.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the insect

created by this spell matches an existing monster description, use the monster

description. Otherwise, unless the DM creates a special description, the giant

form has an Armor Class of between 8 and 4, one attack, and inflicts 1d4 points

of damage per Hit Die.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For example, a

14th-level priest uses the giant insect spell to enlarge one beetle (all that

is available) to 6 HD size. The DM decides the beetle has AC 5 and bites once

for 6d4 points of damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note that the

spell works only on actual insects. Arachnids, crustaceans, and other types of

small creatures are not affected. Any giant insects created by this spell do

not attempt to harm the priest, but the priest's control of such creatures is

limited to simple commands (&quot;attack,&quot; &quot;defend,&quot;

&quot;guard,&quot; and so forth). Orders to attack a certain creature when it

appears or guard against a particular occurrence are too complex. Unless

commanded to do otherwise, the giant insects attempt to attack whoever or

whatever is near them.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse of

the spell, shrink insect, reduces any giant insect to normal insect size. The

number of Hit Dice affected by the priest is subtracted from the number of Hit

Dice of the insects, and any insect reduced to 0 Hit Dice has been shrunk.

Partial shrinking is ignored; an insect is either shrunk or unaffected. Thus, a

9th-level priest attacked by giant ants could shrink three warrior ants or four

worker ants to normal insect size with no saving throw. This spell has no effect

on intelligent insectlike creatures.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The priest

must use his holy symbol for either version of the spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Hallucinatory Forest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Illusion/Phantasm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Plant</p>

<p class=MsoPlainText>Range: 80 yds.<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:1'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: 40-ft. sq./level <span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, a hallucinatory forest comes into existence. The illusionary

forest appears to be perfectly natural and is indistinguishable from a real

forest. Priests attuned to the woodlands--as well as such creatures as

centaurs, dryads, green dragons, nymphs, satyrs, and treants--recognize the

forest for what it is. All other creatures believe it is there, and movement

and order of march are affected accordingly. Touching the illusory growth

neither affects the magic nor reveals its nature. The hallucinatory forest

remains until it is magically dispelled by a reverse of the spell or a dispel

magic spell. The area shape is either roughly rectangular or square, in

general, and at least 40 feet deep, in whatever location the caster desires.

The forest can be of less than maximum area if the caster wishes. One of its

edges can appear up to 80 yards away from the caster.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Hold Plant</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Plant</p>

<p class=MsoPlainText>Range: 80 yds.<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:1'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: 1d4 plants in 40-ft. sq.<span

style='mso-tab-count:1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The hold plant

spell affects vegetable matter as follows: 1) it causes ambulatory vegetation

to cease moving; 2) it prevents vegetable matter from entwining, grasping, closing,

or growing; 3) it prevents vegetable matter from making any sound or movement

that is not caused by wind. The spell effects apply to all forms of vegetation,

including parasitic and fungoid types, and those magically animated or

otherwise magically empowered. It affects such monsters as green slime, molds

of any sort, shambling mounds, shriekers, treants, etc. The duration of a hold

plant spell is one round per level of experience of the caster. It affects 1d4

plants in a 40-foot x 40-foot area, or a square 4 to 16 yards on a side of

small ground growth such as grass or mold. If only one plant (or 4 yards

square) is chosen as the target for the spell by the caster, the saving throw

of the plant (or area of plant growth) is made with a -4 penalty to the die

roll; if two plants (or 8 yards square) are the target, saving throws suffer a

-2 penalty; if three plants (or 12 yards square) are the target, saving throws

suffer a -1 penalty; and if the maximum of four plants (or 16 yards square) are

the target, saving throws are unmodified.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Imbue With Spell Ability</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Enchantment)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Charm</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Until used<span style='mso-tab-count:1'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: Person touched<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By the use of this

spell, the priest can transfer a limited number and selection of his currently

memorized spells, and the ability to cast them, to another person. Only

nonspellcasters (including rangers under 8th level and paladins under 9th

level) can receive this bestowal; the imbue with spell ability enchantment does

not function for those belonging to spellcasting classes, for unintelligent

monsters, nor for any individual with less than 1 full Hit Die. In addition,

the person thus imbued must have a Wisdom score of 9 or higher. Only priest

spells of an informational or defensive nature or a cure light wounds spell can

be transferred. Transferring any other spell type negates the entire attempt,

including any allowable spells that were chosen. Higher level persons canreceive more than one spell at the priest's option:</p>

<p class=MsoPlainText>Level of Recipient<span style='mso-tab-count:1'> </span>Spells

Imbued</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>1<span

style='mso-tab-count:4'> </span>One 1st-level spell</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>3<span

style='mso-tab-count:4'> </span>Two 1st-level spells</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>5+<span

style='mso-tab-count:3'> </span>Two 1st- and one 2nd-level

spells</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The

transferred spell's variable characteristics (range, duration, area of effect,

etc.) function according to the level of the priest originally imbuing the

spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A priest who

casts imbue with spell ability upon another character loses the number of 1st-

and 2nd-level spells he has imbued until the recipient uses the transferred

spells or is slain. For example, a 7th-level priest with five 1st- and four

2nd-level spells imbues a 10th-level fighter with a cure light wounds spell and

a slow poison spell. The cleric now can have only four 1st-level spells

memorized until the cure is cast and only three 2nd-level spells until the slow

poison is cast, or until the fighter is killed. In the meantime, the priest

remains responsible to his ethos for the use to which the spell is put.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components for this spell are the priest's holy symbol, plus some minor item

from the recipient that is symbolic of his profession (a lockpick for a thief,

etc.). This item, and any material component for the imbued spell, is consumed

when the imbue with spell ability spell is cast.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Lower Water - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; ></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Water)</p>

<p class=MsoPlainText>Range: 120 yds.<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The lower

water spell causes water or similar fluid in the<span

style='mso-spacerun:yes'> </span>area of effect to sink away to a minimum

depth of 1 inch. The depth can be lowered by up to 2 feet for every experience

level of the priest. The water is lowered within a square area whose sides are

10 feet long per caster level. Thus, an 8th-level priest affects a volume up to

16 feet x 80 feet x 80 feet, a 9th-level caster affects a volume up to 18 feet

x 90 feet x 90 feet, and so on. In extremely large and deep bodies of water,

such as deep ocean, the spell creates a whirlpool that sweeps ships and similar

craft downward, putting them at risk and rendering them unable to leave by

normal movement for the duration of the spell. When cast on water elementals

and other water-based creatures, this spell acts as a slow spell: The creature

moves at half speed and makes half its usual number of attacks each round. The

spell has no effect on other creatures.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Its reverse,

raise water, causes water or similar fluids to return to their highest natural

level: spring flood, high tide, etc. This can make fords impassable, float

grounded ships, and may even sweep away bridges at the DM's option. It negates

lower water and vice versa.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are the priest's holy (or unholy) symbol and a pinch

of dust.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Neutralize Poison</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Healing</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:7'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:6'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: 1 creature or 1 cu. ft. of substance/2

levels<span style='mso-tab-count:2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of a

neutralize poison spell, the priest detoxifies any sort of venom in the

creature or substance touched. Note that an opponent, such as a poisonous

reptile or snake (or even an envenomed weapon of an opponent) unwilling to be

so touched requires the priest to roll a successful attack in combat. This

spell can prevent death in a poisoned creature if cast before death occurs. The

effects of the spell are permanent only with respect to poison existing in the

touched creature at the time of the touch; thus, creatures (and objects) that

generate new poison are not permanently detoxified.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reversed

spell, poison, likewise requires a successful attack roll, and the victim is

allowed a saving throw vs. poison. If the latter is unsuccessful, the victim is

incapacitated and dies in one turn unless the poison is magically neutralized

or slowed.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Plant Door</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Plant</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The plant door

spell opens a magical portal or passageway through trees, undergrowth,

thickets, or any similar growth--even growth of a magical nature. The plant

door is open to the caster who cast the spell, casters of a higher level, or

dryads; others must be shown the location of the door. The door even enables

the caster to enter a solid tree trunk and remain hidden there until the spell

ends. The spell also enables the passage or hiding of any man-sized or smaller

creature; hiding is subject to space considerations. If the tree is cut down or

burned, those within must leave before the tree falls or is consumed, or else

they are killed also. The duration of the spell is one turn per level of

experience of the caster. If the caster opts to stay within an oak, the spell

lasts nine times longer than normal; if within an ash tree, it lasts three

times longer. The path created by the spell is up to 4 feet wide, 8 feet high,

and 12 feet long per level of experience of the caster. This spell does not

function on plant-based monsters (shambling mounds, molds, slimes, treants,

etc.).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components for this spell are a piece of charcoal and the caster's holy symbol.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Produce Fire</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Fire)</p>

<p class=MsoPlainText>Range: 40 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd.<span style='mso-tab-count:3'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: 12-ft. sq.<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of this

spell, the caster creates a common fire of up to 12 feet per side in area.

Though it lasts only a single round (unless it ignites additional flammable

material), the fire produced by the spell inflicts 1d4 points of damage plus 1

point per caster level (1d4 + 1/level) upon creatures within its area. It

ignites combustible materials, such as cloth, oil, paper, parchment, wood, and

the like, so as to cause continued burning.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse,

quench fire, extinguishes any normal fire (coals, oil, tallow, wax, wood, etc.)

within the area of effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for either version is a paste of sulfur and wax, formed into a ball

and thrown at the target.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Protection From Evil, 10' Radius - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; ></p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Protection</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: 10-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The globe of

protection of this spell is identical in all respects to that of a protection

from evil spell, except that it encompasses a much larger area and its duration

is greater. The effect is centered on and moves with the creature touched. Any

protected creature within the circle will break the warding against

enchanted/summoned monsters if he attacks those monsters. A creature unable to

fit completely into the area of effect (for example, a 21-foot-tall titan)

remains partially exposed and subject to whatever penalties the DM decides. If

such a creature is the recipient of the spell, the spell acts as a normal

protection from evil spell for that creature only.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse,

protection from good, 10' radius, wards against good creatures.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>To complete

this spell, the priest must trace a circle 20 feet in diameter using holy (or

unholy) water and incense (or smoldering dung), according to the protection

from evil spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Protection From Lightning</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Protection, Weather</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The effect of

a protection from lightning spell changes depending on who is the recipient of

the magic--the caster or some other creature. In either case, the spell lasts

no longer than one turn per caster level.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the spell

is cast upon the caster, it confers complete invulnerability to electrical

attack such as dragon breath, or magical lightning such as lightning bolt,

shocking grasp, storm giant, will 'o wisp, etc., until the spell has absorbed

10 points of electrical damage per level of the caster, at which time the spell

is negated.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the spell

is cast upon another creature, it gives a bonus of +4 to the die roll for

saving throws made vs. electrical attacks, and it reduces the damage sustained

from such attacks by 50%.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster's

holy symbol is the material component.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Reflecting Pool</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Divination</p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 2 hrs.</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the caster to cause a pool of normal water found in a natural setting

to act as a scrying device. The pool can be of no greater diameter than 2 feet

per level of the caster. The effect is to create a scrying device similar to a

crystal ball. The scrying can extend only to the Ethereal Plane and the Inner

Planes (which includes the paraelemental planes, the Demiplane of Shadow,

etc.). General notes on scrying, detection by the subject, and penalties for

attempting to scry beyond the caster's own plane are given in the DMG, as well

as a description of the crystal ball item.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The following

spells can be cast through a reflecting pool, with a 5% per level chance for

operating correctly: detect magic, detect snares and pits, and detect poison.

Each additional detection attempt requires a round of concentration, regardless

of success. Infravision, if available, operates normally through the reflecting

pool.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The image is

nearly always hazy enough to prevent the reading of script of any type.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component is the oil extracted from such nuts as the hickory and the walnut,

refined, and dropped in three measures upon the surface of the pool. (A measure

need be no more than a single ounce of oil.)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>At the DM's

option, the casting of this spell may be limited to once per day.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Repel Insects</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Abjuration, Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Animal, Protection</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 10-ft. radius<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the priest creates an invisible barrier to all sorts of insects,

and normal insects do not approach within 10 feet of the caster while the spell

is in effect. Giant insects with Hit Dice less than 1/3 of the caster's

experience level are also repelled (for example, 2 Hit Dice for 7th- to

9th-level casters, 3 Hit Dice at 10th through 12th level, etc.). Insects with

more Hit Dice can enter the protected area if the insect is especially

aggressive and, in addition, rolls a successful saving throw vs. spell. Those

that do sustain 1d6 points of damage from passing through the magical barrier.

Note that the spell does not in any way affect arachnids, myriapods, and

similar creatures--it affects only true insects.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of the repel insects spell include any one of the following: several

crushed marigold flowers, a whole crushed leek, seven crushed stinging nettle

leaves, or a small lump of resin from a camphor tree.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Speak With Plants</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Plant</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 30-ft. radius<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When cast, a speak

with plants spell enables the priest to converse, in very rudimentary terms,

with all sorts of living vegetables (including fungi, molds, and plantlike

monsters, such as shambling mounds) and to exercise limited control over normal

plants (i.e., not monsters or plantlike creatures). Thus, the caster can

question plants as to whether or not creatures have passed through them, cause

thickets to part to enable easy passage, require vines to entangle pursuers,

and command similar services. The spell does not enable plants to uproot

themselves and move about, but any movements within the plants' normal

capabilities are possible. Creatures entangled by the 1st-level spell of that

name can be released. The power of the spell lasts for one round for each experience

level of the casting priest. All vegetation within the area of effect is

affected by the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components for this spell are a drop of water, a pinch of dung, and a flame.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Spell Immunity</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Protection</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span><span

style='mso-tab-count:2'> </span>Components: V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the priest renders a creature touched immune to the effects of a

specified spell of 4th level or lower. It protects against spells, spell-like

effects of magical items, and innate spell-like abilities of creatures. It does

not protect against breath weapons or gaze attacks of any type.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell has

several additional limitations. First, the caster must have directly experienced

the effect of the specified spell. For example, if the caster has been attacked

by a fireball spell at some time, he can use the spell immunity spell to

provide protection from a fireball. Second, the spell cannot affect a creature

already magically protected by a potion, protective spell, ring, or other

device. Third, only a particular spell can be protected against, not a certain

sphere of spells or a group of spells that are similar in effect; thus, a

creature given immunity to the lightning bolt spell is still vulnerable to a

shocking grasp spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for spell immunity is the same as that for the spell to be protected

against.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Sticks to Snakes</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Plant</p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2 rds./level<span style='mso-tab-count:2'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: 1d4 sticks+1 stick/l in 10-ft.cube<span

style='mso-tab-count:2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the caster can change 1d4 sticks, plus one stick per experience level,

into snakes; thus, a 9th-level priest can change 10-13 sticks into an equal

number of snakes. These snakes attack as commanded by the priest. There must,

of course, be sticks or similar pieces of wood (such as torches, spears, etc.)

to turn into snakes. Such a stick cannot be larger than a staff. Sticks held by

creatures are allowed a saving throw equal to that of the possessor (i.e., a

spear held by an orc must roll the orc's saving throw vs. polymorph). Magical

items, such as staves and enchanted spears, are not affected by the spell. Only

sticks within the area of effect are changed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The type of

snake created varies, but a typical specimen has 2 Hit Dice, Armor Class 6, a

movement rate of 9, and either constricts for 1d4+1 points of damage per round

or bites for 1 point plus poison (if any). The chance of a snake thus changed

being venomous is 5% per caster level, if the spellcaster desires. Thus, an

11th-level priest has a maximum 55% chance that any snake created by the spell

is poisonous. The spell lasts for two rounds for each experience level of the

spellcaster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of the spell are a small piece of bark and several snake scales.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse

spell changes normal-sized snakes to sticks for the same duration, or it

negates the sticks to snakes spell according to the level of the priest

countering the spell (for example, a 10th-level priest casting the reverse

spell can turn 11-14 snakes back into sticks).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Tongues - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Divination</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 turn<span style='mso-tab-count:1'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the caster to speak and understand additional languages, whether they

are racial tongues or regional dialects, but not communications of animals or

mindless creatures. When the spell is cast, the spellcaster selects the

language or languages to be understood. The spell then empowers the caster with

the ability to speak and understand the language desired with perfect fluency

and accent. The spell enables the priest to be understood by all speakers of

that language within hearing distance, usually 60 feet. This spell does not

predispose the subject toward the caster in any way. The priest can speak one

additional tongue for every three levels of experience.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse of

the spell cancels the effect of the tongues spell or confuses verbal

communication of any sort within the area of effect.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Air Walk</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Air)</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 hour + 1 turn/level<span style='mso-tab-count:

2'> </span>Casting Time: 8</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables a creature, which can be as big as the largest giant, to tread upon air

as if it were walking on solid ground. Moving upward is similar to walking up a

hill. A maximum upward angle of 45 degrees is possible at one-half the

creature's movement rate, as is a maximum downward angle of 45 degrees at the

normal movement rate. An air-walking creature is in control of its movement,

except when a strong wind is blowing. In this case, the creature gains or loses

10 feet of movement for every 10 miles per hour of wind velocity. The creature

can, at the DM's option, be subject to additional penalties in exceptionally

strong or turbulent winds, such as loss of control of movement or suffering

physical damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell can

be placed upon a trained mount, so it can be ridden through the air. Of course,

a mount not accustomed to such movement would certainly need careful and

lengthy training, the details for which are up to the DM.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components for the spell are the priest's holy symbol and a bit of thistledown.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Animal Growth - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; ></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Animal</p>

<p class=MsoPlainText>Range: 80 yds.<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2 rds./level<span style='mso-tab-count:2'> </span>Casting

Time: 8</p>

<p class=MsoPlainText>Area of Effect: Up to 8 animals<span style='mso-tab-count:

1'> </span>in 20-ft.sq.<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is released, the caster causes up to eight animals within a

20-foot-square area to grow to twice their normal size. The effects of this

growth are doubled Hit Dice (with resultant improvement in attack potential),

doubled hit points (except hit points added to Hit Dice), and doubled damage in

combat. Movement and AC are not affected. The spell lasts for two rounds for

each level of the caster. The spell is particularly useful in conjunction with

a charm person or mammal spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse

reduces animal size by one-half, and likewise reduces Hit Dice, hit points,

attack damage, etc.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component for this spell and its reverse is the caster's holy symbol and a

scrap of food.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Animal Summoning II</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Animal, Summoning</p>

<p class=MsoPlainText>Range: 60 yds./level<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 8</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the caster calls up to six animals of 8 Hit Dice or less, or 12 animals

of 4 Hit Dice or less--of whatever sort the caster names. Only animals within

range of the caster at the time the spell is cast will come. The caster can try

three times to summon three different types of animals. For example, suppose

that wild dogs are first summoned to no avail, then hawks are unsuccessfully

called, and finally the caster calls for wild horses. The DM determines the

chance of a summoned animal type being within range of the spell. The animals

summoned aid the caster by whatever means they possess, staying until a fight

is over, a specific mission is finished, the caster is safe, he sends them

away, etc. Only normal or giant animals can be summoned; fantastic animals or

monsters cannot be effected by this spell (no chimerae, dragons, gorgons,

manticores, etc.).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Anti-Plant Shell</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Plant, Protection</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'> </span>Casting

Time: 8</p>

<p class=MsoPlainText>Area of Effect: 15-ft. diameter<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The anti-plant

shell spell creates an invisible, mobile barrier that keeps all creatures

within the shell protected from attacking plants or vegetable creatures such as

shambling mounds or treants. Any attempt to force the barrier against such

creatures shatters the barrier immediately. The spell lasts for one turn for

each experience level of the caster.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Atonement</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: All</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 1 person<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is

used by the priest to remove the burden of unwilling or unknown deeds from the

person who is the subject of the atonement. The spell removes the effects of

magical alignment changes as well. The person seeking the atonement spell must

either be truly repentant or not have been in command of his own will when the

acts to be atoned for were committed. The DM will judge this spell in this

regard, noting any past instances of its use upon the person. Deliberate

misdeeds and acts of knowing and willful nature cannot be atoned for with this

spell (see the quest spell). A character who refuses to accept an atonement is

automatically considered to have committed a willful misdeed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The priest

needs his religious symbol, prayer beads or wheel or book, and burning incense.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Commune</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Divination</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By use of a

commune spell, the priest is able to contact his deity--or agents thereof--and

request information in the form of questions that can be answered by a simple

&quot;yes&quot; or &quot;no.&quot; The priest is allowed one such question for

every experience level he has attained. The answers given are correct within

the limits of the entity's knowledge. &quot;I don't know&quot; is a legitimate

answer, as powerful outer planar beings ar not necessarily omniscient.

Optionally, the DM may give a single short answer of five words or less. The

spell will, at best, provide information to aid character decisions. Entities communed

with structure their answers to further their own purposes. It is probable that

the DM will limit the use of commune spells to one per adventure, one per week,

or even one per month, for the greater powers dislike frequent interruptions.

Likewise, if the caster lags, discusses the answers, or goes off to do anything

else, the spell immediately ends.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components necessary for a commune spell are the priest's religious symbol,

holy (unholy) water, and incense. If a particularly potent commune is needed, a

sacrifice proportionate with the difficulty of obtaining the information is

required. If the offering is insufficient, no information or only partial

information is gained.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Commune With Nature</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Divination, Elemental</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the caster to become one with nature, thus being empowered with

knowledge of the surrounding territory. For each level of experience of the

caster, he can &quot;know&quot; one fact--ahead, left, or right, about the

following subjects: the ground, plants, minerals, bodies of water, people,

general animal population, presence of woodland creatures, etc. The presence of

powerful unnatural creatures also can be detected, as can the general state of

the natural setting. The spell is most effective in outdoor settings, operating

in a radius of one-half mile for each level of the caster. In natural

underground settings--caves, cavern, etc.--the range is limited to 10 yards per

caster level. In constructed settings (dungeons and towns), the spell will not

function. The DM may limit the casting of this spell to once per month.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Control Winds</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Weather</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:4'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:3'> </span>Casting

Time: 8</p>

<p class=MsoPlainText>Area of Effect:40-ft./level radius<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of a

control winds spell, the caster is able to alter wind force in the area of

effect. For every three levels of experience, the caster can increase or

decrease wind force by one level of strength. Wind strengths are as follows:</p>

<p class=MsoPlainText>Wind Force<span style='mso-tab-count:2'> </span>Miles

Per Hour</p>

<p class=MsoPlainText>Light Breeze<span style='mso-tab-count:2'> </span><span

style='mso-spacerun:yes'> </span>2-7</p>

<p class=MsoPlainText>Moderate Breeze<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>8-18</p>

<p class=MsoPlainText>Strong Breeze<span style='mso-tab-count:2'> </span>19-31</p>

<p class=MsoPlainText>Gale<span style='mso-tab-count:4'> </span>32-54</p>

<p class=MsoPlainText>Storm<span style='mso-tab-count:3'> </span>55-72</p>

<p class=MsoPlainText>Hurricane<span style='mso-tab-count:2'> </span>73-176</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Winds in

excess of 19 miles per hour drive small flying creatures--those eagle-sized and

under--from the skies, severely affect missile accuracy, and make sailing

difficult. Winds in excess of 32 miles per hour drive even man-sized flying

creatures from the skies and cause minor ship damage. Winds in excess of 55

miles per hour drive all flying creatures from the skies, uproot small trees,

knock down wooden structures, tear off roofs, and endanger ships. Winds in

excess of 73 miles per hour are of hurricane force.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>An

&quot;eye&quot; of 40-foot radius, in which the wind is calm, exists around the

caster. Note that while the spell can be used underground, if the spell is<span

style='mso-spacerun:yes'> </span>cast in an area smaller than the area of

effect, the eye shrinks 1 foot for every foot of confinement. For example, if

the area of effect is a 360-foot area, the eye shrinks by 10 feet to a 30-foot

radius; a space under 320 feet in a radius would eliminate the eye and subject

the spellcaster to the effects of the wind. Once the spell is cast, the wind

force increases or decreases by 3 miles per hour per round until the maximum or

minimum speed is attained. The caster, with one round of complete

concentration, can stabilize the wind at its current strength, or set it to

increase or decrease. However, the rate of the change cannot be altered. The

spell remains in force for one turn for each level of experience of the caster.

When the spell is exhausted, the force of the wind wanes or waxes at the same

rate, until it reaches the level it was at before the spell took effect.

Another caster can use a control winds spell to counter the effects of a like

spell up to the limits of his own ability.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Cure Critical Wounds</name><desc><body style=font-family:Arial; font-size: 12pt; ></p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Healing</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 8</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The cure

critical wounds spell is a very potent version of the cure light wounds spell.

The priest lays his hand upon a creature and heals 3d8+3 points of damage from

wounds or other damage. The spell does not affect creatures without corporeal

bodies, those of extraplanar origin, or those not living.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reversed

spell, cause critical wounds, operates in the same fashion as other causes

wounds spells, requiring a successful touch to inflict the 3d8+3 points of

damage. Caused wounds heal via the same methods as do wounds of other sorts.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Dispel Evil</name><desc><body style=font-family:Arial; font-size: 12pt; ></p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Protection, Summoning</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 8</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The priest

using this spell causes a summoned creature of evil nature, an evil creature

from another plane, or a creature summoned by an evil caster, to return to its

own plane or place when the caster successfully strikes it in melee combat.

Examples of such creatures are aerial servants, djinn, efreet, elementals, and

invisible stalkers. An evil enchantment (such as a charm spell cast by an evil

creature) that is subject to a normal dispel magic spell can be automatically

dispelled by the dispel evil spell. This spell lasts for a maximum of one round

for each experience level of the caster, or until expended. While the spell is

in effect, all creatures that could be affected by it fight with a -7 penalty

to their attack rolls when engaging the spellcaster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse of

the spell, dispel good, functions against summoned or enchanted creatures of

good alignment or creatures that have been sent to aid the cause of good.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components for this spell are the priest's religious object and holy (or

unholy) water.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Flame Strike</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Combat</p>

<p class=MsoPlainText>Range: 60 yds.<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:2'> </span>Casting

Time: 8</p>

<p class=MsoPlainText>Area of Effect: 5 ft. radius x 30 ft. column<span

style='mso-tab-count:2'> </span>Saving Throw: ½</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the

priest evokes a flame strike spell, a vertical column of fire roars downward in

the location called for by the caster. Any creatures within the area of effect

must roll a saving throw vs. spell. Failure means the creature sustains 6d8

points of damage; otherwise, the damage is halved.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component

of this spell is a pinch of sulphur.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

</FONT><B></body></desc></spell>

<spell><name>Insect Plague</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Combat</p>

<p class=MsoPlainText>Range: 120 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 2 rds./level<span style='mso-tab-count:3'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 180 ft. x 60 ft. cloud<span

style='mso-tab-count:2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast by the priest, a horde of creeping, hopping, and flying insects

gather and swarm in a thick cloud. In an environment free of normal insects,

the spell fails. The insects obscure vision, limiting it to 10 feet.

Spellcasting within the cloud is impossible. Creatures in the insect plague,

regardless of Armor Class, sustain 1 point of damage for each round they remain

within, due to the bites and stings of the insects. Invisibility is no

protection. All creatures with 2 or fewer Hit Dice will automatically move at

their fastest possible speed in a random direction until they are more than 240

yards away from the insects. Creatures with fewer than 5 Hit Dice must check

morale; failure means they run as described above.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Heavy smoke

drives off insects within its bounds. Fire also drives insects away. For

example, a wall of fire in a ring shape keeps a subsequently cast insect plague

outside its confines, but a fireball spell simply clears insects from its blast

area for one round. A single torch is ineffective against this vast horde of

insects. Lightning, cold, or ice are likewise ineffective, while a strong wind

that covers the entire plague area disperses the insects and ends the spell.

The plague lasts two rounds for each level of the caster, and thereafter the

insects disperse. The insects swarm in an area that centers around a summoning

point determined by the spellcaster. The point can be up to 120 yards away from

the priest. The insect plague does not move thereafter for as long as it lasts.

Note that the spell can be countered by a dispel magic spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a few granules of sugar, some kernels of grain,

and a smear of fat.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Magic Font</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Divination</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 1 hour</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell

causes a holy water font to serve as a scrying device. The spell does not

function unless the priest is in good standing with his deity. The basin of

holy water becomes similar to a crystal ball. For each vial of capacity of the

basin, the priest may scry for one round, up to a maximum of one hour. Thus,

the duration of the magic font spell is directly related to the size of the

holy water receptacle. The DM will know the chances of a character being able

to detect scrying.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The priest's

holy symbol and the font and its trappings are not consumed by the spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Moonbeam</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Evocation, Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Sun</p>

<p class=MsoPlainText>Range: 60 yds. + 10 yds./level<span style='mso-tab-count:

2'> </span>Components: V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: 5 ft. radius + special<span

style='mso-tab-count:2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the caster is able to cause a beam of soft, pale light to strike

down from overhead and illuminate whatever area he is pointing at. The light is

exactly the same as moonlight, so that colors other than shades of black, gray,

or white are vague. The spellcaster can easily make the moonbeam move to any

area that he can see and point to. This makes the spell an effective way to

spotlight something, an opponent, for example. While the moonbeam spell does

not eliminate all shadows, a creature centered in a moonbeam is most certainly

visible. The reflected light from this spell enables dim visual perception 10

yards beyond the area of effect, but it does not shed a telltale glow that

would negate surprise. The light does not adversely affect infravision. The

caster can dim the beam to near darkness if desired. The beam has, in addition,

all the properties of true moonlight and can induce a lycanthropic change (of a

creature in the beam), unless the DM rules otherwise.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components are several seeds of any moonseed plant and a piece of opalescent

feldspar (moonstone).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Pass Plant</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Plant</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 8</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By using this

spell, the caster is able to enter a tree and move from inside it to inside

another tree. The second tree must lie in approximately the direction desired by

the spell user and must be within the range shown in the following table.</p>

<p class=MsoPlainText>Type of Tree<span style='mso-tab-count:2'> </span>Range

of Area of Effect</p>

<p class=MsoPlainText>Oak<span style='mso-tab-count:1'> </span>600 yards</p>

<p class=MsoPlainText>Ash<span style='mso-tab-count:1'> </span>540 yards</p>

<p class=MsoPlainText>Yew<span style='mso-tab-count:1'> </span>480 yards</p>

<p class=MsoPlainText>Elm<span style='mso-tab-count:1'> </span>420 yards</p>

<p class=MsoPlainText>Linden<span style='mso-tab-count:1'> </span>360

yards</p>

<p class=MsoPlainText>deciduous<span style='mso-tab-count:1'> </span>300

yards</p>

<p class=MsoPlainText>coniferous<span style='mso-tab-count:1'> </span>240

yards</p>

<p class=MsoPlainText>other<span style='mso-tab-count:1'> </span>180 yards</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The tree entered

and that receiving the caster must be of the same type, must both be living,

and of girth at least equal to that of the caster. Note that if the caster

enters a tree, an ash, for example, and wishes to pass north as far as possible

(540 yards), but the only appropriate ash in range is to the south, the caster

will pass to the ash in the south. The pass plant spell functions so that the

movement takes only one round. The caster can, at his option, remain within the

receiving tree for a maximum of one round per level of experience. Otherwise,

he can step forth immediately. Should no like tree be in range, the caster

simply remains within the first tree, does not pass elsewhere, and must step

forth in the appropriate number of rounds. If the occupied tree is chopped down

or burned, the caster is slain if he does not exit before the process is

complete.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Plane Shift</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Astral</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:3'> </span>Casting

Time: 8</p>

<p class=MsoPlainText>Area of Effect: 1 creature (special)<span

style='mso-tab-count:1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the plane

shift spell is cast, the priest moves himself or some other creature to another

plane of existence. The recipient of the spell remains in the new plane until

sent forth by some like means. If several persons link hands in a circle, up to

eight can be affected by the plane shift at the same time.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a small, forked metal rod. The size and metal type

dictates to which plane of existence, including sub-planes and alternate

dimensions, the spell sends the affected creatures. The DM will determine

specifics regarding how and what planes are reached.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>An unwilling

victim must be touched (successful attack roll) to be sent. In addition, the

creature is also allowed a saving throw. If the saving throw is successful, the

effect of the spell is negated. Note that pinpoint accuracy is rarely achieved;

arriving at a random distance from an intended destination is common.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The metal rod

is not expended when the spell is cast. Forked rods keyed to certain planes may

be difficult to come by, as decided by the DM.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Quest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Charm</p>

<p class=MsoPlainText>Range: 60 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Until fulfilled<span style='mso-tab-count:1'> </span>Casting

Time: 8</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The quest

spell enables the priest to require the affected creature to perform a service

and return to the priest with proof that the deed was accomplished. The quest

can, for example, require that the creature locate and return some important or

valuable object, rescue a notable person, release some creature, capture a

stronghold, slay a person, deliver some item, and so forth. If the quest is not

properly followed, due to disregard, delay, or perversion, the creature

affected by the spell loses 1 from its saving throw rolls for each day of such

action. This penalty is not removed until the quest is properly pursued or the

priest cancels it. There are certain circumstances that will temporarily

suspend a quest, and others that will discharge or cancel it. The DM will give

you appropriate information as the need to know arises.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If cast upon

an unwilling subject, the victim is allowed a saving throw. However, if the

person quested agrees to a task--even if the agreement is gained by force or

trickery--no saving throw is allowed. If a quest is just and deserved, a

creature of the priest's religion cannot avoid it, and any creature of the

priest's alignment saves with a -4 penalty to the saving throw. A quest cannot

be dispelled, but it can be removed by a priest of the same religion or of

higher level than the caster. Some artifacts and relics might negate the spell,

as can direct intervention by a deity. Likewise, an unjust or undeserved quest

grants bonuses to saving throws, or might even automatically fail.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is the priest's holy symbol.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Rainbow</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Evocation, Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Weather, Sun</p>

<p class=MsoPlainText>Range: 120 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 7</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>To cast this spell,

the priest must be in sight of a rainbow, or have a special component (see

below). The rainbow spell has two applications, and the priest can choose the

desired one at the time of casting. These applications are as follows:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Bow: The spell

creates a shimmering, multi-layered short composite bow of rainbow hues. It is

light and easy to pull, so that any character can use it without penalty for

non-proficiency. It is magical: Each of its shimmering missiles is the

equivalent of a +2 weapon, including attack and damage bonuses. Magic

resistance can negate the effect of any missile fired from the bow. The bow

fires seven missiles before disappearing. It can be fired up to four times per

round. Each time a missile is fired, one hue leaves the bow, corresponding to

the color of arrow that is released. Each color of arrow has the ability to

cause double damage to certain creatures, as follows:</p>

<p class=MsoPlainText>Red--fire dwellers/users and fire elementals</p>

<p class=MsoPlainText>Orange--creatures or constructs of clay, sand, earth,

stone or similar materials, and earth </p>

<p class=MsoPlainText><span style='mso-tab-count:3'> </span><span

style='mso-spacerun:yes'> </span>elementals</p>

<p class=MsoPlainText>Yellow--vegetable opponents (including fungus creatures,

shambling mounds, treants, </p>

<p class=MsoPlainText><span style='mso-tab-count:3'> </span><span

style='mso-spacerun:yes'> </span>etc.)</p>

<p class=MsoPlainText>Green--aquatic creatures, electricity-using creatures,

and air elementals</p>

<p class=MsoPlainText>Indigo--acid-using or poison-using creatures</p>

<p class=MsoPlainText>Fiolet--metallic or regenerating creatures</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the bow

is drawn, an arrow of the appropriate color magically appears, nocked and

ready. If no color is requested, or a color that has already been used is asked

for, then the next arrow (in the order of the spectrum) appears.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Bridge: The

caster causes the rainbow to form a seven-hued bridge up to 3 feet wide per

level of the caster. It must be at least 20 feet long and can be as long as 120

yards, according to the caster's desire. It lasts as long as the spell's

duration or until ordered out of existence by the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The components

for this spell are the priest's holy symbol and a vial of holy water. If no

rainbow is in the vicinity, the caster can substitute a diamond of not less

than 1,000 gp value, specially prepared with bless and prayer spells while in

sight of a rainbow. The holy water and diamond disappear when the spell is

cast.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Raise Dead</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Necromantic</p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 1 person<span style='mso-tab-count:1'> </span>Saving

Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the

priest casts a raise dead spell, he can restore life to a dwarf, gnome,

half-elf, halfling, or human (other creatures may be allowed, at the DM's

option). The length of time that the person has been dead is of importance, as

the priest can raise persons dead only up to a limit of one day for each

experience level of the priest (i.e., a 9th-level priest can raise a person who

has been dead for up to nine days).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note that the

body of the person must be whole, or otherwise missing parts are still missing

when the person is brought back to life. Likewise, other ills, such as poison

and disease, are not negated. The raised person must roll a successful

resurrection survival check to survive the ordeal (see Table 3: Constitution)

and loses 1 point of Constitution. Further, the raised person is weak and

helpless, needing a minimum of one full day of rest in bed for each day or

fraction he was dead. The person has 1 hit point when raised and must regain

the rest by natural healing or curative magic.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A character's

starting Constitution is an absolute limit to the number of times he can be

revived by this means.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The somatic

component of the spell is a pointed finger.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse of

the spell, slay living, grants the victim a saving throw vs. death magic. If

the saving throw is successful, the victim sustains damage equal to that of a

cause serious wounds spell--i.e., 2d8+1 points. Failure means the victim dies

instantly.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Spike Stones</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration, Enchantment)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Earth)</p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 3d4 turns +1/level<span style='mso-tab-count:

1'> </span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: 10 ft. sq./level,1 spike/sq. ft.<span

style='mso-tab-count:1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spike

stones spell causes rock to shape itself into long, sharp points that tend to

blend into the background. It is effective on both natural rock and worked

stone. The spike stones serve to impede progress through an area and to inflict

damage. If an area is carefully observed, each observer is 25% likely to notice

the sharp points of rock. Otherwise, those entering the spell's area of effect

suffer 1d4 points of damage per round. The success of each attack is determined

as if the caster of the spell were actually engaging in combat. Those entering

the area are subject to attack immediately upon setting foot in the area and

for each round spent in the area thereafter. The initial step enables the

individual to become aware of some problem only if the initial attack succeeds;

otherwise movement continues and the spike stones remain unnoticed until damage

occurs. Charging or running victims suffer two attacks per round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Those falling

into pits affected by spike stones suffer six such attacks for every 10 feet

fallen, each attack having a +2 bonus to the attack roll. In addition, the

damage inflicted by each attack increases by +2 for every 10 feet fallen.

Finally, the creatures also suffer normal falling damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is four tiny stalactites.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Transmute Rock to Mud - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Earth, Water)</p>

<p class=MsoPlainText>Range: 160 yds.<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 8</p>

<p class=MsoPlainText>Area of Effect: 20-ft. cube/level<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

turns natural rock of any sort into an equal volume of mud. If it is cast upon

a rock, for example, the rock affected collapses into mud. Magical or enchanted

stone is not affected by the spell. The depth of the mud created cannot exceed

10 feet. Creatures unable to levitate, fly, or otherwise free themselves from

the mud sink at the rate of 1/3 of their height per round and eventually

suffocate, save for lightweight creatures that could normally pass across such

ground. Brush thrown atop the mud can support creatures able to climb on top of

it, with the amount required decided by the DM. Creatures large enough to walk

on the bottom can move through the area at a rate of 10 feet per round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The mud

remains until a successful dispel magic or transmute mud to rock spell restores

its substance--but not necessarily its form. Evaporation turns the mud to

normal dirt at a rate of 1d6 days per 10 cubic feet. The exact time depends on

exposure to the sun, wind, and normal drainage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse,

transmute mud to rock, hardens normal mud or quicksand into soft stone

(sandstone or similar mineral) permanently unless magically changed. Creatures

in the mud are allowed a saving throw to escape before the area is hardened to

stone. Dry sand is unaffected.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components for the spell are clay and water (or sand, lime, and water for the

reverse).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>True Seeing - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Divination</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 8</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the

priest employs this spell, he confers upon the recipient the ability to see all

things as they actually are. The spell penetrates normal and magical darkness.

Secret doors become plain. The exact location of displaced things is obvious.

Invisible things become quite visible. Illusions and apparitions are seen

through. Polymorphed, changed, or enchanted things are apparent. Even the aura

projected by creatures becomes visible, so that alignment can be discerned.

Further, the recipient can focus his vision to see into the Ethereal plane or

the bordering areas of adjacent planes. The range of vision conferred is 120

feet. True seeing, however, does not penetrate solid objects; it in no way

confers X-ray vision or its equivalent. In addition, the spell effects cannot

be further enhanced with known magic.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell

requires an ointment for the eyes that is made from very rare mushroom powder,

saffron, and fat and costs no less than 300 gp per use.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse,

false seeing, causes the person to see things as they are not: rich is poor,

rough is smooth, beautiful is ugly. The ointment for the reverse spell is

concocted of oil, poppy dust, and pink orchid essence.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For both

spells, the ointment must be aged for 1d6 months.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Wall of Fire - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Fire)</p>

<p class=MsoPlainText>Range: 80 yds.<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 8</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wall of

fire spell brings forth an immobile, blazing curtain of magical fire of

shimmering color--yellow-green or amber (different from the 4th-level wizard

version). The spell creates an opaque sheet of flame up to one 20-foot square

per level of the spellcaster, or a ring with a radius of up to 10 feet + 5 feet

for every two levels of experience of the wizard, and 20 feet high.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wall of

fire must be cast so that it is vertical with respect to the caster. One side

of the wall, selected by the caster, sends forth waves of heat, inflicting 2d4

points of damage upon creatures within 10 feet and 1d4 points of damage upon

those within 20 feet. In addition, the wall inflicts 4d4 points of damage, plus

1 point of damage per level of the spellcaster, to any creature passing through

it. Creatures especially subject to fire may take additional damage, and undead

always take twice normal damage. Note that attempting to directly catch moving

creatures with a newly created wall of fire is difficult. A successful saving

throw enables the creature to avoid the wall, while its rate and direction of

movement determine which side of the created wall it is on. The wall of fire

lasts as long as the priest concentrates on maintaining it, or one round per

level of experience of the priest in the event he does not wish to concentrate

upon it.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of the spell is phosphorus.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Aerial Servant</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Summoning</p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:2'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 day/level<span style='mso-tab-count:2'> </span>Casting

Time: 9</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

summons an invisible aerial servant to find and bring back an object or creature

described to it by the priest. Unlike an elemental, an aerial servant cannot be

commanded to fight for the caster. When it is summoned, the priest must have

cast a protection from evil spell, be within a protective circle, or have a

special item used to control the aerial servant. Otherwise, it attempts to slay

its summoner and return from whence it came.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The object or

creature to be brought must be such as to allow the aerial servant to

physically bring it to the priest (an aerial servant can carry at least 1,000

pounds). If prevented, for any reason, from completing the assigned duty, the

aerial servant returns to its own plane whenever the spell lapses, its duty is

fulfilled, it is dispelled, the priest releases it, or the priest is slain. The

spell lasts for a maximum of one day for each level of experience of the priest

who cast it.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the

creature to be fetched cannot detect invisible objects, the aerial servant

attacks, automatically gaining surprise. If the creature involved can detect

invisible objects, it still suffers a -2 penalty to all surprise rolls caused

by the aerial servant. Each round of combat, the aerial servant must roll to

attack. When a hit is scored, the aerial servant has grabbed the item or

creature it was sent for.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A creature

with a Strength rating is allowed an evasion roll, equal to twice its [pi]bend

bars[xpi] chance, to escape the hold. If the creature in question does not have

a Strength rating, roll 1d8 for each Hit Die the aerial servant and the

creature grabbed have. The higher total is the stronger.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Once seized,

the creature cannot free itself by Strength or Dexterity and is flown to the

priest forthwith.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Animal Summoning III</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Conjuration, Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Animal, Summoning</p>

<p class=MsoPlainText>Range: 100 yds./level<span style='mso-tab-count:2'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 9</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is

the same in duration and effect as the 4th-level animal summoning I spell,

except that up to four animals of no more than 16 Hit Dice each can be

summoned, or eight of no more than 8 Hit Dice, or 16 creatures of no more than

4 Hit Dice. Only animals within range of the caster at the time the spell is

cast will come. The caster can try three times to summon three different types

of animals[md]e.g., suppose that wild dogs are first summoned to no avail, then

hawks are unsuccessfully called, and finally the caster calls for wild horses

that may or may<span style='mso-spacerun:yes'> </span>not be within summoning

range. Your DM will determine the chance of a summoned animal type being within

range of the spell. The animals summoned will aid the caster by whatever means

they possess, staying until a fight is over, a specific mission is finished,

the caster is safe, he sends them away, etc. Only normal or giant animals can

be summoned; fantastic animals or monsters cannot be summoned by this spell (no

chimerae, dragons, gorgons, manticores, etc.).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Animate Object</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Creation, Summoning</p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:4'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:3'> </span>Casting

Time: 9</p>

<p class=MsoPlainText>Area of Effect: 1 cu. ft./level<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This powerful

spell enables the priest casting it to imbue inanimate objects with mobility

and a semblance of life. The animated object, or objects, then attacks whomever

or whatever the priest first designates. The animated object can be of any

nonmagical material whatsoever[md]wood, metal, stone, fabric, leather, ceramic,

glass, etc. Attempting to animate an object in someone's possession grants that

person a saving throw to prevent the spell's effect. The speed of movement of

the object depends on its means of propulsion and its weight. A large wooden

table would be rather heavy, but its legs would give it speed. A rug could only

slither along. A jar would roll. Thus a large stone pedestal would rock forward

at 10 feet per round, a stone statue would move at 40 feet per round, a wooden

statue 80 feet per round, an ivory stool of light weight would move at 120 feet

per round. Slithering movement is about 10 feet to 20 feet per round; rolling

is 30 feet to 60 feet per round. The damage caused by the attack of an animated

object depends on its form and composition. Light, supple objects can only

obscure vision, obstruct movement, bind, trip, smother, etc. Light, hard

objects can fall upon or otherwise strike for 1d2 points of damage or possibly

obstruct and trip, as do light, supple objects. Hard, medium-weight objects can

crush or strike for 2d4 points of damage, while larger and heavier objects may

inflict 3d4, 4d4, or even 5d4 points of damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The frequency

of attack of animated objects depends on their method of locomotion,

appendages, and method of attack. This varies from as seldom as once every five

melee rounds to as frequently as once per round. The Armor Class of the object

per round. The Armor Class of the object animated is basically a function of

material and movement ability. Damage depends on the type of weapon is

effective against fabric, leather, wood, and like substances. Heavy smashing

and crushing weapons are useful against wood, stone, and metal objects. Your DM

will determine all of these factors, as well as how much damage the animated

object can sustain before being destroyed. The priest can animate one cubic

foot of material for each experience level he has attained. Thus, a 14th-level

priest could animate one or more objects whose solid volume did not exceed 14

cubic feet[md]a large statue, two rugs, three chairs, or a dozen average

crocks.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Anti-Animal Shell</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Animal, Protection</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 10-ft. radius<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By casting

this spell, the caster brings into being a hemispherical force field that

prevents the entrance of any sort of living creature that is wholly or

partially animal (not magical or extraplanar). Thus a sprite, a giant, or a

chimera would be kept out, but undead or conjured creatures could pass through

the shell of force, as could such monsters as aerial servants, imps, quasits,

golems, elementals, etc. The anti-animal shell functions normally against

crossbreeds, such as cambions, and lasts for one turn for each level of

experience the caster has attained. Forcing the barrier against creatures

strains and ultimately collapses the field.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell

requires the caster's holy symbol and a handful of pepper.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Blade Barrier</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Guardian, Creation</p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 3 rds./level<span style='mso-tab-count:2'> </span>Casting

Time: 9</p>

<p class=MsoPlainText>Area of Effect: 5-60 ft. sq.<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The priest

employs this spell to set up a wall of circling, razor-sharp blades. These

whirl and flash around a central point, creating an immobile barrier. Any

creature attempting to pass through the blade barrier suffers 8d8 points of

damage. The plane of rotation of the blades can be horizontal, vertical, or in

between. Creatures within the area of the barrier when it is invoked are

entitled to a saving throw vs. spell. If this is successful, the blades are

avoided and no damage is suffered; the creature escapes the area of the blade

barrier by the shortest possible route. The barrier remains for three rounds

for every experience level of the priest casting it. The barrier can cover an

area from as small as 5 feet square to as large as 60 feet square.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Conjure Animals - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Summoning</p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:2'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 2 rds./level<span style='mso-tab-count:2'> </span>Casting

Time: 9</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The conjure

animals spell enables the priest to magically create one or more mammals to attack

his opponents. The total Hit Dice of the mammals cannot exceed twice his level,

if the creature conjured is determined randomly. If a specific animal type is

requested, the animal's Hit Dice cannot exceed his level. The DM selects the

type of animal that appears if it is randomly called. Thus, a priest of 12th

level could randomly conjure two mammals with 12 Hit Dice each, four with 6 Hit

Dice each, six with 4 Hit Dice each, eight with 3 Hit Dice each, 12 with 2 Hit

Dice each, or 24 with 1 Hit Die each. Count every +1 hit point added to a

creature's Hit Dice as ¼ of a Hit Die. Thus a creature with 4 + 3 Hit Dice

equals a 4 ¾ Hit Dice creature. The conjured animals remain for two rounds for

conjured animals remain for two rounds for each level of the conjuring priest,

or until slain, and they follow the caster's verbal commands. Conjured animals

unfailingly attack the priest's opponents, but resist being used for any other

purpose--they do not like it, become noticeably more difficult to control, and may

refuse any action, break free, or turn on the caster, depending on the nature

of the creature and the details of the situation. The conjured animals

disappear when slain.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Conjure Fire Elemental</name><desc><body style=font-family:Arial; font-size: 12pt; ></p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Fire)</p>

<p class=MsoPlainText>Range: 80 yds.<span style='mso-tab-count:2'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'> </span>Casting

Time: 6 rds.</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Upon casting a

conjure fire elemental spell, the caster opens a special gate to the elemental

plane of Fire, and a fire elemental is summoned to the vicinity of the

spellcaster. It is 65% likely that a 12 Hit Dice elemental appears, 20% likely

that a 16 Hit Dice elemental appears, 9% likely that two to four salamanders

appear, 4% likely that an efreeti appears, and 2% likely that a huge fire elemental

of 21 to 24 Hit Dice appears. The caster need not fear that the elemental force

summoned will turn on him, so concentration upon the activities of the fire

elemental (or other creatures summoned) or protection from the creature is not

necessary. The elemental summoned helps the caster however possible, including

attacking the caster's opponents. The fire elemental or other creature summoned

remains for a maximum of one turn per level of the caster, or until it is

slain, sent back by a dispel magic spell, the reverse of this spell, dismiss

fire elemental, or similar magic.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Find the Path</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Divination</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'> </span>Casting

Time: 3 rds.</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The recipient

of this spell can find the shortest, most direct physical route that he is

seeking, be it the way into or out of a locale. The locale can be outdoors or

under ground, a trap, or even a maze spell. Note that the spell works with

respect to locales, not objects or creatures within a locale. Thus, the spell

could not find the way to &quot;a forest where a green dragon lives&quot; or to

the location of &quot;a hoard of platinum pieces.&quot; The location must be in

the same plane as the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell

enables the subject to sense the correct direction that will eventually lead

him to his destination, indicating at the appropriate times the exact path to

follow or physical actions to take. For example, with concentration the spell

enables the subject to sense trip wires or the proper word to bypass a glyph.

The spell ends when the destination is reached or when one turn for each caster

level has elapsed. The spell frees the subject, and those with him, from a maze

spell in a single round, and will continue to do so as long as the spell lasts.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note that this

divination is keyed to the caster, not his companions, and that, like the find

traps spell, it does not predict or allow for the actions of creatures.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell

requires a set of divination counters of the sort favored by the priest--bones,

ivory counters, sticks, carved runes, or whatever.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse

spell, lose the path, makes the creature touched totally lost and unable to

find its way for the duration of the spell--although it can be led, of course.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Fire Seeds</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Conjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Fire)</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 1 rd./seed</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: 1/2</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The fire seeds

spell creates special missiles or timed incendiaries that burn with great heat.

The spell can be cast to create either fire seed missiles or fire seed

incendiaries, as chosen when the spell is cast.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Fire seed

missiles: This casting turns up to four acorns into special grenadelike

missiles that can be hurled up to 40 yards. An attack roll is required to

strike the intended target, and proficiency penalties are considered. Each

acorn bursts upon striking any hard surface, causing 2d8 points of damage and igniting

any combustible materials within a 10-foot diameter of the point of impact. If

a successful saving throw vs. spell is made, a creature within the burst area

receives only one-half damage, but a creature struck directly suffers full

damage (i.e., no saving throw).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Fire seed

incendiaries: This casting turns up to eight holly berries into special

incendiaries. The holly berries are most often placed, being too light to make

effective missiles. They can be tossed only up to 6 feet away. They burst into

flame if the caster is within 40 yards and speaks a word of command. The

berries instantly ignite, causing 1d8 points of damage to any creature and

igniting any combustible within a 5-foot-diameter burst area. Creatures within

the area that successfully save vs. spell suffer half damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>All fire seeds

lose their power after a duration equal to one turn per experience level of the

caster--e.g., the seeds of a 13th-level caster remain potent for a maximum of

13 turns after their creation.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>No other

material components beyond acorns or holly berries are needed for this spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Forbiddance</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Protection</p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:1'> </span>Casting

Time: 6 rds.</p>

<p class=MsoPlainText>Area of Effect: 60-ft. cube/level<span style='mso-tab-count:

1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell can

be used to secure a consecrated area (see the Dungeon Master Guide). The spell

seals the area from teleportation, plane shifting, and ethereal penetration. At

the option of the caster, the ward can be locked by a password, in which case

it can be entered only by those speaking the proper words. Otherwise, the

effect on those entering the enchanted area is based on their alignment,

relative to the caster's. The most severe penalty is used.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Alignment

identical: No effect. If password locked, cannot enter area unless password is

known (no saving throw).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Alignment

different with respect to law and chaos: Save vs. spell to enter the area; if

failed, suffer 2d6 points of damage. If password locked, cannot enter unless

password is known.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Alignment

different with respect to good and evil: Save vs. spell to enter this area; if

failed, suffer 4d6 points of damage. If word locked, cannot enter unless

password is known. The attempt does cause damage if the save is failed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Once a saving

throw is failed, an intruder cannot enter the forbidden area until the spell

ceases. The ward cannot be dispelled by a caster of lesser level than the one

who established it. Intruders who enter by rolling successful saving throws

feel uneasy and tense, despite their success.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>In addition to

the priest's holy symbol, components include holy water and rare incenses worth

at least 1,000 gp per 60-foot cube. If a password lock is desired, this also

requires the burning of rare incenses worth at least 5,000 gp per 60-foot cube.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Heal</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Healing</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The very

potent heal spell enables the priest to wipe away disease and injury in the creaturewho receives the benefits of the spell. It completely cures all diseases or

blindness of the recipient and heals all points of damage suffered due to

wounds or injury. It dispels a feeblemind spell. It cures those mental

disorders caused by spells or injury to the brain. Naturally, the effects can

be negated by later wounds, injuries, and diseases.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse,

harm, infects the victim with a disease and causes loss of all but 1d4 hit

points, if a successful touch is inflicted. For creatures that are not affected

by the heal or harm spell, see the cure light wounds spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Heroes' Feast</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Creation</p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 hour<span style='mso-tab-count:3'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 1 feaster/level<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the priest to bring forth a great feast that serves as many creatures

as the priest has levels of experience. The spell creates a magnificent table,

chairs, service, and all the necessary food and drink. The feast takes one full

hour to consume, and the beneficial effects do not set in until after this hour

is over. Those partaking of the feast are cured of all diseases, are immune to

poison for 12 hours, and are healed of 1d4+4 points of damage after imbibing

the nectarlike beverage that is part of the feast. The ambrosialike food that

is consumed is equal to a bless spell that lasts for 12 hours. Also, during

this same period, the people who consumed the feast are immune to fear,

hopelessness, and panic. If the feast is interrupted for any reason, the spell

is ruined and all effects of the spell are negated.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of the spell are the priest's holy symbol and specially fermented

honey taken from the cells of bee larvae destined for royal status.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Liveoak</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Enchantment)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Plant</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 day/level<span style='mso-tab-count:2'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 1 oak tree<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the caster to charm a healthy oak tree (or other type if the DM allows)

to cause it to serve as a protector. The spell can be cast on a single tree at

a time. While a liveoak spell cast by a particular caster is in effect, he

cannot cast another such spell. The tree upon which the spell is cast must be

within 10 feet of the caster's dwelling place, within a place sacred to the

caster, or within 100 yards of something that the caster wishes to guard or

protect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The liveoak

spell can be cast upon a healthy tree of small, medium, or large size, according

to desire and availability. A triggering phrase of up to maximum of one word

per level of the spellcaster is then placed upon the targeted oak. For

instance, &quot;Attack any persons who come near without first saying sacred

mistletoe&quot; is an 11-word trigger phrase that could be used by a caster of

11th level or higher casting the spell. The liveoak spell triggers the tree

into animating as a treant of equivalent size, an Armor Class of 0 and with two

attacks per round, but with only a 30-feet-per-round movement rate.</p>

<p class=MsoPlainText>Tree Size<span style='mso-tab-count:1'> </span>Height <span

style='mso-tab-count:1'> </span>Hit Dice <span style='mso-tab-count:1'> </span>Damage

per Attack</p>

<p class=MsoPlainText>Small<span style='mso-tab-count:2'> </span>12' -

14'<span style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'>

</span>7-8<span style='mso-tab-count:3'> </span>2d8</p>

<p class=MsoPlainText>Medium<span style='mso-tab-count:1'> </span>16' -

19'<span style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'>

</span>9-10<span style='mso-tab-count:3'> </span>3d6</p>

<p class=MsoPlainText>Large<span style='mso-tab-count:2'> </span>20' -

23'+<span style='mso-tab-count:1'> </span>11-12<span style='mso-tab-count:

3'> </span>4d6</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A tree

enchanted by this spell radiates a magical aura (if checked for), and can be

returned to normal by a successful casting of a dispel magic spell, or upon the

desire of the caster who enchanted it. If dispelled, the tree takes root

immediately. If released by the caster, it tries to return to its original

location before taking root. Damage to the tree can be healed with a plant

growth spell, which restores 3d4 points of damage. A plant growth spell used in

this fashion does not increase the size or hit points of the liveoak beyond the

original value.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster

needs his holy symbol to cast this spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Part Water - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </p>

<p class=MsoPlainText>Sphere: Elemental (Water)</p>

<p class=MsoPlainText>Range: 20 yds./level<span style='mso-tab-count:2'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 3 ft./level x20 yds./level x 30 yds.<span

style='mso-tab-count:1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By employing a

part water spell, the priest is able to cause water or similar liquid to move

apart, thus forming a trough. The depth and length of the trough created by the

spell depends on the level of the priest. A trough 3 feet deep per caster

level, by 30 yards wide, by 20 yards long per level is created. Thus at 12th

level, the priest would part water 36 feet deep by 30 yards wide by 240 yards

long. The trough remains as long as the spell lasts or until the priest whocast it opts to end its effects. Existing currents appear to flow through the

parted water, although swimming creatures and physical objects such as boats do

not enter the rift without strenuous and deliberate effort. If cast underwater,

this spell creates an air cylinder of appropriate length and diameter. If cast

directly on a water elemental or other water-based creature, the creature

suffers 48 points of damage and must roll a successful saving throw vs. spell

or flee in panic for 3d4 rounds.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is the priest's holy symbol.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Speak With Monsters</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Divination</p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 2 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 9</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When cast, the

speak with monsters spell enables the priest to converse with any type of

creature that has any form of communicative ability (including empathic,

tactile, pheromonic, etc.). That is, the monster understands, in its own

language or equivalent, the intent of what is said to it by the priest and vice

versa. The creature thus spoken to is checked by the DM to determine a

reaction. All creatures of the same type as that chosen by the priest can

likewise understand if they are within range. The priest can speak to different

types of creatures during the spell duration, but he must speak separately to

each type. The spell lasts for two rounds per caster level.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Stone Tell</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Earth), Divination</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn<span style='mso-tab-count:1'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 1 cu. yd.<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the

priest casts a stone tell spell upon an area, the very stones speak and relate

to the caster who or what has touched them as well as revealing what is

covered, concealed, or simply behind them. The stones relate complete

descriptions, if asked. Note that a stone's perspective, perception, and

knowledge may hinder this divination. Such details, if any, are decided by the

DM.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components for this spell are a drop of mercury and a bit of clay.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Transmute Water to Dust</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Water, Earth)</p>

<p class=MsoPlainText>Range: 60 yds.<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:3'> </span>Casting

Time: 8</p>

<p class=MsoPlainText>Area of Effect: 1 cu. yd./level<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the subject area instantly undergoes a change from liquid to

powdery dust. Note that if the water is already muddy, the area of effect is

doubled, while if wet mud is present, the area of effect is quadrupled. If

water remains in contact with the transmuted dust, the former quickly permeates

the latter, turning the dust into silty mud. If there is not a sufficient

quantity of water to cause that effect, it simply soaks or dampens the dust

accordingly.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Only the

liquid actually in the area of effect at the moment of spellcasting is

affected. Potions that contain water as a component part are rendered useless.

Living creatures are unaffected, except for those native to the elemental plane

of Water. Such creatures must roll a successful saving throws vs. death or be

slain. However, only one such creature can be affected by any single casting of

this spell, regardless of the creature's size or the size of the spell's area

of effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse of

this spell is simply a very high-powered create water spell that requires a

pinch of normal dust as an additional material component.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For either

usage of the spell, other components required are diamond dust of at least 500

gp value, a bit of sea shell, and the caster's holy symbol.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Transport Via Plants</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Plant</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the caster is able to enter any plant (human-sized or larger) and

pass any distance to a plant of the same species in a single round, regardless

of the distance separating the two. The entry plant must be alive. The

destination plant need not be familiar to the caster, but it also must be

alive. If the caster is uncertain of the destination plant, he need merely

determine direction and distance, and the transport via plants spell moves him

as close as possible to the desired location. There is a 20% chance, reduced by

1% per level of experience of the caster, that the transport delivers the

caster to a similar species of plant from 1 to 100 miles away from the desired

destination plant. If a particular destination plant is desired, but the plant

is not living, the spell fails and the caster must come forth from the entrance

plant within 24 hours. Note that this spell does not function with plantlike

creatures such as shambling mounds, treants, etc. The destruction of an

occupied plant slays the caster (see the plant door spell).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Turn Wood</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Plant</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:4'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:3'> </span>Casting

Time: 9</p>

<p class=MsoPlainText>Area of Effect: 20 ft./level x 120 ft.<span

style='mso-tab-count:2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, waves of force roll forth from the caster, moving in the

direction he faces and causing all wooden objects in the path of the spell to

be pushed away from the caster to the limit of the area of effect. Wooden objects

above 3 inches in diameter that are fixed firmly are not affected, but loose

objects (movable mantles, siege towers, etc.) move back. Objects less than 3

inches in diameter that are fixed splinter and break, and the pieces move with

the wave of force. Thus, objects such as wooden shields, spears, wooden weapon

shafts and hafts, and arrows and bolts are pushed back, dragging those carrying

them with them. If a spear is planted to prevent this forced movement, it

splinters. Even magical items with wooden sections are turned, although an

anti-magic shell blocks the effects. A successful dispel magic spell ends the

effect. Otherwise, the turn wood spell lasts for one round for each experience

level of the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The waves of

force continue to sweep down the set path for the spell's duration, pushing

back wooden objects in the area of effect at a rate of 40 feet per melee round.

The length of the path is 20 feet per level of the caster. Thus if a 14th-level

priest casts a turn wood spell, the area of effect is 120 feet wide by 280 feet

long, and the spell lasts 14 rounds. After casting the spell, the path is set

and the caster can then do other things or go elsewhere without affecting the

spell's power.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Wall of Thorns</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Plant, Creation</p>

<p class=MsoPlainText>Range: 80 yds.<span style='mso-tab-count:5'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:4'> </span>Casting

Time: 9</p>

<p class=MsoPlainText>Area of Effect: One 10-ft. cube/level<span

style='mso-tab-count:2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wall of

thorns spell creates a barrier of very tough, pliable, tangled brush bearing

needle-sharp thorns as long as a person's finger. Any creature breaking through

(or crashing into) the wall of thorns suffers 8 points of damage, plus an

additional amount of damage equal to the creature's AC. Negative ACs subtract

from the base 8 points of damage, but no adjustment is made for Dexterity. Any

creature within the area of effect of the spell when it is cast, crashes into

the wall of thorns and must break through to move. The damage is based on each

10-foot thickness of the barrier.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the wall of

thorns is chopped at, it takes at least four turns to cut a path through a

10-foot thickness. Normal fire cannot harm the barrier, but magical fires burn

away the barrier in two turns, creating a wall of fire effect while doing so

(see wall of fire spell). In this case, the cool side of the wall is that

closest to the caster of the thorn wall.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The nearest

edge of the wall of thorns appears up to 80 yards distant from the caster, as

he desires. The spell's duration is one turn for each level of experience of

the caster, and it covers one 10-foot cube per level of the caster in whatever

shape the caster desires. Thus a 14th-level caster could create a wall of

thorns up to 70 feet long by 20 feet high (or deep) by 10 feet deep (or high),

a 10-foot-high by 10-foot-wide by 140-foot-long wall to block a dungeon

passage, or any other sort of shape that suited his needs. The caster can also

create a wall of 5-foot thickness, which inflicts half damage but can be

doubled in one of the other dimensions. Note that those with the ability to

pass through overgrown areas are not hindered by this barrier. The caster can

dismiss the barrier on command.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Weather Summoning</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Weather</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By this spell,

the caster calls forth weather appropriate to the climate and season of the

area he is in. Thus, in spring a tornado, thunderstorm, sleet storm, or hot

weather could be summoned. In summer a torrential rain, heat wave, hail storm,

etc., can be called for. In autumn, hot or cold weather, fog, sleet, etc.,

could be summoned. Winter enables great cold, blizzard, or thaw conditions to

be summoned. Hurricane-force winds can be summoned near coastal regions in the

later winter or early spring. The summoned weather is not under the control of

the caster. It might last but a single turn, in the case of a tornado, or for

hours or even days in other cases. The area of effect likewise varies from

about 1 square mile to 100 square miles. Note that several casters can act in

concert to greatly affect weather, controlling winds, and working jointly to

summon very extreme weather conditions.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Within four

turns after the spell is cast, the trend of the weather to come is

apparent--e.g., clearing skies, gusts of warm or hot air, a chill breeze,

overcast skies, etc. Summoned weather arrives 1d12+5 turns after the spell is

cast. Note that the new weather condition cannot be changed by the caster once

it has been summoned. Once the weather is fully summoned, it cannot be

dispelled. If the summoning is successfully dispelled before it has been

completed, the weather slowly reverts to its original condition.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Word of Recall</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Combat, Summoning</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The word of

recall spell takes the priest instantly back to his sanctuary when the word is

uttered. The sanctuary must be specifically designated in advance by the priest

and must be a well-known place. The actual point of arrival is a designated

area no larger than 10' x 10'. The priest can be transported any distance, from

above or below ground. Transportation by the word of recall spell is safe

within a plane, but for each plane the priest is removed, there is a 10%

cumulative chance that the priest is irrevocably lost. The priest is able to

transport, in addition to himself, 25 pounds of weight per experience level.

Thus, a 15th-level priest could transport his person and an additional 375

pounds. This extra matter can be equipment, treasure, or even living material,

such as another person. Exceeding this limit causes the spell to fail. Note

that unusually strong physical fields, such as magnetic or gravitational forces,

or even magical applications can, at the DM's option, make the use of this

spell hazardous or impossible.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Animate Rock</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Earth)</p>

<p class=MsoPlainText>Range: 40 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 2 cu. ft./level<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By employing

an animate rock spell, the caster causes a stone object of up to the indicated

size to move (see the 6th-level animate object spell.). The animated stone object

must be separate (not a part of a huge boulder or the like). It follows the

desire of the caster--attacking, breaking objects, blocking--while the magic

lasts. It has no intelligence or volition of its own, but it follows

instructions exactly as spoken. Only one set of instructions for one single

action can be given to the animated rock, and the directions must be brief,

about a dozen words or so. The rock remains animated for one round per

experience level of the caster. The volume of rock that can be animated is also

based on the experience level of the caster--2 cubic feet of stone per level,

such as 24 cubic feet, a mass of about man-sized, at 12th level.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>While the

exact details of the animated rock are decided by the DM, its Armor Class is no

worse than 5, and it has 1d3 hit points per cubic foot of volume. It uses the

attack roll of the caster. The maximum damage it can inflict is 1d2 points per

caster level. Thus, a 12th-level caster's rock might inflict 12 to 24 points of

damage. Movement for a man-sized rock is 60 feet per round. A rock generally

weighs from 100 to 300 pounds per cubic foot.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components for the spell are a stone and drop of the caster's blood.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Astral Spell - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Astral</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 1/2 hour</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, a priest is able to project his astral body into the Astral plane,

leaving his physical body and material possessions behind on the Prime Material

plane. As the Astral plane touches upon the first levels of all the outer

planes, the priest can travel astrally to the first level of any of these outer

planes as he wills. The priest then leaves the Astral plane, forming a body on

the plane of existence he has chosen to enter. It is also possible to travel

astrally anywhere in the Prime Material plane by means of the astral spell.

However, a second body cannot be formed on the Prime Material plane.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>As a general

rule, a person astrally projected can be seen only by creatures on the Astral

plane. The astral body is connected at all times to the material body by a

silvery cord. If the cord is broken, the affected person is killed, astrally

and materially, but generally only the psychic wind can cause the cord to

break. When a second body is formed on a different plane, the silvery cord

remains invisibly attached to the new body. If the second body or astral form

is slain, the cord simply returns to the caster's body where the body rests on

the Prime Material plane, reviving it from its state of suspended animation.

Although astral projections are able to function on the Astral plane, their

actions affect only creatures existing on the Astral plane; a physical body

must be materialized on other planes.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell

lasts until the priest desires to end it, or until it is terminated by some

outside means, such as dispel magic spell or destruction of the priest's body

on the Prime Material plane--which kills the priest. The priest can project the

astral forms of up to seven other creatures with himself by means of the astral

spell, providing the creatures are linked in a circle with the priest. These

fellow travelers are dependent upon the priest and can be stranded if something

happens to the priest. Travel in the Astral plane can be slow or fast,

according to the priest's desire. The ultimate destination arrived at is

subject to the desire of the priest.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Changestaff</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Evocation, Enchantment)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Plant, Creation</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:3'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: The caster's staff<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of

this spell, the caster is able to change a specially prepared staff into a

treantlike creature of the largest size, about 24 feet tall. When the priest

plants the end of the staff in the ground and speaks a special command and

invocation, the staff turns into a treantlike creature with 12 Hit Dice, 40 hit

points, and Armor Class 0. It attacks twice per round, inflicting 4d6 points of

damage with every successful attack. The staff-treant defends the caster and

obeys any spoken commands. However, it is by no means a true treant; it cannot

converse with actual treants or control trees. The transformation lasts either

for as many turns as the caster has experience levels, until the caster

commands the staff to return to its true form, or until the staff is destroyed,

whichever occurs first. If the staff-treant is reduced to 0 hit points or less,

it crumbles to a sawdustlike powder and the staff is destroyed. Otherwise, the

staff can be used again after 24 hours and the staff-treant is at full

strength.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>To cast a

changestaff spell, the caster must have either his holy symbol or leaves (ash,

oak, or yew) of the same sort as the staff.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The staff for

the changestaff spell must be specially prepared. The staff must be a sound

limb cut from an ash, oak, or yew tree struck by lightning no more than 24

hours before the limb is cut. The limb must then be cured by sun drying and

special smoke for 28 days. Then it must be shaped, carved, and polished for

another 28 days. The caster cannot adventure or engage in other strenuous

activity during either of these periods. The finished staff, engraved with

woodland scenes, is then rubbed with the juice of holly berries, and the end of

it is thrust into the earth of the caster's grove while he casts a speak with

plant spell, calling upon the staff to assist in time of need. The item is then

charged with a magic that will last for many changes from staff to treant and

back again.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Chariot of Sustarre</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Fire), Creation</p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:1'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 12 hours<span style='mso-tab-count:1'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, it brings forth a large, flaming chariot pulled by two fiery

horses from the elemental plane of Fire. These appear in a clap of thunder amid

a cloud of smoke. The vehicle moves at 24 on the ground, 48 flying, and can

carry the caster and up to seven other creatures of man-size or less. The passengers

must be touched by the caster to protect them from the flames of the chariot.

Creatures other than the caster and his designated passengers sustain 2d4

points of fire damage each round if they come within 5 feet of the horses or

chariot. Such creatures suffer no damage if they evade the area by rolling

successful saving throws vs. petrification, with Dexterity adjustments.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster

controls the chariot by verbal command, causing the flaming steeds to stop or

go, walk, trot, run or fly, and turn left or right as he desires. Note that the

chariot of Sustarre is a physical manifestation and can sustain damage. The

vehicle and steeds are struck only by magical weapons or by water (one quart of

which inflicts 1 point of damage). They are Armor Class 2, and each requires 30

points of damage to dispel. Naturally, fire has no effect upon either the

vehicle or its steeds, but magical fires other than those of the chariot can

affect the riders. Other spells, such as a successful dispel magic or holy

word, will force the chariot back to its home plane, without its passengers.

The chariot can be summoned only once per week.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components are a small piece of wood, two holly berries, and a fire source at

least equal to a torch.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Confusion - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Charm</p>

<p class=MsoPlainText>Range: 80 yds.<span style='mso-tab-count:5'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:4'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 1d4 creatures in 40-ft. sq.<span

style='mso-tab-count:1'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

causes confusion in one or more creatures within the area, creating indecision

and the inability to take effective action. The spell affects 1d4 creatures,

plus one creature per two caster levels. Thus, seven to ten creatures can be

affected by a 12th- or 13th-level caster, eight to 11 by a 14th- or 15th-level

caster, etc. These creatures are allowed saving throws vs. spell with -2

penalties, adjusted for Wisdom. Those successfully saving are unaffected by the

spell. Confused creatures react as follows (roll 1d10):</p>

<p class=MsoPlainText>d10<span style='mso-tab-count:1'> </span>Reaction</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>1<span

style='mso-tab-count:1'> </span>Wander away (unless prevented) for duration

of spell</p>

<p class=MsoPlainText>2-6<span style='mso-tab-count:1'> </span>Stand confused

one round (then roll again)</p>

<p class=MsoPlainText>7-9<span style='mso-tab-count:1'> </span>Attack nearest

creature for one round (then roll again)</p>

<p class=MsoPlainText><span style='mso-spacerun:yes'> </span>10<span

style='mso-tab-count:1'> </span>Act normally for one round (then roll again)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell

lasts one round for each level of the caster. Those who fail their saving

throws are checked by the DM for actions each round, for the duration of the

spell, or until the &quot;wander away for the duration of the spell&quot;

result occurs.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Wandering

creatures move as far from the caster as possible in their most typical mode of

movement (characters walk, fish swim, bats fly, etc.). This is not panicked

flight. Wandering creatures also have a 50% chance of using any special innate

movement abilities (plane shift, burrowing, flight, etc.). Saving throws and

actions are checked at the beginning of each round. Any confused creature that

is attacked perceives the attacker as an enemy and acts according to its basic

nature.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

component of this spell is a set of three nut shells.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note: If there

are many creatures involved, the DM may decide to assume average results. For

example, if there are 16 orcs affected and 25% could be expected to

successfully roll the saving throw, then four are assumed to have succeeded,

one wanders away, four attack the nearest creature, six stand confused and the

last acts normally but must check next round. Since the orcs are not near the

party, the DM decides that two who are supposed to attack the nearest creature

attack each other, one attacks an orc that saved, and one attacks a confused

orc, which strikes back. The next round, the base is 11 orcs, since four

originally saved and one wandered off. Another one wanders off, five stands

confused, four attack, and one acts normally.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Conjure Earth Elemental</name><desc><body style=font-family:Arial; font-size: 12pt; ></p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Earth), Summoning</p>

<p class=MsoPlainText>Range: 40 yds.<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:1'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A caster who

performs a conjure earth elemental spell summons an earth elemental to do his

bidding. The elemental is 60% likely to have 12 Hit Dice, 35% likely to have 16

Hit Dice, and 5% likely have 21 to 24 Hit Dice (20 + 1d4). Further, the caster

needs but to command it, and it does as desired. The elemental regards the

caster as a friend to be obeyed. The elemental remains until destroyed,

dispelled, sent away by dismissal or a holy word spell (see the conjure fire

elemental spell), or the spell duration expires.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Control Weather - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Weather</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 4d12 hours<span style='mso-tab-count:2'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 4d4 sq. miles<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The control

weather spell enables a priest to change the weather in the local area. The

spell affects the weather for 4d12 hours in an area of 4d4 square miles. It

requires one turn to cast the spell, and an additional 1d4 turns for the

effects of the spell to be felt. The current weather conditions are decided by

the DM, depending on the climate and season. Weather conditions have three

components: precipitation, temperature, and wind. The spell can change these

conditions according to the following chart:</p>

<p class=MsoPlainText>Precipitation<span style='mso-tab-count:2'> </span>Temperature<span

style='mso-tab-count:2'> </span>Wind</p>

<p class=MsoPlainText>CLEAR<span style='mso-tab-count:1'> </span>HOT<span

style='mso-tab-count:1'> </span>CALM</p>

<p class=MsoPlainText>very clear<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>sweltering heat<span style='mso-tab-count:

1'> </span><span style='mso-spacerun:yes'> </span>dead calm</p>

<p class=MsoPlainText>light clouds or hazy<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>warm<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>light wind</p>

<p class=MsoPlainText>PARTLY CLOUDY<span style='mso-tab-count:1'> </span>WARM<span

style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'> </span><span

style='mso-spacerun:yes'> </span>moderate wind</p>

<p class=MsoPlainText>clear weather<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>hot<span style='mso-tab-count:1'> </span>MODERATE

WIND</p>

<p class=MsoPlainText>cloudy<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>cool<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>calm</p>

<p class=MsoPlainText>mist/light rain/hail<span style='mso-tab-count:1'> </span>COOL<span

style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'>

</span>strong wind</p>

<p class=MsoPlainText>sleet/light snow<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>warm<span style='mso-tab-count:1'> </span>STRONG

WIND</p>

<p class=MsoPlainText>CLOUDY<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>cold<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>moderate wind </p>

<p class=MsoPlainText>partly cloudy <span style='mso-tab-count:1'> </span>COLD<span

style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'> </span>gale</p>

<p class=MsoPlainText>deep clouds<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>cool<span style='mso-tab-count:1'> </span>GALE</p>

<p class=MsoPlainText>fog<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>arctic cold<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>strong wind</p>

<p class=MsoPlainText>heavy rain/large hail<span style='mso-spacerun:yes'>

</span>storm<span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>gale</p>

<p class=MsoPlainText>driving sleet/snow<span style='mso-tab-count:1'> </span>STORM<span

style='mso-tab-count:1'> </span><span style='mso-spacerun:yes'>

</span>hurricane</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The upper-case

headings represent existing weather conditions. The lower-case headings below

are the new conditions to which the caster can change the existing conditions.

In addition, the caster can control the direction of the wind. For example, a

day that is clear, warm, and with moderate wind can be controlled to become

hazy, hot, and calm. Contradictions are not possible--fog and strong wind, for

example. Multiple control weather spells can be used only in succession.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components for this spell are the priest's religious symbol, incense, and

prayer beads or similar prayer object. Obviously, the spell functions only in

areas where there are appropriate climatic conditions.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If Weather is

a major sphere for the priest (as it is for druids), duration and area are

doubled, and the caster can change the prevailing weather by two places. For

example, he can cause precipitation to go from partly cloudy to heavy sleet,

temperature to go from cool to arctic, and wind to go from calm to strong.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Creeping Doom</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Animal, Summoning</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:1'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 4 rds./level<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the

caster utters the spell of creeping doom, he calls forth a mass of from 500 to

1,000 ([1d6 + 4] x 100) venomous, biting and stinging arachnids, insects, and

myriapods. This carpetlike mass swarms in an area 20 feet square. Upon command

from the caster, the swarm creeps forth at 10 feet per round toward any prey

within 80 yards, moving in the direction in which the caster commands. The

creeping doom slays any creature subject to normal attacks, as each of the

small horrors inflicts 1 point of damage (each then dies after its attack), so

that up to 1,000 points of damage can be inflicted on creatures within the path

of the creeping doom. If the creeping doom travels more than 80 yards away from

the summoner, it loses 50 of its number for each 10 yards beyond 80 yards. For

example, at 100 yards, its number has shrunk by 100. There are a number of ways

to thwart or destroy the creatures forming the swarm. The solutions are left to

the imaginations of players and DMs.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Earthquake</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Earth)</p>

<p class=MsoPlainText>Range: 120 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 rd.<span style='mso-tab-count:4'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 5-ft. diameter/level<span

style='mso-tab-count:1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this spell

is cast by a priest, a local tremor of fairly high strength rips the ground.

The shock is over in one round. The earthquake affects all terrain, vegetation,

structures, and creatures in its area of effect. The area of effect of the

earthquake spell is circular, with a diameter of 5 feet for every experience

level of the priest casting it. Thus a 20th-level priest casts an earthquake

spell with a 100-foot-diameter area of effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Solidly built

structures with foundations reaching down to bedrock sustain one-half damage;

one-quarter damage if they score above 50% on a saving throw. An earth

elemental opposed to the caster in the area of effect can negate 10% to 100%

(roll 1d10, 0 = 100%) of the effect. Other magical protections and wards

allowed by the DM may also reduce or negate this effect. If cast undersea, this

spell may, at the discretion of the DM, create a tsunami or tidal wave.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components for this spell are a pinch of dirt, a piece of rock, and a lump of

clay.</p>

<p class=MsoPlainText>Earthquake Effects</p>

<p class=MsoPlainText>TERRAIN</p>

<p class=MsoPlainText>Cave or cavern--Collapses roof</p>

<p class=MsoPlainText>Cliffs--Crumble, causing landslide</p>

<p class=MsoPlainText>Ground--Cracks open, causing the following fractions of

creatures to fall in and die:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Size S: 1 in 4</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Size M: 1 in 6</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Size L: 1 in 8</p>

<p class=MsoPlainText>Marsh--Drains water to form muddy, rough ground.</p>

<p class=MsoPlainText>Tunnel--Caves in</p>

<p class=MsoPlainText>VEGETATION</p>

<p class=MsoPlainText>Small growth--No effect</p>

<p class=MsoPlainText>Trees--1 in 3 are uprooted and fall</p>

<p class=MsoPlainText>STRUCTURES</p>

<p class=MsoPlainText>All structures--Sustain 5d12 points of structural damage;

those suffering full damage are thrown down in rubble</p>

<p class=MsoPlainText>CREATURES (See TERRAIN entry)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Exaction</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Evocation, Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Charm, Summoning</p>

<p class=MsoPlainText>Range: 10 yds.<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is employed, the priest confronts some powerful creature from another plane

(including devas and other powerful minions, for instance, but not demigods or

deities of any sort) and requires of it some duty or quest. A creature of an

alignment opposed to the priest (e.g., evil if the priest is good, chaotic if

the priest is lawful) cannot be ordered around unless it is willing. Note that

an absolute (true) neutral creature is effectively opposed to both good and

evil, and both law and chaos.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The

spellcaster must know something about the creature to exact service from it, or

else he must offer some fair trade in return for the service. That is, if the

priest is aware that the creature has received some favor from someone of the

priest's alignment, then the exaction spell can name this as cause. If no

balancing reason for service is known, then some valuable gift or service must

be pledged in return for the exaction. The service exacted must be reasonable

with respect to the past or promised favor or reward, and with the being's

effort and risk. The spell then acts, subject to a magic resistance roll, as a

quest upon the being that is to perform the required service. Immediately upon

completion of the service, the being is transported to the vicinity of the

priest, and the priest must then and there return the promised reward, whether

it is irrevocable cancellation of a past debt or the giving of some service or

other material reward. After this is done, the creature is instantly freed to

return to its own plane.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The DM

adjudicates when an equitable arrangement has been reached. If the casterrequests too much, the creature is free to depart or to attack the priest (as

if the agreement were breached) according to its nature. If circumstances leave

the situation unbalanced (for example, the creature dies while achieving a

result that was not worth dying for), then this might create a debt owed by the

caster to the creature's surviving kith and kin, making the caster vulnerable

to a future exaction spell from that quarter. Agreeing to a future exaction or

release in the event of catastrophic failure or death are common caster pledges

in securing an exaction.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Failure to

fulfill the promise to the letter results in the priest being subject to

exaction by the subject creature or by its master, liege, etc., at the very

least. At worst, the creature can attack the reneging priest without fear of

any of his spells affecting it, for the priest's failure to live up to the

bargain gives the creature immunity from the priest's spell powers.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are the priest's holy symbol, some matter or substance

from the plane of the creature from whom an exaction is expected, and knowledge

of the creature's nature or actions that is written out on a parchment that is

burned to seal the pledge.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Fire Storm</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Fire)</p>

<p class=MsoPlainText>Range: 160 yds.<span style='mso-tab-count:4'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: 1 rd.<span style='mso-tab-count:5'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: two 10-ft. cubes/level<span

style='mso-tab-count:2'> </span>Saving Throw: ½</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a fire

storm spell is cast, the whole area is shot through with sheets of roaring

flame that equal a wall of fire spell in effect. Creatures within the area of

fire and 10 feet or less from the edge of the affected area receive 2d8 points

of damage plus additional damage equal to the caster's level (2d8 +1/level).

Creatures that roll successful saving throws vs. spell suffer only one-half

damage. The damage is inflicted each round the creature stays in the area of

effect. The area of effect is equal to two 10-foot x 10-foot cubes per level of

the cater--e.g., a 13th-level caster can cast a fire storm measuring 130 feet x

20 feet x 10 feet. The height of the storm is 10 or 20 feet; the imbalance of

its area must be in length and width.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse

spell, fire quench, smothers twice the area of effect of a fire storm spell

with respect to normal fires, and the normal area of effect with respect to

magical fires. Fire-based creatures, such as elementals, salamanders, etc., of

less than demigod status have a 5% chance per experience level of the caster of

being extinguished. If cast only against a flametongue sword, the sword must

roll a successful saving throw vs. crushing blow or be rendered nonmagical.

Such a sword in the possession of a creature first receives the creature's

saving throw, and if this is successful, the second saving throw is automatically

successful.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Gate - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Summoning</p>

<p class=MsoPlainText>Range: 30 yds.<span style='mso-tab-count:2'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:1'> </span>Casting

Time: 5</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:2'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Casting a gate

spell has two effects: it causes an interdimensional connection between the

plane of existence the priest is in and the plane in which dwells a specific

being of great power. The result of this connection is that the sought-after

being can step through the gate or portal, from its plane to that of thepriest. Uttering the spell attracts the attention of the dweller on the other

plane. When casting the spell, the priest must name the entity he desires to

make use of the gate and to come to his aid. There is a 100% chance that

something steps through the gate. The actions of the being that comes through

depend on many factors, including the alignment of the priest, the nature of

those accompanying him, and who or what opposes or threatens the priest. The DM

will decide the exact result of the spell, based on the creature called, the

desires of the caster and the needs of the moment. The being gates in either

returns immediately or remains to take action. Casting this spell ages the

priest five years.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Holy Word</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Combat</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'> </span>Components:

V</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 1</p>

<p class=MsoPlainText>Area of Effect: 30-ft. radius<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Uttering a

holy word spell creates magic of tremendous power. It drives off evil creatures

from other planes, forcing them to return to their own planes of existence,

provided the speaker is in his home plane. Creatures so banished cannot return

for at least a day. The spell further affects creatures of differing alignment

as shown on the following table:</p>

<p class=MsoPlainText>Effects of Holy Word</p>

<p class=MsoPlainText>Creature's</p>

<p class=MsoPlainText>Hit Dice or<span style='mso-tab-count:5'> </span>Attack</p>

<p class=MsoPlainText>Level<span style='mso-tab-count:3'> </span>General<span

style='mso-tab-count:2'> </span>Move<span style='mso-tab-count:1'> </span>Dice<span

style='mso-tab-count:1'> </span>Spells</p>

<p class=MsoPlainText>Less than 4<span style='mso-tab-count:2'> </span>Kills<span

style='mso-tab-count:3'> </span>--<span style='mso-tab-count:1'> </span>--<span

style='mso-tab-count:1'> </span>--</p>

<p class=MsoPlainText>4 to 7+<span style='mso-tab-count:3'> </span>Paralyzes

1d4 turns<span style='mso-tab-count:1'> </span>--<span style='mso-tab-count:

1'> </span>--<span style='mso-tab-count:1'> </span>--</p>

<p class=MsoPlainText>8 to 11+<span style='mso-tab-count:2'> </span>Slows

2d4 rounds<span style='mso-tab-count:1'> </span>-50%<span style='mso-tab-count:

1'> </span>-4\*<span style='mso-tab-count:1'> </span>--</p>

<p class=MsoPlainText>12 or more<span style='mso-tab-count:2'> </span>Deafens

1d4 rounds<span style='mso-tab-count:1'> </span>-25%<span

style='mso-tab-count:1'> </span>-2<span style='mso-spacerun:yes'> </span>50%

chance of failure</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>\* Slowed

creatures attack only on even-numbered rounds until the effect wears off.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Affected

creatures are those within the 30-foot-radius area of effect, which is centered

on the priest casting the spell. The side effects are negated for deafened or

silenced creatures, but such are still driven off if other-planar.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse,

unholy word, operates exactly the same way but affects creatures of good

alignment.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Regenerate</name><desc><body style=font-family:Arial; font-size: 12pt; ></p>

<p class=MsoPlainText>(Necrmancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Necromatic</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:4'> </span>Components:

V,S,M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:3'> </span>Casting

Time: 3 rounds</p>

<p class=MsoPlainText>Area of Effect: Creature touched<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a

regenerate spell is cast, body members (fingers, toes, hands, feet, arms, legs,

tails, or even heads of multi-headed creatues), bones, and organs grow back.

The process of regeneration requies but one round if the severed member(s) is

(are) present and touching the creature, 2d4turns otherwise. The creature must

be lving to receive the benefits of this spell. If the severed member is not

present, or if the injury isolder than ond day per caste level, the recipient must

roll a successful system shock check to survive the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The revers,

wither, causes the member or organ touched to cease functioning in one round,

dropping off into dust in 2d4 turns. Creatures must be touched for the harmful

effect to occur. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are a prayer device and holy water (or unholy water

for the reverse).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Reincarnate</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Necromantic</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 1 person<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>With this

spell, the priest can bring back a dead person in another body, if death

occurred no more than one week before the casting of the spell. Reincarnation

does not require any saving throw, system shock, or resurrection survival roll.

The corpse is touched, and a new incarnation of the person appears in the area

in 1d6 turns. The person reincarnated recalls the majority of his former life

and form, but the character class, if any, of the new incarnation might be very

different indeed. The new incarnation is determined on the following table or

by DM choice. If a player character race is indicated, the character must be

created. At the DM's option, certain special (expensive) incenses can be used

that may increase the chance for a character to return as a specific race or

species. A wish spell can restore a reincarnated character to its original form

and status.</p>

<p class=MsoPlainText>D100</p>

<p class=MsoPlainText>Roll<span style='mso-tab-count:2'> </span>Incarnation</p>

<p class=MsoPlainText>01-03<span style='mso-tab-count:1'> </span>Badger</p>

<p class=MsoPlainText>04-08<span style='mso-tab-count:1'> </span>Bear, black</p>

<p class=MsoPlainText>09-12<span style='mso-tab-count:1'> </span>Bear, brown</p>

<p class=MsoPlainText>13-16<span style='mso-tab-count:1'> </span>Boar, wild</p>

<p class=MsoPlainText>17-19<span style='mso-tab-count:1'> </span>Centaur</p>

<p class=MsoPlainText>20-23<span style='mso-tab-count:1'> </span>Dryad</p>

<p class=MsoPlainText>24-28<span style='mso-tab-count:1'> </span>Eagle</p>

<p class=MsoPlainText>29-31<span style='mso-tab-count:1'> </span>Elf</p>

<p class=MsoPlainText>32-34<span style='mso-tab-count:1'> </span>Faun/satyr</p>

<p class=MsoPlainText>35-36<span style='mso-tab-count:1'> </span>Fox</p>

<p class=MsoPlainText>37-40<span style='mso-tab-count:1'> </span>Gnome</p>

<p class=MsoPlainText>41-44<span style='mso-tab-count:1'> </span>Hawk</p>

<p class=MsoPlainText>45-58<span style='mso-tab-count:1'> </span>Human</p>

<p class=MsoPlainText>59-61<span style='mso-tab-count:1'> </span>Lynx</p>

<p class=MsoPlainText>62-64<span style='mso-tab-count:1'> </span>Owl</p>

<p class=MsoPlainText>65-68<span style='mso-tab-count:1'> </span>Pixie</p>

<p class=MsoPlainText>69-70<span style='mso-tab-count:1'> </span>Raccoon</p>

<p class=MsoPlainText>71-75<span style='mso-tab-count:1'> </span>Stag</p>

<p class=MsoPlainText>76-80<span style='mso-tab-count:1'> </span>Wolf</p>

<p class=MsoPlainText>81-85<span style='mso-tab-count:1'> </span>Wolverine</p>

<p class=MsoPlainText>86-00<span style='mso-tab-count:1'> </span>DM's choice</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If an unusual creature

form is indicated, the DM can (at his option only) use the guidelines for new

player character races to allow the character to earn experience and advance in

levels, although this may not be in the same class as before. If the

reincarnated character returns as a creature eligible to be the same class as

he was previously (i.e., a human fighter returns as an elf), the reincarnated

character has half his previous levels and hit points. If the character returns

as a new character class, his hit points are half his previous total, but he

must begin again at 1st level. If the character returns as a creature unable to

have a class, he has half the hit points and saving throws of his previous

incarnation.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Restoration</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Necromantic</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 3 rds.</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this

spell is cast, the life energy level of the recipient creature is raised by

one. This reverses any previous life energy level drain of the creature by a

force or monster. Thus, if a 10th-level character had been struck by a wight

and drained to 9th level, the restoration spell would bring the character up to

exactly the number of experience points necessary to restore him to 10th level

once again, restoring additional Hit Dice (or hit points) and level functions

accordingly. Restoration is effective only if the spell is cast within one day

of the recipient's loss of life energy, per experience level of the priest

casting it. A restoration spell restores the intelligence of a creature

affected by a feeblemind spell. It also negates all forms of insanity. Casting

this spell ages both the caster and the recipient by two years.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse,

energy drain, draws away one life energy level (see such undead as spectre,

wight, and vampire, in the Monstrous Manual). The energy drain requires the

victim to be touched. Casting this form of the spell does not age the caster.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Resurrection</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Necromantic</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'> </span>Casting

Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The priest is

able to restore life and complete strength to any living creature, including

elves, by bestowing the resurrection spell. The creature can have been dead up

to 10 years per level of the priest casting the spell. Thus, a 19th-level

priest can resurrect the bones of a creature dead up to 190 years. The

creature, upon surviving a resurrection survival check, is immediately restored

to full hit points and can perform strenuous activity. The spell cannot bring

back a creature that has reached its allotted life span (i.e., died of natural

causes). Casting this spell makes it impossible for the priest to cast further

spells or engage in combat until he has had one day of bed rest for each

experience level or Hit Die of the creature brought back to life. The caster

ages three years upon casting this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse,

destruction, causes the victim of the spell to be instantly dead and turned to

dust. A wish spell or equivalent is required for recovery. Destruction requires

a touch, either in combat or otherwise, and does not age the caster. In

addition, the victim is allowed a saving throw (with a -4 penalty). If the save

is successful, the victim receives 8d6 points of damage instead.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of the spell are the priest's religious symbol and holy water

(unholy water for the reverse spell). The DM may reduce the chances of

successful resurrection if little of the creature's remains are available.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Succor - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p class=MsoPlainText>(Alteration, Enchantment)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Summoning</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'> </span>Casting

Time: 1 day</p>

<p class=MsoPlainText>Area of Effect: 1 person<span style='mso-tab-count:1'> </span>Saving

Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By casting this

spell, the priest creates a powerful magic aura in some specially prepared

object--a string of prayer beads, a small clay tablet, an ivory baton, etc.

This object radiates magic, for it contains the power to instantaneously

transport its possessor to the sanctuary of the priest who created its magic.

Once the item is enchanted, the priest must give it willingly to an individual,

at the same time informing him of a command word to be spoken when the item is

to be used. To make use of the item, the recipient must speak the command word

at the same time that he rends or breaks the item. When this is done, the

individual and all that he is wearing and carrying (up to the maximum

encumbrance limit for the character) are instantly transported to the sanctuary

of the priest, just as if the individual were capable of speaking a word of

recall spell. No other creatures can be affected.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reversed

application of the spell causes the priest to be transported to the immediate

vicinity of the possessor of the item when it is broken and the command word

said. The priest has a general idea of the location and situation of the item's

possessor, and can choose not to be affected by this summons. This decision is

made at the instant when the transportation is to take place. However, if he

chooses not to go, the opportunity is gone forever and the spell is wasted.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The cost of

preparing the special item (for either version of the spell) varies from 2,000

to 5,000 gp. The more costly items can transport the subject from one plane of

existence to another, if the DM allows. Note that the same factors that can

prevent the operation of the plane shift and teleport spells can also prevent

the use of this spell.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Sunray</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Evocation, Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Sun</p>

<p class=MsoPlainText>Range: 10 yds./level<span style='mso-tab-count:2'> </span><span

style='mso-tab-count:1'> </span>Components: V, S, M</p>

<p class=MsoPlainText>Duration: 1+1d4 rds.<span style='mso-tab-count:3'> </span>Casting

Time: 4</p>

<p class=MsoPlainText>Area of Effect: 5-ft. radius (special)<span

style='mso-tab-count:2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>With this

spell, the caster can evoke a dazzling beam of light each round in which no

action other than movement is performed. The sunray is like a ray of natural

sunlight. All creatures in the 10-foot-diameter area of effect must roll

successful saving throws vs. spell or be blinded for 1d3 rounds, those using

infravision at the time for 2d4 rounds. Creatures to whom sunlight is harmful

or unnatural suffer permanent blindness if the saving throw is failed, and are

blinded for 2d6 rounds if the saving throw is successful. Those within its area

of effect, as well as creatures within 20 feet of its perimeter, lose any

infravision capabilities for 1d4+1 rounds.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Undead caught

within the sunray's area of effect receive 8d6 points of damage, one-half if a

saving throw vs. spell is successful. Those undead 20 feet to either side of

the sunray's area of effect receive 3d6 points of damage, no damage if a save

is successful. In addition, the ray may result in the total destruction of

those undead specifically affected by sunlight, if their saving throws are

failed. The ultraviolet light generated by the spell inflicts damage on fungoid

creatures and subterranean fungi just as if they were undead, but no saving

throw is allowed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components are an aster seed and a piece of adventuring feldspar (sunstone).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Symbol - Priest</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Guardian</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'> </span>Casting

Time: 3</p>

<p class=MsoPlainText>Area of Effect: 60 ft. radius<span style='mso-tab-count:

2'> </span>Saving Throw: Neg.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The priest

casting this spell inscribes a glowing symbol in the air upon any surface, according

to his desire. Any creature looking at the completed symbol within 60 feet must

roll a successful saving throw vs. spell or suffer the effect. The symbol glows

for one turn for each experience level of the caster. The particular symbol

used is selected by the caster at the time of casting. The caster will not be

affected by his own symbol. One of the following effects is chosen by the

caster:</p>

<p class=MsoPlainText>Hopelessness: Creatures seeing it must turn back in

dejection or surrender to capture or attack unless they roll successful saving

throws vs. spell. Its effects last for 3d4 turns.</p>

<p class=MsoPlainText>Pain: Creatures affected suffer -4 penalties to their

attack rolls and -2 penalties to their Dexterity ability scores due to wracking

pains. The effects last for 2d10 turns.</p>

<p class=MsoPlainText>Persuasion: Creatures seeing the symbol become of the

same alignment as and friendly to the priest who scribed the symbol for 1d20

turns unless a saving throw vs. spell is successful.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are mercury and phosphorous (see 8th-level wizard

spell, symbol).</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Transmute Metal to Wood</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Earth)</p>

<p class=MsoPlainText>Range: 80 yds.<span style='mso-tab-count:4'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:3'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: 1 metal object<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The transmute

metal to wood spell enables the caster to change an object from metal to wood.

The volume of metal cannot exceed a maximum weight of 10 pounds per experience

level of the priest. Magical objects made of metal are 90% resistant to the

spell, and those on the person of a creature receive the creature's saving

throw as well. Artifacts and relics cannot be transmuted. Note that only a wish

spell or similar magic can restore a transmuted object to its metallic state.

Otherwise, for example, a metal door changed to wood would be forevermore a

wooden door.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p> </P>

</FONT><B></body></desc></spell>

<spell><name>Wind Walk</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p> </p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Sphere: Elemental (Air)</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:5'> </span>Components:

V, S, M</p>

<p class=MsoPlainText>Duration: 1 hour/level<span style='mso-tab-count:4'> </span>Casting

Time: 1 rd.</p>

<p class=MsoPlainText>Area of Effect: Caster + 1 person/8 levels<span

style='mso-tab-count:1'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

enables the priest (and possibly one or two other persons) to alter the

substance of his body to a cloudlike vapor. A magical wind then wafts the

priest along at a movement rate of 60, or as slow as 6, as the spellcaster

wills. The wind walk spell lasts as long as the priest desires, up to a maximum

duration of six turns (one hour) per experience level of the caster. For every

eight levels of experience the priest has attained, up to 24, he is able to

touch another person and carry that person, or those persons, along on the wind

walk. Persons wind walking are not invisible, but rather appear misty and

translucent. If fully clothed in white, they are 80% likely to be mistaken for

clouds, fog, vapors, etc. The priest can regain his physical form as desired,

each change to and from vaporous form requiring five rounds. While in vaporous

form, the priest and companions are hit only by magic or magical weaponry,

though they may be subject to high winds at the DM's discretion. No

spellcasting is possible in vaporous form.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material

components of this spell are fire and holy water.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>End.</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

</FONT><B></body></desc></spell>

<spell><name>Burning Hate</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Enchantment)</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText>Range: 25 ft + 5 ft/level<span style='mso-tab-count:3'>

</span>Components: V, S</p>

<p class=MsoPlainText>Duration: 1 rd./level<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: one creature<span style='mso-tab-count:

2'> </span>Saving Throw: special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster

fires a bolt of flame at the target both dealing damage and marking it as the target

of your hate. The bolt deals 1d6 points of damage (maximum 10d6) per level. The

target gets a save vs spell to take only half damage. A thin halo of flames

surrounds the target of the spell for the remainder of its duration. The flames

deal no damage, but they inspire great hatred in the caster and his allies when

looking at the target. The caster and his allies gain a +1 bonus to attack and damage

rolls made against the target for the duration of the spell, though this is negated

if the save vs spell was successful.</p>

</FONT><B></body></desc></spell>

<spell><name>Luck</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: S,M</p>

<p class=MsoPlainText>Duration: 3 turns/level<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: one creature<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

impacts the forces of fate which are viewed by witches and warlocks as being

yet another manifestation of the Weave. It grants the recipient a +1 bonus on all

attack rolls and saving throws made during the spells duration, as well as providing

a targeted rogue a 10% bonus to all thief skill checks while the spell is in effect.

Further it provides a 10% bonus to all other percentage checks where appropriate,

always to the benefit of the target.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse form

of this spell is bad luck. It imposes a -1 and -10% penalty to rolls as mentioned above, but

is otherwise identical.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note: Can only be

learned by witches and warlocks.</p>

</FONT><B></body></desc></spell>

<spell><name>Reveal the Weave</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: M</p>

<p class=MsoPlainText>Duration: special<span style='mso-tab-count:2'>

</span>Casting Time: 1 hour + 2d6 turns</p>

<p class=MsoPlainText>Area of Effect: caster<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Through the use of this spell, witches and warlocks

can discover new spells in the intricate patterns of the Weave. Warlocks use this spell to

identify patterns that duplicate wizard magic while witches use it to discover the patterns for priest magic.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>To use this spell, the caster first

spends 30 minutes in meditation, burning specially prepared incense. The caster then enters a trance in which

the world seems to fade away and the misty patters of the Weave become visible.

The caster can, through force of will and familiarity with the Weave, identify the patterns that must

be imprinted on the mind to create a desired spell effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Once this pattern has been identified

The caster of the spell sketches it on a piece of paper or traces it in a tray filled with white sand while still

in the trance. As soon as the pattern is traced, the spell ends. The caster then transfers the spell pattern

to a more permanent form and refines the duplication of the pattern, testing the new spell in the process.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The work needed to refine the spell

takes 2d6 hours plus 1 hour per spell level of the spell. It requires the caster to attempt to memorize the pattern

he has uncovere, then attempt to cast the spell. Refining the pattern requires a successful Wisdom check. If the

pattern has not be properly refined, the spell fails when the witch or warlock attempts to cast it. The character

must then spend 1d6 additional hours working on the pattern, followed by an additional wisdomcheck. The caster

can continue to refine the pattern, or attempt to cast the spell again and start from scratch. Attempts to cast the

spell will automatically fail until the correct pattern has been arrived at.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For example, to discover the secret of the

1st level spell wall of fog, Elias casts reveal the weave. I takes him 2 hours and 10 minutes of intense concentration.

When he is done, he has got the rough Weave pattern scribbled on a piece of parchment. He then spends the rest of

the day (7 hours) refining the rough pattern. Once he thinks he's gotten it right, he spends a few moments studying

the pattern, Imprinting it in his mind. Then, holding his spell focus, he attempts to cast the spell. Nothing happens (Elias

failed his Wisdom check). Tired from a long day of study, he goes to bed. The next day, after an additional 5 hours of

refining and revising the pattern, he successfully masters wall of fog.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>With a successful Intelligence check, the caster can

through sheer force of will and familiarity with the Weave, identify patterns needed for mental imprinting to create a

desired spell effect. If the intelligence check fails, the caster still manages to discern the pattern for a 1st level wizard or

priest spell, depending on what is appropriate (warlocks will always find wizard spells, witches will always find priest spells).

The DM chooses the spell, but does not inform the player what it is. The spell should be one the character did not already

know, and the character will not know that this is not the desired spell until it is successfully tested.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note: Can only be learned by witches and warlocks.</p>

</FONT><B></body></desc></spell>

<spell><name>Arcane Insights</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: S,M</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: Special</p>

<p class=MsoPlainText>Area of Effect: item/level<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

functions exactly like the 1st level wizard spell Identify, except that the caster does

not need to handle the item and thus suffers no consequences from such contact.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note: Can only be

learned by witches and warlocks.</p>

</FONT><B></body></desc></spell>

<spell><name>Love Charm</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 20 feet/level<span style='mso-tab-count:3'>

</span>Components: M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 2 rounds</p>

<p class=MsoPlainText>Area of Effect: one target<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

allows the caster to generate an intense feeling of love in the subject, directed toward

any chosen person of the opposite sex (the target), including the caster. When the spell

takes effect, the subject responds to the target as though the target had a Charisma of 19.

In addition, the subject feels a strong and physical attraction toward the target. The subject

will do whatever it takes to spend as much time as possible in the company of the target. He or

she is unable to concieve of betraying or taking violent action against the target.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Saving throws verses this spell

as well as its duration are handled in a manner identical to the charm person spell. Should the subject

shake off the spell however, the subject feels no hostility toward the target; the intense feeling of

love merely ends. However if the target has treated the subject as a suitor and lover would, it is possible

true romance has blossomed between them.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>In order to sucessfully cast this spell,

the caster must possess two items, one belonging to the subject and one belonging to the target. In addition,

the caster, subject and target must all be within the spell's range when it is cast. Depending on the circumstances

under which this spell is used, the caster might need to make a powers check.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note: Can only be

learned by witches and warlocks.</p>

</FONT><B></body></desc></spell>

<spell><name>Master Coven Magic</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: M</p>

<p class=MsoPlainText>Duration: special<span style='mso-tab-count:2'>

</span>Casting Time: special</p>

<p class=MsoPlainText>Area of Effect: caster<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Once a warlock or witch has joined a

coven, the bond allows the member greater access to and control over the Weave. Warlocks gain the ability

to reproduce the effects of select priest spells, while witches gain the ability to reproduce the effects of select

wizard spells.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is considered cooperative magic

and can be cast by tow or more members of the same coven who are interested in discovering the Weave pattern

of a particular spell.The casters setlle on a spell that they wish to learn, then spend the first 30 minutes of casting time

in meditation, burning a variety of specially prepared incense. They then enter a trance in which the trappings of the

real world fade and the misty patterns of the Weave become visible to the casters. The casters identify the pattern

they need to imprint upon their minds to create the desired spell effect and copy it down as a wizard would write down

a spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Once a pattern has been identified, the casters, operating as one

sketch it on a piece of paper or trace it in a tray filled with white sand. As soon as the pattern is traced, the spell ends. The

casters must then transfer the spell pettern into a more permanent form and refine the duplication of the pattern, testing the

new spell in the process. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'>The work needed to refine the spell takes 2d6 hours, plus 1 hour

per level of the spell, and requires each individual caster to attempt to memorize the pattern uncovered, then attempt

to cast the spell. Refining the pattern requires a successful Wisdom check. If the pattern has not been properly refined,

the spell fails when the individual witch or warlock attempts to cast it. The character must then spend 1d6 additional hours

working on the pattern, followed by an additional Wisdom check. Alternatively, the character can simply copy the pattern

from the spellbook of a coven member who successfully transcribed the rough spell, spending 20d6 rounds to do so. </span></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The casting time for master coven magic is 1 hour +2d6 turns, minus

1 turn per each coven member involved in the casting, with a minimum of 1 turn. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note: Can only be learned by witches and warlocks.</p>

</FONT><B></body></desc></spell>

<spell><name>Lethe</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 30 yards<span style='mso-tab-count:3'>

</span>Components: V,M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1-4 targets in a 20 foot cube<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell

is a more powerful version of the 2nd level forget spell. It causes up to four targets within the spell effect

to forget the events of the last 3 hours per level of the caster (thus, a 15th level caster can cause a target to

forget the last 45 hours). The caster decides which creatures are to be affected, and the saving throws are modified

as they are in the Forget spell. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The excision of so much memory is traumatic. If

it is ever returned (by use of a heal or restoration spell for example), the shock is so great that the subject must make a

saving throw vs wand or be stunned for 1 round per hour of memory excised.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note: Can only be

learned by witches and warlocks.</p>

</FONT><B></body></desc></spell>

<spell><name>The Weave's Bounty</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: Unlimited<span style='mso-tab-count:3'>

</span>Components: V, M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 7</p>

<p class=MsoPlainText>Area of Effect: special<span style='mso-tab-count:

2'> </span>Saving Throw: special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The Weave's bounty

is similar to the wizard spell limited wish, but it has a number of significant restrictions. The

caster must state the desired result of the spell in a maximum of seven words. If the words comprise

a statement of some kind of sense (even if it is not the sense the caster intended), there's a 70% chance

the spell takes effect. If the statement of desire runs over seven words, or if the percentile roll indicates

failure of the spell, the spell is expended, but nothing happens..</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> The Weave's bounty always provides

what the caster desired, but in a natural - not supernatural - way. The result of the spell does not become apparent for

1d6 days, but when it does, there will always be a logical explaination for it. For example, a witch wishes for wealth.

Several days later, she discovers her parents and older brother have died at the hands of a mysterious killer, and

she has inherited the family estate. Each time this spell is used, there is a 30% chance of losing 1 point of intelligence.

This intelligence loss may occur whether or not the spell actually has had an effect </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>.The DM is encouraged to be somewhat perverse

when adjucating this spell, so the player should consider the words of his or her character carefully. Upon casting this spell

the caster should make a save vs breath weapon. Failrue indicates the character has attracted the attention of dire

and mysterious forces.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The player should roll percentile dice. If the roll is

greater than 5%, the character suffers the effects of a curse (the reverse of bless). A protection from evil, or remove

curse spell will lift this adverse effect on the character, but as it is being cast, the character must roll another saving throw

vs breath weapon. If the save fails, incandescent mists suddenly well up around the caster and target. The cursed witch

or warlock (and any companions who enter the mists) must defeat a number of skeletons equal to the target's level plus 2d4.

These skeletons focustheir wrath on the caster and target of the spell. If the battle is won, the spell is effective and the character

is no longer subject to the curse. However the character casting the spell is now subject to the curse (it can be removed

through normal means, or even a dispel magic against an 18th level caster).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Experienced warlocks and witches discourage use

of the Weave's bounty except in dire circumstances.They also warn against using it unless one part of a coven

can supply the needed magic if the worst happens. Needless to say, if such mysterious events happen on a frequent basis,

the character's reputation in the community may be damaged.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note: Can only be

learned by witches and warlocks.</p>

</FONT><B></body></desc></spell>

<spell><name>Borrowed Time</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 5</p>

<p class=MsoPlainText>Range: Self<span style='mso-tab-count:3'>

</span>Components: M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 3 days</p>

<p class=MsoPlainText>Area of Effect: Caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Witches and warlocks often struggle against powerful foes

or face tasks they cannot complete in their lifetimes. To achieve their objectives or even the odds with their enemies,

they might turn to the Weave for help, to extend their lives through unnatural means.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell is similar insome ways to the ritual wizards and priests

use to become liches, though the result is not quite as predictable and the effect does not grant the caster eternal life. Instead

it allows the caster, once his life has ended, to rise as an undead and to continue his existence in this form until a specific task

has been completed. That task must be specified during the casting of the spell, which takes place over the course of three days

and involves a series of purification rituals and meditations to focus the character's mind on the task to be done. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Regardless of the character's intention or the task to be complete, the

single-mindedness that prompts someone to cast this spell attracts the attention of local evil powers. Upon completion of this

task, the caster must make a powers check with a 5% chance of failure. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>f the caster dies before the stated goal has been obtained, the caster

rises again within 1d6+1 days as an undead. During this time raise dead or resurrection spells have no effect. If the body is

destroyed as a result of circumstances surrounding the death, or it is destroyed before the caster returns from the dead,

the caster returns as a incorporeal undead (the type of undead the caster becomes is determined in a table later). If the caster

manages to complete the set task before death, the spell has no effect. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> The character's undead existence lasts until three days after

the specified task has been completed. The character then expires a second time and cannot be revived by any means at all, including

a wish. The Weave provides the character with enough time to achieve the goal then absobs the caster as "interest" on the

"borrowed time". A character slain while in an undead state is forever destroyed. If the caster does not make constant progress

towards achieving the goal, the Weave may claim the caster prematurely. Essentially, the completion of the task should always

take top priority, althought minor side steps and distractions are permissiblefor characters who are part of covens or

who want to continue to work with lifelong comrades (The DM decides whether the player is abusing his extra "leaso on life"

that the character has recieved).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> The witch or warlock retains the alignment and spellcasting abilities

possessed in life. The character continues to advance in level, though only the character only earns 25% of the experience normally

gained. All other class benefits are lost except for basic weapon and nonweapon proficiencies. Hit Dice are the standard for the

monster assumed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> Heroes who rise as undead must at 5% to all powers checks

made. If a hero fails five such checks after starting this new existence, the hero is automatically destroyed and cannot be brought

back by any means, including wish (the DM may also consider making the hero save vs death magic whenever undead abilities

are abused, used in offensive ways that do not relate directly to achieving the task set while casting the spell. Once five such

saving throws have failed, the hero is destroyed as described above).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> There is also an additional risk. Upon dying again, a hero

must make a saving throw vs paralyzation as per a fighter of a level equal to the hero's Hit Dice. If the saving throw is

successful, the character is absorbed into the Weave and is removed forever from the campaign. If the save fails, the character

returns as a full strength wraith with a burning hatred for all living things, particularly former friends or loved ones. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> Borrowed Time Consequences </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> 1d100 Undead type</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> 1-10 Odem</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> 11-20 Revenant</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> 21-30 Death Knight</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> 31-45 Zombie Lord</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> 46-56 Wraith</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> 57-65 Radiant Spirit</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> 66-75 Revenant</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> 76-85 Ghost (second magnitude)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> 86-90 Ghost (third magnitude)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> 91-95 Ghost (fourth magnitude)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> 96-100 Vampire</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note: Can only be

learned by witches and warlocks.</p>

</FONT><B></body></desc></spell>

<spell><name>Mind Write</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 6</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'>

</span>Casting Time: special</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This powerful spell could be described as the reverse of

lethe. Instead of removing the target's memory, it lets the caster feed false memories into the target's mind. The target is unable to

distinguish false memories in this manner from natural memories.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The total length of "memory time" that the caster can insert is

limited to a half hour per level. This means a 20th level warlock can create false memories for a 10-hour period. The time taken to insert

these memories is 5 minutes for each hour of memory being created, and the caster must remain completely focusd on the events

being fabricated in order for the spell to be successful. Thus a witch would need 20 minnutes to insert 4 hours of false memories. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The caster can choose exactly how far back in the caster's memory

the false memories are to be implanted. The limit is 1 year per level of the caster, so the warlock from the previous example could insert

false memories as far back as 20 years ago.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> The caster must have some reasonable familiarity with the events

being described, but the target's own brain fills in the fine details. For example, if a warlock is inserting memories of a ferry ride,

he must be familiar with the sensations of being on a small vessel. He does not need to fill in all the details, such as the weather,

the ferryman's name, and so on, unless they are meant to be significant parts of the memory.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the target has real memories covering the same period as the false

memories, confusion results. The target cannot tell which version of events is true, but the contradiction is realized. If there is no

specific day attached to the false memory, the target may simply think that his or her memory is "playing tricks". If the memory is

tied to specific events of a particular day, the victim must save vs spell once per day. If the saving throw is failed, the victim

behaves as if under the influence of a confusion spell for 2d6 hours. False memories that include actions totally against the nature

of the subject (such as a good aligned priest slaying a palading with a holy sword) will prompt a save every round until confusion

takes hold.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For these reasons, intelligent casters will use lethe on a victim

before implanting false memories. The DM must adjucate if a contradiction in a target's mind is so striking so as to prompt the saving

throws. The use of heal or restoration spells on the victim reduces the intensity of the false memories so the target can recognize them

for what they are. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell cannot be used to rework the target's identity and basic

knowledge (name, hometown, parents and siblings, etc). These matters are in the memory record in too many different places to modify

in such a way.Similarly, mind write cannot be used to teach the target any spells, skills, or proficiencies. The target can be made to

falsely remember casting a spell or using a proficiency, but the target is incapable of doing so now. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> Depending on the circumstances under which this spell is used and

the intention of the caster in doing so, its use may require a powers check.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note: Can only be

learned by witches and warlocks.</p>

</FONT><B></body></desc></spell>

<spell><name>Absorption</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText>Level: 9</p>

<p class=MsoPlainText>Range: caster<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 turn/level or until expended<span style='mso-tab-count:2'>

</span>Casting Time: 9</p>

<p class=MsoPlainText>Area of Effect: caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Spells and spell like abilities that target the caster are absorbed, their

energy stored to power the caster's spells. Absorption only absorbs ranged spells that affect the caster as the target. Touch

spells and area effect spells that are not specifically targeted at the caster are not absorbed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Once the spell is cast, the caster can absorb 1d4+6 spell levels (rolled

secretly by the DM). The level of each spell absorbed is subtracted from the total. If a spell is only partially absorbed (because the level

exceeds the number of levels to be absorbed), divide the number of spell levels left unabsorbed by the spell level. For spells that deal

damage, use the result to see what fraction of the damage you take. For spells that create effects, use the result as a percentage

chance that the spell takes effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The caster can use captured spell energy to cast any spell the caster

currently knows (though not necessarily currently prepared). Spells so cast do not count against the number of spells the caster can

cast per day, nor do they wipe existing spells from memory. The caster however, must expend any material components (if any)

that would normally be expended by these spells.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Abyssal Army</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText>Sphere: Summoning</p>

<p class=MsoPlainText>Level: 7 if priest, 9 if wizard</p>

<p class=MsoPlainText>Range: 100 feet + 10 ft per level<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'>

</span>Casting Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 30 foot radius<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> This spell summons a pack of demons from the Abyss to serve you.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> When the spell is complete, 2d4 dretches appear. A turn later, 1d4 babau appear.

A turn after that, one vrock demon appears. Each creature has maximum hit points per Hit Die. Once these creatures appear, they serve the caster

for the duration of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The demons obey explicitly and never attack the caster, even if someone else manages

to gain control over them. The caster does not need to concentrate to control them and may dismiss them singly or in groups at any time.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is not without risk however. Every time this spell is cast, there is a 5%

chance of attracting the attention of a balor, who is not amused by the disappearance of his troops, or some other dark power. Good aligned

people will also take exception to the summoning of demons, and will react accordingly.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Accelerated Movement</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: S,M</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 1l</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>While this spell is in effect, the target may move at his normal movement rate

while tightrope walking, climbing, hiding, sneaking, or tumbling with no penalty to his check. This spell does not allow faster movement.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The material component is a dead cockroach.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Acid Breath</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(conjuration/summoning)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 15 ft<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: instantaneous<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: Cone shaped burst<span style='mso-tab-count:

2'> </span>Saving Throw: 1/2</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>You breathe forth a cone of acidic droplets which affects all targets directly in front

of you out to 15 feet. The cone deals 1d6 points of damage per caster level (maximum 10d6). The material component is a handful of fire ants (alive

or dead).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> </p>

</FONT><B></body></desc></spell>

<spell><name>Acid Sheath</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Conjuration)</p>

<p class=MsoPlainText>Level: 5</p>

<p class=MsoPlainText>Range: 0r<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: the caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> The caster encloses himself in a fluid sheath of acid which does not harm him, nor

does it hinder him in any way. Any creature attacking the caster deals normal damage, but also receives 2 points of acid damage per level of the caster

(maximum 30). Creatures that use reach weapons such as longspears, or ranged attacks are unaffected. If the caster is being held or grappling another

creature, the other creature sustains the damage each round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Any spells cast by the caster that deal acid damage while this spell is in effect, deal

1 additional point of damage per damage die.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are a handful of fire ants (alive or dead) and a small glass sculpture

of a humanoid worth 50 gp. The sculpture is not expended during the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Acid Storm</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText>Level: 6</p>

<p class=MsoPlainText>Range: 100 ft+10 ft/level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: instantaneous<span style='mso-tab-count:2'>

</span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: 20 ft high cylinder, 20 ft radius<span style='mso-tab-count:

2'> </span>Saving Throw: 1/2</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Acid rain deals 1d6 points of damage per caster level (maximum 15d6) to all within the area of

effect. The material component is a flask of acid worth 10 gp.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> </p>

</FONT><B></body></desc></spell>

<spell><name>Improved Alarm</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 10 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 4 hours/level<span style='mso-tab-count:2'>

</span>Casting Time: 1 rd</p>

<p class=MsoPlainText>Area of Effect: up to 20 cubic feet<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell works identically to the first level spell Alarm with a few exceptions. The duration

is considerably longer, and ethereal or astrally projected creatures do cause the alarm to go off. The material component is a bell made of carved crystal

worth 100 gp.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> </p>

</FONT><B></body></desc></spell>

<spell><name>Amplify</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 400 ft + 40 ft/level<span style='mso-tab-count:3'>

</span>Components: S</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: 20 ft radius<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster causes an amplification of all sounds within the spell's area allowing them to be heard

with ease. Whispers are as loud as normal speech, normal speech is as loud as a shout, and shouting can be heard easily to any within a couple of miles. Creatures

within the spell's area do not notice the increased amplification. Thus, anyone whose voice is amplified, remains unaware of the increase in volume.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The spell can be centered on a creature, object or point in space. If centered on a creature or object,

the effect moves as they do. An unwilling creature may attempt a save vs spell to avoid the effect, and any items in the possession of such a creature receive the same

save. Unattended objects recieve no saving throw. If an amplify spell and a silence spell effect the same area, they cancel each other out and both spells end.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Note: Common to bards and song mages, rare otherwise.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Anger of the Noonday Sun</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText>Sphere: Sun</p>

<p class=MsoPlainText>Level: 6</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:2'>

</span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: 20 ft radius<span style='mso-tab-count:

2'> </span>Saving Throw: negates or 1/2</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Any creature within the area of the spell that can see the caster must make a save or be blinded for

1 round per level of the caster. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Undead caught within the area of effect take 1d6 points of damage per two caster levels (maximum

10d6), save for half. In addition, any undead which are normally harmed by bright light (such as a vampire) are destroyed if they fail their save.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The ultraviolet light generated by this spell also deals a like amount of damage to fungi, mold, oozes and

and slimes which are treated as undead for purposes of this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Animate Breath</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 7</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: S</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 7</p>

<p class=MsoPlainText>Area of Effect: the caster's breath weapon<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>For this spell to function, the caster must have a breath weapon, either as a supernatural ability or as the

result of casting a spell such as dragon breath, or the effect of a similar magic item. When the spell takes effect, the caster imbues the energy of his breath weapon with

coherance, mobility, and a semblance of life. The animated breath then attacks whomever or whatever designated by the caster. The spell only works on spells that deal

acid, cold, electric, fire or sonic damage. The animated breath functions as a 8 HD fire elemental with the following exceptions:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> - The elemental is made of the energy that the origional breath weapon was made of</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> - The elemental deals 2d8 points of damage, of the type it happens to be</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - The creature is immune to its energy type and has no particular vulnerability to another energy type</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - Objects struck by the creature do not burn.</p>

</FONT><B></body></desc></spell>

<spell><name>Animate Fire</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Sphere: Fire</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 25 ft + 5 ft/level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Concentration, up to 1 rd/level<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: 1 small fire<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster animates a fire, which is approximately the size of a campfire. This fire becomes a small

fire elemental, using all the same statistics as a normal one except it can be affected by any magical weapons, it has 2 hit dice, and it deals 1d8 points of damage on a successful

attack. It will only attack if the caster concentrates on it attacking, and if the caster does not concentrate upon it, the elemental will stand stationary for the round. The elemental cannot

move more than 25 ft + 5 ft per caster level away from the source of the fire.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The material components are a handful of charcoal, sulfur, and soda ash.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Animate Snow</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Sphere: Water</p>

<p class=MsoPlainText>Level: 6</p>

<p class=MsoPlainText>Range: 100 ft + 10 ft/level<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 rd/level<span style='mso-tab-count:2'>

</span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: 20 cubic feet of snow<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster causes snow in the area to become 1d3+2 large, 1d3 huge, or 1 gargantuan sized snow creature.

The statistics for these humanoid snow creatures are as follows:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Large: 5 HD, THAC0: 16, DMG: 2d6+5 MV: 12 AC: 6</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Huge: 9 HD, THAC0: 12, DMG: 3d6+7 MV: 12 AC: 7</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Gargantuan: 17 HD, THAC0: 4, DMG: 3d8+10 MV: 12 AC: 8</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The creatures can also attempt to encase a target up to one size smaller than it in snow. This requires a successful

to hit roll and the victim receives a save vs breath weapon. If the attack is successful, the victim is unable to act and takes 2d6 points of cold damage a round for as long as the creature persists.

Outside attacks on the animated snow cause equal damage to the encased victim.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The creatures follow the voice commands of the caster, and if they are subjected to temperatures which are above freezing,

they take 1d6 points of damage a round until they melt.</p>

</FONT><B></body></desc></spell>

<spell><name>Animate Water</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Sphere: Water</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 25 ft + 5 ft/level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Concentration, up to 1 rd/level<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: 5 cubic feet of water<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster animates an amount of water, which is approximately the size of a barrel. This water becomes a small

water elemental, using all the same statistics as a normal one except it can be affected by any magical weapons, it has 2 hit dice, and it deals 1d8 points of damage on a successful

attack. It will only attack if the caster concentrates on it attacking, and if the caster does not concentrate upon it, the elemental will stand stationary for the round. The elemental cannot

move more than 25 ft + 5 ft per caster level away from it's source of the water.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The material components are a vial of pure spring water mixed with cinnabar oil.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Anticipate Teleportation</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V, S, M</p>

<p class=MsoPlainText>Duration: 24 hours<span style='mso-tab-count:2'>

</span>Casting Time: 10 minutes</p>

<p class=MsoPlainText>Area of Effect: 5 ft radius per caster level around the willing subject<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature

into the spell's area. Any teleportation spell or effect (including such things as dimension door, blink or other similar spells) can be anticipated, making the spell's recipient instantly aware

of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the

teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round, generally giving the recipient of the spell and anyone else made aware of the information 1 round

to act or ready actions. The teleporting creature does not perceive this delay.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a

creature that arrives within range even though its intended destination was elsewhere. For a creture that intends to teleport into range, but inadvertantly arrives outside the spell's area,

the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location

of its imminent arrival.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell has no effect on creatures attempting to teleport away from the spell's area, although if their destination is within the

spell's area, the spell will affect them as normal. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a tiny hourglass of platinum and crystal worth 500 gp which must be carried or worn by the

spell's recipient while the spell is in effect. The component is not otherwise used up by the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Improved Anticipate Teleportation</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText>Level: 6</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V, S, M</p>

<p class=MsoPlainText>Duration: 24 hours<span style='mso-tab-count:2'>

</span>Casting Time: 10 minutes</p>

<p class=MsoPlainText>Area of Effect: 5 ft radius per caster level around the willing subject<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature

into the spell's area. Any teleportation spell or effect (including such things as dimension door, blink or other similar spells) can be anticipated, making the spell's recipient instantly aware

of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, type, and how many other creatures (and their sizes and types) are

arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 3 rounds, generally giving the recipient of the spell and anyone else made aware of the

information 3 rounds to act or ready actions. The teleporting creature does not perceive this delay.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a

creature that arrives within range even though its intended destination was elsewhere. For a creture that intends to teleport into range, but inadvertantly arrives outside the spell's area,

the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location

of its imminent arrival.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell has no effect on creatures attempting to teleport away from the spell's area, although if their destination is within the

spell's area, the spell will affect them as normal. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a tiny hourglass of platinum and crystal filled with diamond dust worth 1000 gp which must be

carried or worn by the spell's recipient while the spell is in effect. The component is not otherwise used up by the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Antidragon Aura</name><desc><body style=font-family:Arial; font-size: 12pt; > </p>

<p></p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText>Sphere: Protection</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 25ft + 5ft / 2 levels<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round per level<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 1 target per 2 levels within 30 ft of each other<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> This spell creates protective aura that shields against dragon attack.All subjects of this spell

gain a +2 to AC and saves vs the attacks, spells and abilities of dragons. This bonus increasesby +1 for every 4 levels the caster is above 5th (so +3 at 9th and

so forth). </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The material component is a chunk of platinum worth 25 gp.</p>

</FONT><B></body></desc></spell>

<spell><name>Antimagic Ray</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText>Level: 7</p>

<p class=MsoPlainText>Range: 25ft + 5ft per level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round / level<span style='mso-tab-count:2'>

</span>Casting Time: 7</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell creates a ray of antimagic energy that streaks towards the enemy and nullifies the target's magic.

The caster must make a successful to hit roll against the target. Dex modifiers apply and normal armor or shields are ignored. If the target is struck, it functions as though

it were in a field of antimagic.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> If this spell is used against a creature, the subject can't cast spells, or use supernatural or spell-like abilities.

Nor do such abilities have any effect on the creature. However, the creature can still use scrolls and wands, despite the effects of this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If this spell is used against an object, that object's magical powers are suppressed, including any spells

previously cast and currently in effect on the item, as well as any spells or magical effects targeted on the object during the antimagic ray's duration.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell doesn't affect any objects other than the subject itself, even if those objects are worn, carried

by, or in contact with that subject. For instance, if the creature is the garge, its equipment remains unaffected.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Material Components: A pinch of iron filings mixed with ruby dust worth 100 gp.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Appraising Touch</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 hour/level<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> The caster gains an intuitive insight into the value of objects he comes into contact with. If the caster

has the appraising proficiency, he automatically knows the exact value of any item after 2 minutes of inspection. If the caster does not have the appraising proficiency

then he may make an apprasing check as though he did have the proficiency after 2 minutes of inspection. The caster has no chance of misreading the value and if the check

fails, he simply is unable to determine the value of the item and cannot attempt again until he casts this spell again.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Arc of Lightning</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation/Invocation)</p>

<p class=MsoPlainText>Level: 5</p>

<p class=MsoPlainText>Range: 25 ft + 5 ft/level<span style='mso-tab-count:3'>

</span>Components: V, S, M</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:2'>

</span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: a line between 2 targets<span style='mso-tab-count:

2'> </span>Saving Throw: 1/2</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster creates a magical area of conductivity between two creatures then arcs a bolt of electricity

between them. This bolt deals 1d6 points of damager per caster level (maximum 15d6) to both creatures and anything in between.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Both creatures must be in range and the line between them must be uninterrupted by walls or other sturdy

barriers, though at the DM's option, it may blast through weaker barriers such as thin wooden walls, though the caster needs to be able to see both of them.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component are two small iron rods which are held appart and then consumed in a flash of light.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Armor of Darkness</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText>Sphere: Necromantic, Protection</p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'>

</span>Casting Time: 4 </p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> A shroud of flickering shadows envelopes the caster which provides a +4 bonus to AC plus an additional +1

for every three levels after 7 up to a maximum of +8 at 19th level. The subject can also see perfectly in darkness up to 60 feet.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Undead subjected to this spell are considered to be four HD higher for purposes of turning attempts. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Arrow of Bone</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText>Level: 6</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: special<span style='mso-tab-count:2'>

</span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: 1 missile<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By drawing runes of dire power upon a single arrow, bolt, dart, or javelin, the caster changes the weapon into

a sinister missile of cold, enchanted bone. The wizard may then throw or fire the weapon in normal fashion, or he can choose to give it to a companion to use. If the wizard

employs the arrow of bone himself, he strikes with the THAC0 of a warrior half his own level and a +3 to attack roll. If he gives it to someone else, it merely confers a +1 to hit..

A creature struck by the weapon must make a saving throw vs death or die; even if successful, the victim suffers normal damage for the weapon, plus an additional amount

equal to the maximum damage of the weapon. For example an arrow would deal 1d6+6 points of damage. Unlike death spell or finger of death, the victim can be raised or ressurected

in any expedient manner.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The arrow of bone does not destroy undead or other nonliving creatures outright. Instead it deals normal damage

plus four times the missile's normal damage (so 1d6+24 for an arrow), or half that if the target succeeds in a save vs death.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a powdered sliver of bone mixed with black dragon blood. The resulting mixture is used

to paint runes upon the weapon. If the splinter of blood can be taken from the remans of a close blood relative of the target (a sibling, parent or grandparent), the victim recieves a -4

penelty to his saving throw if struck.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note: Common for Necromancers, artificers and some savage mages; otherwise rare (PO:SM)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Aspect of the Earth Hunter</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Sphere: Earth</p>

<p class=MsoPlainText>Level: 6</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn per level<span style='mso-tab-count:2'>

</span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell transforms the caster into a bulette. The character's hitpoints, alignment, THAC0 and saving throws

all remain the same, but the character otherwise has all the same stats and abilities of a bulette. The character can tunnel, leap and otherwise attack as a bulette. The caster

cannot speak or cast while in this form and all equipment melds into his body and becomes nonfunctional.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The material component is a small piece of a bulette's shell. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Aspect of the Wolf</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Sphere: Animal</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn per level<span style='mso-tab-count:2'>

</span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell transforms the caster into a wolf. The character's hitpoints, alignment, THAC0 and saving throws

all remain the same, but the character otherwise has all the same stats and abilities of a wolf. The character can track by scent as though the caster had the tracking proficiency

and if the caster already has the tracking proficiency, he gains a +3 to the check. The caster cannot speak or cast while in this form and all equipment melds into his body

and becomes nonfunctional.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The material component is a whisker from a wolf. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Assay Spell Resistence</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 rd per level<span style='mso-tab-count:2'>

</span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spelll causes the caster to see holes within a creature's magic resistence that he can then exploit.

For the duration of this spell, one creature the caster sees has it's spell resistence reduced by 50%, though only for the caster. Only one creature can be affected by a casting of this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> </p>

</FONT><B></body></desc></spell>

<spell><name>Astral Hospice</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText>Sphere: Summoning, Travellers Level: 6</p>

<p class=MsoPlainText>Range: 25 ft + 5 ft per level<span style='mso-tab-count:3'>

</span>Components: V, S, M </p>

<p class=MsoPlainText>Duration: 24 hours/level<span style='mso-tab-count:2'>

</span>Casting Time: 6 </p>

<p class=MsoPlainText>Area of Effect: special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> This spell can only be cast upon the astral plane. It opens up a small planar portal to a demiplane

where natural healing can occur (unlike on the Astral Plane itself). The firm surface of the demiplane is roughly 50 feet square and the demiplane extends 50 feet

above the surface. The demiplane's traits (including time, gravity and magic) match those of the Material Plane, and the demiplane is self-contained; walking to one

end returns the character to the point from which he began. The demiplane has no other unusual planar traits.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The only way in or out of the demiplane is through the entrance created by the caster, and only those

named or described by the caster at the casting time may enter. The portal continues to exist and remains visible on the Astral Plane only while the hospice demiplane

exists. When the caster leaves the demiplane, the portal seals shut and vanishes. Anyone still in the hospice demiplane at the time appears on the Astral Plane

at the location of the hospice's entrance. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a single flawless gemstone of at least 250 gp value.</p>

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<spell><name>Attune Form</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Sphere: Guardian, Travellers</p>

<p class=MsoPlainText>Level: Priest 3 or wizard 4</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 24 hours<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 1 creature/3 levels<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell allows the caster to attune the affected creatures to the plane they are currently on, negating harmful effects of the plane.

This only protects against natural effects of a specific plane, but this includes extremes in temperature, lack of air, poisonous fumes, emanations of positive or negative energy or other attributes of

the plane itself.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Avoid planar effects provides protection from the fire damage one would take for being on the plane of fire, breathe water on the

plane of water, and ignore suffocation on the plane of earth. The target can also ignore the blinding effects of positive energy, and stops gaining hitpoints once they gain their normal full hitpoint

total. Negative planes don't drain life to characters protected by this spell neither.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This would also protect against the deafening effects of Pandemonium, cold effects of Cania in Hell, and so forth. The DM

can provide protection to any plane danger he wishes to create through this spell. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The effects of gravity, alignment and magic are not avoided by this spell, nor is the special entrapping trait of some planes

such as Elysium and Hades. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell does not provide protection against creatures native or otherwise, nor does it protect against spells, special abilities

or extreme and nonnatural formation within the plane. The spell would allow you to survive on the Elemental Plane of Earth for instance, but it won't protect you from walking into a pool of magma

on the same plane.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> The material component is a bit of stone or earth from the caster's home plane.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> </p>

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<spell><name>Augment Familiar</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 25 ft + 5ft/level<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Concentration + 1 rd/level<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: caster's familiar<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell enhances a familiar temporarily to become quite formidible in combat. The familiar gains +2 to it's saving throws

+2 to it's AC, +1 hp per level of the caster, and becomes immune to weapons of less that +1 enchantment. In addition, it becomes capable of dealing 1d8+1 points of damage on a successful

attack.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> </p>

</FONT><B></body></desc></spell>

<spell><name>Avascular Mass</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText>Level: 8</p>

<p class=MsoPlainText>Range: 25 ft + 5 ft/level<span style='mso-tab-count:3'>

</span>Components: V, S</p>

<p class=MsoPlainText>Duration: special <span style='mso-tab-count:2'>

</span>Casting Time: 8</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> Upon the completion of this spell, the caster shoots forth a black ray of necromantic energy. The unfortunate victim of this spell

violently purges blood vessels through its skin. The purged blood vessels spread outward, creating a many-layerd mass of bloody, adhesive tissue that traps nearby creatures in a gory horror.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The caster must make a successful to hit roll against the target creature, though normal armor is ignored and the caster is allowed

his dexterity bonus (if any) as well as a +2 to hit. If the subject is hit, he loses half of his hitpoints and is stunned, unable to act for 1 round. If he succeeds in a save vs spell, the victim is not stunned.

Creatures with no flesh such as golems, plants or oozes cannot be affected by this spell. Undead can be affected if they have flesh bodies, so a vampire could be affected, but a skeleton could not.

The DM of course has final say as to whether the spell takes effect or not. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The avascular mass instantaneously erupts from the subject and must be anchored by two opposed points - such as the floor and

ceiling or two opposing walls - or else the mass collapses and has no further effect. Creatures within a 20 foot radius of the target become entangled.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> Anyone but the initial subject (who automatically fails) may attempt a save vs paralysis to not be attached to the avascular mass.

If the save succeeds, the subject is not stuck and is free to act, though moving may be a problem (see below). If the save fails, the subject is stuck and can attempt to break loose on a successful

open doors check. Once loose (either from breaking free or succeeding in the initial saving throw), a creature can progress through the writhing blood vessels very slowly. Each round the creature

moves through the vessels, he must make another open doors check. For every point the subject rolls below what is needed for success, he may move one foot through the writhing mass.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This writhing mass is very difficult to attack through and if there is at least five feet of mass between an attacker and an opponent,

the mass is considered to be partial cover, providing a -4 penalty to any attempts at missile attack. If there is at least 20 feet of avascular mass between the attacker and target, the target has complete

cover and cannot be targeted with ranged attacks.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> The avascular mass of entangling tissue persists for 1 round per caster level. When the duration elapses, the blood vessel mass

becomes limp, decaying tissue.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> </p>

</FONT><B></body></desc></spell>

<spell><name>Avasculate</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText>Level: 7</p>

<p class=MsoPlainText>Range: 25 ft + 5 ft/level<span style='mso-tab-count:3'>

</span>Components: V, S</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:2'>

</span>Casting Time: 7</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> The caster shoots forth a black ray of necromantic energy which causes a foe to violently purge blood and other

vital fluids through his skin. The caster must make a successful to hit roll against the subject, though armor is ignored and a +2 bonus is applied to the roll. If the attack succeeds,

the subject is reduced to half of his current hit points (rounded down), and stunned for 1 round, unable to act. If the target succeeds on a save vs spell, it is not stunned, but still

takes damage as normal.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> </p>

</FONT><B></body></desc></spell>

<spell><name>Avoid Planar Effects</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Sphere: Guardian, Travellers</p>

<p class=MsoPlainText>Level: Priest 2 or wizard 3</p>

<p class=MsoPlainText>Range: 20 ft<span style='mso-tab-count:3'>

</span>Components: V</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 creature/level within 20 ft<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell allows the caster to attune the affected creatures to the plane they are currently on, negating harmful effects of the plane.

This only protects against natural effects of a specific plane, but this includes extremes in temperature, lack of air, poisonous fumes, emanations of positive or negative energy or other attributes of

the plane itself.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Avoid planar effects provides protection from the fire damage one would take for being on the plane of fire, breathe water on the

plane of water, and ignore suffocation on the plane of earth. The target can also ignore the blinding effects of positive energy, and stops gaining hitpoints once they gain their normal full hitpoint

total. Negative planes don't drain life to characters protected by this spell neither.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This would also protect against the deafening effects of Pandemonium, cold effects of Cania in Hell, and so forth. The DM

can provide protection to any plane danger he wishes to create through this spell. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The effects of gravity, alignment and magic are not avoided by this spell, nor is the special entrapping trait of some planes

such as Elysium and Hades. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell does not provide protection against creatures native or otherwise, nor does it protect against spells, special abilities

or extreme and nonnatural formation within the plane. The spell would allow you to survive on the Elemental Plane of Earth for instance, but it won't protect you from walking into a pool of magma

on the same plane.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> </p>

</FONT><B></body></desc></spell>

<spell><name>Awaken Golem</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 9</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:2'>

</span>Casting Time: 8 hours</p>

<p class=MsoPlainText>Area of Effect: 1 golem<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> This spell awakens a golem to human-like sentience. An awakened golem gains intelligence, wisdom, and charisma scores

equal to 3d6. The golem becomes independent of both the caster and the being who origionally made it, though it's iniltial attitude to both is friendly. This could of course change depending on

how either treat the newly intelligent golem.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component of this spell is the brain of a humanoid that has been dead less than 8 hours.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Awaken Undead</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText>Level: Priest 6, Wizard 7</p>

<p class=MsoPlainText>Range: 25 ft + 5 ft/level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:2'>

</span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: all mindless undead within range<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell grants intelligence to mindless undead such as skeletons and zombies. Undead creatures that already have

intelligence are unaffected. A mindless undead gains an intelligence score of 1d6+4, subject to the limitation that an undead cannot be more intelligent than is typical of a living creature of

the same kind. A dog skeleton simply has an intelligence of 1 (no roll needed), while an orc skeleton makes the die roll but cannot have an intelligence score of more than 8. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Undead will take up the armor and weapons they normally did in life (assume the undead are warriors unless the

DM specifies otherwise) and will obey your commands. Such undead also regain any extraordinary abilities they may have had in life, such as class or racial abilities if any.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Such creatures also gain a +2 to saves against attempts to control them, as well as being considered 2 HD higher

for purposes of turning.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a humanoid fingerbone.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Babau Slime</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 rd/level<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: creature touched<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> This demon-inspired transmutation causes the subject to secret a slimy, red layer of jelly that coats its skin, armor and equipment.

A creature that touches the slime-protected oponent or strikes with a small sized weapon or less, takes 1d8 points of acid damage. Any creature in constant contact with the protected creature

(such as someone who is grappling, or holding down the target) takes the acid damage once per round. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The material component is a drop of babau slime.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Backbiter</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 25 ft + 5 ft/level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round / level or until discharged<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: one weapon<span style='mso-tab-count:

2'> </span>Saving Throw: special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> This spell must be cast upon a melee weapon. The next time that weapon is used to make a melee attack, its shaft

twists around so that the weapon strikes the weilder instead. The weapon hits automatically and no to hit roll need be made. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The wielder gets no warning or knowledge of the spell's effect on his weapon, and although he makes the attack,

the self dealt damage can't be consciously reduced, or changed to a sap attack for nonleathal damage. Once the weapon attacks its weilder, the spell is discharged.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> If the target weapon of a creature is magical, he gets a save vs spell to avoid the effect. If the weapon is unattended

or nonmagical, no save is allowed. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a dagger, which is not used up by the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Backlash</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 turn/level or until discharged<span style='mso-tab-count:2'>

</span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: 1 target touched<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> The caster touches an opponent and a red aura entwines him, which then fades without further effect. The next time the target

creature attempts to cast a spell or use a spell like ability, the magic of that spell backfires. The spell is expended and the creature takes 1d6 points of damage per level of the spell being cast.

This discharge ends the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> </p>

</FONT><B></body></desc></spell>

<spell><name>Baleful Transposition</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 100 ft + 10 ft/level<span style='mso-tab-count:3'>

</span>Components: V</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: two target creatures, up to large size<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Two target creatures, of which the caster can be one, instantly swap positions. A solid object such as the ground, a bridge,

or a rope must connect the creatures. Both subjects must be within range. Objects carried by the creatures go with them, but other creatures do not, even if carried. The movement is instantaneous

and does not provoke attacks of opportunity. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> If either creature succeeds in a save vs spell (though either may willingly fail it) the spell is negated.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Ball Lightning</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 30 yard + 10 yards per level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: creates 1 to 4 balls<span style='mso-tab-count:

2'> </span>Saving Throw: 1/2</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell allows the caster to create up to four glowing spheres of lightning at any time during the spell's duration. The damage

each ball causes is determined by the number of balls the caster creates. Each ball lasts no longer than 4 rounds, regardless of when the caster chooses to bring them in existence. The spell duration

is 5 rounds per caster level. If four balls are created, they cause 2d4 damage each. If three balls are created, they cause 2d6 points of damage each. If two balls are created, they cause 5d4 points

of damage each. Finally, if one ball is created, it causes 4d12 points of damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The balls are about 3 feet in diameter and resemble will-o-wisps or the spell dancing lights. The caster can move the spheres at a

movement rate of 4. A globe sent beyond the spell range vanishes harmlessly. Controlling one or more lightning balls absorbs the caster's attention for the round. Uncontrolled balls simply hover in place.

If a lightning ball touches a creature, it immeadiately discharges the damage as above, with a save allowed for 1/2 damage. No attack roll is required for the wizard to move a ball of lightning

into contact with a target, but most creatures can avoid a lightning ball by simply moving faster. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a powder of blue dragon scales.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Note: Uncommon for Air or Weather mages, rare for others.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Bands of Sirellyn</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 40 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn + 1 rd/level<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> Once employed by the ancient wizard known as the Arcanamach, the mage Sirellyn rediscovered this forgotten dweomer

many centuries after its last use. The spell causes a number of shining metal bands to materialize out of the air, encircling and capturing a target of the caster's choice. The victim is allowed

a saving throw vs spell to ellude capture, with a -1 penalty per three caster levels, since higher level casters tend to conjure more bands in a denser formation. Any creatures less than size

G may be captured, but gargantuan creatures are simply too big to be ensared by this spell. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> If the victim fails his saving throw, he is caught and held immobile by the bands. He may not move his arms and legs, but is

still capable of speech and can employ magic items and other abilities that do not require movement on his part. Subjects with a strength rating, may attempt to break free with a bend bars/

lift gates roll. Those without a strength rating, may attempt a save vs petrification at a -4 penalty. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is tree silver rings which are interlocked so all three are connected. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Barghest's Feast</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText>Sphere: Necromancy</p>

<p class=MsoPlainText>Level: Cleric 6 Wizard 7</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: Corpse Touched<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Black flames flicker over a corpse, utterly consuming it. The caster destroys the remains of a dead person or creature,

preventing any form of raising that requires part of the corpse. There is a 50% chance that a spell such as wish or other powerful magic cannot restore to life a victim consumed by this

spell. Check once for each destroyed creature. If the % roll fails, the creature cannot be brough back to life by mortal magic.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The material component is a diamond worth 5,000 gp.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Battering Ram</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 25 ft + 5ft/level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 target object or creature<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> The caster creates a ramlike force that can strike with considerable power. The force can target a creature or an object.

The force deals 1d6 points of damage to the target. If the target is a creature, he must make a save vs paralysis or be knocked down. If the subject is a stuck but moveable object, like a door,

the caster may make an open doors check with an effective strength of 20. Loose objects are simply knocked away. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The material component is a piece of carved ram's horn, which is not used up by the casting of this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Beast Claws</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Sphere: Animal</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hour / level<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster's hands grow into claws, each of which can deal 1d4 points of damage. Attacks with these transformed hands do not

provoke attacks of opportunity. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The claws work just like the natural weapons of many monsters, and the caster may attack with both of them in any round without

penalty. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> If the caster attacks with a weapon, no claw attacks can be made. The claws do not hinder manual dexterity in any way, nor do they

hinder spellcasting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is the claw of a bird of prey such as an eagle or a falcon.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Belker Claws</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: instantaneous<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:2'>

</span>Saving Throw: special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster's hand becomes smoky for a moment. If the caster can manage to successfully touch an opponent (requiring

a successful to hit roll) the smoke seems into the victims lungs and burns from the inside, dealing 2d12 points of damage a round. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The damage then lasts an additional round per three caster levels, up to 4 rounds at 12th level. Though each round after the first

the victim is allowed a save vs spell . If the victim saves, the spell ends.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a small vial of smoke.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Benign Transposition</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 100 ft + 10 ft/level<span style='mso-tab-count:3'>

</span>Components: V</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: two target willing creatures, up to large size<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Two target willing creatures, of which the caster can be one, instantly swap positions. Both subjects must be within

range. Objects carried by the creatures go with them, but other creatures do not, even if carried. The movement is instantaneous and does not provoke attacks of opportunity. </p>

</FONT><B></body></desc></spell>

<spell><name>Bestow Greater Curse</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText>Sphere: Necromancy</p>

<p class=MsoPlainText>Level: Cleric 7 Wizard 8</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'>

</span>Casting Time: 8</p>

<p class=MsoPlainText>Area of Effect: creature touched<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spellcaster places a curse on the creature touched, choosing one of three of the following curses:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> - One ability score is reduced to 1 or two ability scores are reduced by 6 (minimum 1).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> - -8 penalty on all attack rolls, saving throws, ability checks, and proficiency checks. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - Each round of combat, the victim has a 25% chance to act normally, otherwise does nothing.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster can also invent his own curse, but it should be no more powerful than those described above

and the DM has final say on the curse's effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A greater curse cannot be dispelled, nor can it be removed by any means other than a wish or a remove

curse cast by a 17th level caster. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Binding Winds</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText>Sphere: Air</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 100 ft + 10 ft/level<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Concentration<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Calling upon the power of air, the caster encircles the target in whipping winds. The subject can act normally,

but it cannot move from its current location. The winds carry its voice away, so it can speak, but cannot be heard, and cannot hear anything but the roar of the winds. This spell

makes casting difficult and a caster must make a successful save vs spell to be able to cast for the round. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Furthermore, no sonic or language dependant spells or effects can be cast into or out of the winds (though the

spells may be cast within the winds by the subject on himself). Ranged attacks into or out of the winds receive a -2 penalty. Flying creatures targeted by this spell are held in mid air.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Black Blade of Disaster</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summoning, Evocation)</p>

<p class=MsoPlainText>Level: 9</p>

<p class=MsoPlainText>Range: 10 yards/level<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 rd/level <span style='mso-tab-count:2'>

</span>Casting Time: 9</p>

<p class=MsoPlainText>Area of Effect: creates 1 rift blade<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> This spell enables the caster to create a black, blade-shaped planar rift, about three feet long. It moves about as

the caster wills, provided the caster can see and concentrate on it, with a movement rate of 9. If the caster ceases concentration on the blade at any time, the blade collapses into

nothingness at the end of the round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The blade can strike twice a round with the same THAC0 as its caster. A black blade easily carves through inanimate

objects that do not bear dweomers. A shop loses 1d12% seaworthiness per blow and structures take damage per hit equal to that of a heavy catapult. Walls bolstered by spells are

treated as magical barriers. A black blade of disaster can cut through prismatic walls and spheres, walls of force, and all other known magical barriers. It can penetrate an antimagic

shell and affect objects inside. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Against creatures, a black blade deals 2d12 points of damage per strike. If the caster rolls a natural 20, the blade disintegrates

the creature struck; nothing short of a wish will restore an individual destroyed in this fashion. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>All magical attacks and effects directed at the rift are absorbed. Anyone trying to sieze or physically attack the blade is

affected as though struck by the blade. The caster suffers 1d2 points of damage every time he strikes with the blade, as it draws off some of his lifeforce as well. This damage does not by itself

disrupt his concentration.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Notes: Restricted to drow, very rare.</p>

</FONT><B></body></desc></spell>

<spell><name>Blade of Pain and Fear</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Necromancy, Evocation)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 1 swordlike column of gnashing teeth<span style='mso-tab-count:

2'> </span>Saving Throw: special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A three foot long column of disembodied, gnashing teeth spring forth from the caster's hand. For the duration of the spell, the caster

may make an attack with this gruesome blade. A creature who is struck by this blade (requiring a successful to hit roll) takes 1d6 damage plus an additional point of damage for every two levels of

the caster up to a maximum of 1d6+10 at 20th level. Strength modifiers do not apply to this damage. Any creature struck by this blade must make a save vs spell or flee in terror for 1d4 rounds,

possibly dropping items in the process (20% chance). </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> </p>

</FONT><B></body></desc></spell>

<spell><name>Blades of Fire</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V</p>

<p class=MsoPlainText>Duration: 1 round<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: up to two weapons you are weilding<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> Up to two melee weapons you are holding (which can be handed to someone else during the round this spell is cast if close)

each deal 1d8 points of extra fire damage. This stacks with any other fire damage the weapon may already deal.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> </p>

</FONT><B></body></desc></spell>

<spell><name>Blade Weave</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Illusion)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V</p>

<p class=MsoPlainText>Duration: 1 rd/level<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: caster<span style='mso-tab-count:

2'> </span>Saving Throw: special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster uses illusion to cause every move he makes with his weapon to appear beautiful and full of flourish. Once per round,

the caster can choose one target that he has successfully struck with a melee weapon. That target must make a save vs spell or be stunned, unable to act for 1 round. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Note: Common to bards, especially blades. Rare otherwise. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Blast of Flame</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:2'>

</span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: cone, 60 ft long, 5 ft at the base, 30 at the tip<span style='mso-tab-count:

2'> </span>Saving Throw: 1/2</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Flames burst forth from the casters hands, forming a cone 60' long with a 5' diameter at the beginning which stretches out to a

30' diameter at the end. Any creatures caught in the area suffer 1d6 points of damage per level of the caster up to 10d6. Note: since this blast is essentially forward moving, if cast within a hall

or other enclosed space, it will move forward as long as it has room to go. Only if it has no further room forward to go will the caster have a chance of being caught in the blast.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The material component is a bit of wick soaked in oil.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Lance of Disruption</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Invocation/Evocation, Force, Air)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 5 ft x 60 ft<span style='mso-tab-count:

2'> </span>Saving Throw: 1/2</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell creates a beam of concussive, disrupting force that lashes out from the wizard's hand in a path 5 feet wide and 60

feet long. Any creatures caught in the beam's path suffer 5d4 points of damage plus 2 points of damage per caster level, to a maximum of 5d4+20. For example a 6th-level wizard would inflict

5d4+12 damage with the lance of disruption. Victims are allowed a saving throw for half damage. The lance delivers a powerful blow against inanimate objects and can easily blast light furniture,

thin wooden walls, or fragile stonework to flinders. Even sturdy iron bound doors or heavy stoneworkcan be seriously damaged by the lance of disruption.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Creatures with amorphous or nonsolid bodies, such as fire or air elementals and some oozes and slimes are resistent to the

lance's effects. These sustain only half damage, or one-quarter damage with a successful saving throw.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Blessed Aim</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 rd/level<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: 50' radius<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The priest calls upon the blessings of his deity to bolster the aim of allies within the area of effect. All allies within gain a +2 bonus

to ranged attack rolls only.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> </p>

</FONT><B></body></desc></spell>

<spell><name>Blinding Spittle</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration) Sphere: Plant</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 25ft+5ft/level<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster spits a globule of dark, sticky sap at the eyes of the target of the spell. A called shot must be made at the target's eyes

imposing a -4 penalty to the attack roll, though armor is ignored and dexterity modifiers apply. The subject is then blinded until it can wash its eyes with water or some other rinsing fluid, which takes

a round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> </p>

</FONT><B></body></desc></spell>

<spell><name>Blindsight</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination) Sphere: Divination</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 rd/level<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> This spell grants the subject the ability to sense things using nonvisual senses as well as using normal vision. Invisibility and

darkness are typically irrelevant to a creature with this spell, though many illusions contain cues beyond just the visual and are not necessarily defeated by this spell. The range of this sense is

limited to 30 feet however. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Improved Blindsight</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination) Sphere: Divination</p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 rd/level<span style='mso-tab-count:2'>

</span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> This spell grants the subject the ability to sense things using nonvisual senses as well as using normal vision. Invisibility and

darkness are typically irrelevant to a creature with this spell, though many illusions contain cues beyond just the visual and are not necessarily defeated by this spell. The range of this sense is

limited to 60 feet however. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Improved Blink</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration, Dimension)</p>

<p class=MsoPlainText>Level: 5</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 rd/level<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: Caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This is a variation of the 3rd level wizard spell blink, allowing the wizard to shift his body to any point within 15 feet of the current

location. Unlike the lower level spell, improved blink allows the wizard to choose the exact time of the blink, the exact destination, and the orientation or facing of his choosing. For example, a wizard

confronted by an enemy fighter could blink just before the fighter attacked, reappearing directly behind his foe for a back attack. If the wizard blinks away from an attack, his enemy automatically misses,

but creatures with multiple attacks may be able to reposition themselves for another swing if the wizard blinks to a location within reach.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> A wizard intending to take any action, such as attacking, casting a spell, or using magical items, must decide before the round begins

if he will do it before or after he blinks. If he acts before he blinks, he may be struck by an attack before he finishes; he can choose to proceed with his action, hoping that he won't be hit, or he can

abort his action by taking his blink for the round. On the other hand, if the wizard begins his action after his blink, the initiative modifier of his attack or spell is added to the time of his blink to determine

when he attacks. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Because the wizard can pick the location he is blinking to, he must blink to a location clear of obstructions or obstacles. A caster blinking

into a moveable object is displaced to a random location (use the blink spell rules to determine where he ends up).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Notes: Uncommon spell (PO:SM)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Blistering Radiance</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation/Invocation) Sphere: Fire, Sun</p>

<p class=MsoPlainText>Level: 5</p>

<p class=MsoPlainText>Range: 400 ft + 40 ft/level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 rd/level<span style='mso-tab-count:2'>

</span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: 50 ft radius<span style='mso-tab-count:

2'> </span>Saving Throw: special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster hurls a blazing ball of light toward a point which erupts into a brilliant hovering sphere. All sighted creatures

within the area are dazzled, recieving a -1 to all rolls for the duration of the spell (no save). In addition, each creature within the area of effect suffers 2d6 points of fire damage every

round they stay within the area. Like a fireball spell, blistering radiance erupts if it strikes any material body or solid barier before attaining it's prescribed range. If the caster is attempting

to send the sphere down a narrow opening or passage, the caster may have to make a successful to hit roll (for which dexterity modifiers apply) at the DM's discretion. Also like a fireball,

the energy of this spell expands to fill all available space until the required area is met.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> This spell dispells any darkness spells of equal or lesser level. The material component is a bit of tinder and a small lens,

both of which are consumed by the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Blood Sirocco</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration) Sphere: Air</p>

<p class=MsoPlainText>Level: 6</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: Cone 60ft long, 5 ft x 60 ft<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A stifling wind tears across the landscape from the caster's outstretched hand with the force of a windstorm. Creatures

in the area of effect who are of small size or smaller are knocked prome and roll back 1d4x10 feet, taking 1d4 points of damage per 10 feet (and possibly more depending on the circumstance,

at the DM's discretion). Man sized creatures are simply knocked prone while larger creatures are unable to move toward the origin of the cone. A successful save vs paralysis allows normal

movement in any case. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> In addition, the stifling winds dehydrate those within the cone. Each round a creature stays within the area of effect, he takes 2

points of damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The wind of this spell automatically extinguishes candles, torches and other similar unprotected flames. It causes protected flames,

such as lanterns, to dance wildly and has a 50% chance of extinguishing those lights. The wind of a blood sirocco continues to blow from the origin to its end for the duration of the spell. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Blood to Water</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Necromancy) Sphere: Necromancy</p>

<p class=MsoPlainText>Level: 7</p>

<p class=MsoPlainText>Range: 25 ft + 5 ft/level<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:2'>

</span>Casting Time: 7</p>

<p class=MsoPlainText>Area of Effect: up to five living targets, no two of which are more than 30 ft appart<span style='mso-tab-count:

2'> </span>Saving Throw: 1/2</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> Sea-green orbs of energy strike each victim of this spell, turning blood red as they impact.

This spell transmutes the subject's blood into pure water, lowering their Constitution by 2d6 points. A successful save vs spell halves this amount. Constitution lost

in this manner returns one point a day, or can be returned through a restoration or similar spell. Creatures without constitution scores lose one hit point per hit die for

every 3 points rolled (rounded up). </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> This spell has no effect on creatures with no blood (such as elementals) or upon undead.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Mystic Musket</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 180 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instant<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of this spell, the wizard powers a single lead, steel or stone shot with enormous potential energy before releasing the shot at a target at incredible velocity, the effect of which is much like firing the same shot from a black-powder firearm. The wizard must make a to-hit roll against the AC of the target, although the target does not gain any benefits from armor, worn or otherwise and the wizard rolls his to-hit as though he had the THAC0 of a fighter of equal level. No modifiers from range, non-proficiency or even specialization are used for the to-hit roll.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The shot has no attack or damage bonus itself but should the material component used be an enchanted sling bullet or similarly enhanced piece of usable ammunition then the wizard can use the attack and damage bonus of the ammunition as though she were expending it from the actual weapon it was intended for. The shot itself inflicts 2d6 points of piercing damage to the target if it hits and although the shot itself is not stopped by spell resistance it does not necessarily damage creatures with weapon immunity or those hit only by magical weapons unless the ammunition used is magical or silver in the case of lycanthropes. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>At 5th level the damage inflicted by the shot increases by 2d6 (dealing 4d6 damage total) and then again at 9th level, increasing the total damage potential to 6d6. A wizard may sacrifice a level of damage to penetrate the weapon immunity of a target creature if she wishes. By sacrificing 2d6 of damage the wizard can affect creatures only harmed by silver or +1 weapon and by sacrificing 4d6 points of damage the wizard can affect creatures only hit by +3 weapons or better. If the wizard is not high enough to retain damage potential after sacrificing damage to affect a creature then those dice cannot be sacrificed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is twofold; the first being a special compound of charcoal, sulfur and saltpeter meshed into a tiny parchment roll, the second being the shot to be propelled by the spell. The shot can be any hard, spherical object the size of a marble and ammunition such as magical stones or enchanted sling bullets can be used for this purpose.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Ever Shield</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: The Caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this spell is cast, an invisible barrier comes into being in front of the wizard. This shield totally negates magic missile attacks. It provides the equivalent protection of AC 2 against hand-hurled missiles (axes, darts, javelins, spears, etc.), AC 3 against small device-propelled missiles (arrows, bolts, bullets, manticore spikes, sling stones, etc.), and AC 4 against all other forms of attacks. The shield also adds a +1 bonus to the wizards saving throws against attacks that are basically frontal. Note that these benefits apply only if the attack originates from in front of the wizard, where the shield can move to interpose itself.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> This spell lasts until the caster sustains cumulative damage greater than 2d4 points +2 per level of the caster. The shield does not in any way absorb this damage and the caster still suffers any damage from a successful attack against her. Until it is dispelled from cumulative damage it will provide its full benefits to the caster. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component for this spell is a specially blessed, glass cabochon or half sphere that is consumed during the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Shock Missile</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 60 yards + 10 yards/level<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Instant<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: one to five targets<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Use of the shock missile spell creates up to five missiles composed of electrical energy that dart forth from the wizards fingertip and unerringly strike their target. This includes enemy creatures in a melee. The target must be seen or otherwise detected to be hit, however, so near-total concealment, such as that offered by arrow slits, can render the spell ineffective. Likewise, the caster must be able to identify the target. He cannot direct the missile to strike the commander of the legion, unless he can single out the commander form the rest of the soldiers. Specific parts of a creature cannot be singled out unless they are separate targets from the core creature or have their own hit points, separate from the core creature. This spell can affect inanimate objects that can be affected by electrical energy and objects so affected can make a saving throw vs. electricity to negate the damage completely otherwise they take damage as a living creature. Against living creatures, each missile does 1d8 points of electrical damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> For every two additional levels of experience, the wizard gains another missile when casting this spell. A wizard can fire 2 missiles at 3rd level, 3 at 5th level, and 4 at 7th level, up to a maximum of 5 missiles at 9th level. If the wizard has multiple missile capability he can direct them to strike individual targets or a single creature, as desired.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Multi Musket</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 70 yards + 10 yards/level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 1 target per shot<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell enables the wizard to propel small lead, steel or stone shots (one for every two levels of experience she has attained), each of which strikes the target creature for 2d6 points of damage and potentially knocks it down from the force of impact. A d8 is rolled for the knockdown and creatures are knocked down if their target number for their size is met. Regardless of knockdown, if a 7 is rolled on the knockdown die, damage is rolled again for the creature struck and applied as cumulative damage to the original damage roll. The knockdown die is rolled each time additional damage from the shot is applied and this continues until a 7 is not rolled.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The wizard must make a to-hit roll against the AC of the target, although the target does not gain any benefits from armor, worn or otherwise and the wizard rolls his to-hit as though he had the THAC0 of a fighter of equal level. No modifiers from range, non-proficiency or even specialization are used for the to-hit roll. The shot has no attack or damage bonus itself but should the material component used be an enchanted sling bullet or similarly enhanced piece of usable ammunition then the wizard can use the attack and damage bonus of the ammunition as though she were expending it from the actual weapon it was intended for. The shot itself inflicts 2d6 points of piercing damage to the target if it hits and although the shot itself is not stopped by spell resistance it does not necessarily damage creatures with weapon immunity or those hit only by magical weapons unless the ammunition used is magical or silver in the case of lycanthropes. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell can be used in one of two ways, as follows:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A) The wizard discharges up to 3 of the shots every round, up to the maximum number of shots she might have. Doing this the Wizard is unable to do anything other than take a small step and defend herself (see the Multiple Attacks and Initiative section in Chapter: Combat).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>B) The wizard discharges only one shot per round. In addition to releasing the single shot, the wizard can perform other actions in the round, including spellcasting, melee or device use. Spells requiring concentration force the wizard to forego the rest of the shots to maintain concentration. Also if the wizard fails to maintain an exact mental count of the number of shots remaining, she has voluntarily lost the remaining portion of shots and the spell ends.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell ends when the caster has fired the maximum number of shots or when she foregoes releasing the remaining shots for whatever reason, or if a successful dispel magic is cast upon her. In any case the spell will end after 1 round per level of the caster has past, regardless of how many shots are remaining. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> The material component is threefold; the first being a special compound of charcoal, sulfur and saltpeter meshed into a tiny parchment roll, the second being the shot to be propelled by the spell. The shot can be any hard, spherical object the size of a marble and ammunition such as magical stones or enchanted sling bullets can be used for this purpose. The third and final component of the spell is an iron tube fashioned with a mechanical strike-plate and hammers costing no less than 1,000 gp due the intricate craftsmanship and mechanical aspects of the component. The iron tube is reusable due to its quality craftsmanship.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Mystic Cannon</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: 360 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instant<span style='mso-tab-count:2'>

</span>Casting Time: 8</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of this spell, the wizard powers a single lead, steel or stone sphere, about the size of a grapefruit, with enormous potential energy before releasing the shot at a target at incredible velocity, the effect of which is much like firing the same shot from a black-powder cannon. The wizard must make a to-hit roll against the AC of the target, although the target does not gain any benefits from armor, worn or otherwise and the wizard rolls his to-hit as though he had the THAC0 of a fighter of equal level. No modifiers from range, non-proficiency or even specialization are used for the to-hit roll. The cannon shot hurls across the intervening distance, doing 1d12x5 to a living target or creature and acts as a +3 weapons for purposes of whether a creature can be damaged. Against structures the cannon shot does 1d6 structural damage if the caster is 5th to 9th level, 2d12 structural damage if the caster is 10th to 14th and 3d12 structural damage if the caster is 15th level or higher. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The cannon shot delivers considerable force along its trajectory and will knockdown creatures that are man-sized or smaller with ease. The shot doubles its normal knockdown dice in this case. Larger creatures are knocked down normally and use the standard dice. This spell will not stop upon striking a man-sized or smaller creature and will continue to do damage to similar creatures that are in its path. A direct line should be drawn from the caster and through the target. Creatures caught in this line will also be struck by the cannon shot unless they can succeed on a saving throw vs. paralyzation to avoid the shot after it hits the initial target. The cannon shot will stop on a larger than man-sized creature or on any structure solid enough to absorb its structural damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is twofold; the first being a special compound of charcoal, sulfur and saltpeter meshed into a tiny parchment roll, the second being the shot to be propelled by the spell. The shot can be any hard, spherical object the size of a grapefruit or coconut.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Universal Shield</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: The Caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this spell is cast, an invisible barrier comes into being around the wizard. This shield totally negates magic missile attacks. It provides the equivalent protection of AC 2 against hand-hurled missiles (axes, darts, javelins, spears, etc.), AC 3 against small device-propelled missiles (arrows, bolts, bullets, manticore spikes, sling stones, etc.), and AC 4 against all other forms of attacks. The shield also adds a +2 bonus to the wizards saving throws against all attacks or spells while the shield is in effect. Note that these benefits apply against all attacks as the universal shield surrounds the caster and can intervene against all attacks against her. This spell lasts until the caster sustains cumulative damage greater than 3d4 points +3 per level of the caster. The shield does not in any way absorb this damage and the caster still suffers any damage from a successful attack against her. Until it is dispelled from cumulative damage it will provide its full benefits to the caster. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The material component for this spell is a specially blessed, glass sphere that is consumed during the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Thunder Lance</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Instant<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 20 + 5 per caster level line, 5 wide<span style='mso-tab-count:

2'> </span>Saving Throw: 1/2</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this spell is cast the wizard creates a wave of compressed air that shoots forth from her current position in a straight line, 5 feet wide and 20 feet long plus 5 feet of length per level of the caster with a thunderous boom. Creatures caught in the path of the spell take 1d6 points of bludgeoning damage per two levels of the caster to a maximum of 5d6. Creatures that fail their saving throw against this spell are automatically knocked backwards 5 feet per level of the caster, however, those that make their save take only half of the damage rolled and remain where they are. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> If this spell is used against structures or physical objects, the object must make a saving throw vs. crushing blow or take half the damage normally done by the spell. A successful save means no damage is taken by the object. Objects worn or carried by creatures are not affected in this way unless the creature fails its save in which case armor will be dented, clothing torn, bottles crushed and carried weapons will be torn from the wielders grasp.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Thunder Blast</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Instant<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 30 ft cone, 25 wide at the end<span style='mso-tab-count:

2'> </span>Saving Throw: vs. spell for half damage and vs. paralyzation to negate deafness, knock-back</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>With this spell the wizard causes a sudden rush of thunder and lightning to emanate from her hands into a 30 foot cone before her, with a 25 foot wide terminus. This cone does 1d8 points of electrical damage for every two levels the wizard has, up to a maximum of 6d8 points of damage at 12th level and will potentially knock back and deafen those who are caught within it. Creatures in the area of effect of the thunder blast must save versus spell to take half damage from the lightning arcs and must also save vs. paralyzation to avoid being deafened by the thunder. Those who fail their save vs. paralyzation are knocked back to the far edge of the spells area and possibly knocked down by the force of the winds. Deafness lasts for 2d4 rounds and even creatures without auditory organs must make a save versus paralyzation to avoid being knocked to the edge of the cone. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> </p>

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<spell><name>Rio's Deadly Darts</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 2 rd<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 thrown weapon per level, max five<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wizard uses this spell to enhance a few small throwing weapons, such as darts, daggers, shuriken or rocks so they strike true when thrown. During the next round, any weapon thus altered gains a +2 to hit and damage and can be thrown up to their maximum range without penalties from range. The bonuses fade two rounds after the spell is cast, so must be used immediately following the casting of the spell. This spell does not make the weapons magical for the purposes of damaging creatures only hit by +2 or better weapons but is rather a superior alteration of the weapons quality. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The material component for this spell is powdered diamond dust worth at least 50 gp sprinkled over the weapons during casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Rio's Frost Darts</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 2 rd<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 thrown weapon per level, max five<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wizard uses this spell to enhance a few small throwing weapons, such as darts, daggers, shuriken or rocks so they explode with ice upon striking a target. During the next round, any weapon thus altered will do 1d3+1 cold damage to the target in addition to the normal damage done by the weapon. The frost enhancement will fade two rounds after the spell is cast, so must be used immediately following the casting of the spell. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The material component for this spell is a vial of water from melted snow or ice, sprinkled over the weapons during casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Blood Wind</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 25 ft + 5ft/level<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 rd per level<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: 1 target creature<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Upon completion of this spell, the target's limbs ripple with power and grow slightly in length. The target may then make any melee attacks

as if they were hurled weapons. The range of all such attacks is 20 ft for short range, 40 for moderate and 60 for long range. The subject gestures as if making a melee attack, but the result of the attack

affects a target within range. This spell does not grant reach, therefore it does not allow a creature to make attacks of opportunity at greater range than normal. The subject uses its normal melee attack

bonuses and deals damage normally if it hits, though the target of the attack can benefit from cover or concealment</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Bodak's Glare</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Necromancy) Sphere: Necromancy</p>

<p class=MsoPlainText>Level: 7</p>

<p class=MsoPlainText>Range: 30 ft<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instant<span style='mso-tab-count:2'>

</span>Casting Time: 7</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The priest invokes powers of deep darkness and his eyes vanish, looking like holes in the universe itself. Upon completion of the spell

the priest targets a creature within range that can see him. The creature dies if it fails a saving throw vs death magic, though it need not meet the caster's gaze. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> If a humanoid is slain with this spell, 24 hours later it transforms into a bodak unless it has been ressurrected in the meantime. The

bodak is not under the control of the priest, but can be controlled through normal means.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a black onyx gem worth 500 gp, which is not consumed by the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Body of the Sun</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration) Sphere: Fire, Sun</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: M</p>

<p class=MsoPlainText>Duration: 1 rd/level<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: The Caster<span style='mso-tab-count:

2'> </span>Saving Throw: 1/2</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Upon completing this spell, the caster's body erupts in flame. Fire extends 5 feet in all directions from the priest's body, illuminating the

area and dealing 1d4 points of damage per two caster levels (max 5d4) to any creatures within the area, though a saving throw is allowed for half damage. Creatures within the area sustain the same damage for every round they spend in the area.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> </p>

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<spell><name>Mind Write</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 7</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 rd/level<span style='mso-tab-count:2'>

</span>Casting Time: 7</p>

<p class=MsoPlainText>Area of Effect: The Caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this spell is cast, the wizard is transformed into a huge killing machine. He increases in size until he is about 25 ft tall, and has

a reach of 15 feet. The caster's mindset changes so he relishes combat and cannot cast spells, even from magic items. His strength increases to 25 though his dexterity becomes 8. All other attributes

are unaffected. The caster's base movement rate becomes 18. The caster also gains infravision out to 60 feet, if he does not already possess it.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Hit points, saves, and THAC0 remain the same. The caster cannot speak while in this form and loses all class abitilities for the duration

of the spell. The caster's natural AC becomes 2. In addition, the caster is immune to weapons of less than +3 enchantment. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The caster also becomes immine to mind affecting spells and abilities, poison, sleep, paralysis, stunning, disease, death effects, necromantic

spells, fatigue, and energy drain. He also gains two attacks, one an axe and the other a maul. Both deal 2d8 points of damage plus strength modifiers. The caster may also attempt to trample creatures

of large size or less, dealing 1d8+13 points of damage, with a save vs breath weapon allowed for half damage. The caster need only move over such creatures to make this attack, so many creatures

may be trampled, though they only recieve damage from it once per round, regardless of how many times the caster may trample them. All of the caster's equipment melds into his new form and becomes

nonfunctional. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a minature bronze hammer.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Bolt of Glory</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Invocation/Evocation) Sphere: Sun</p>

<p class=MsoPlainText>Level: 6</p>

<p class=MsoPlainText>Range: 20 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instant<span style='mso-tab-count:2'>

</span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: 1/2</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By casting this spell, the priest projects a bolt of energy from the Positive Material Plane against one creature.

No attack roll is needed. A creature struck suffers varying damage, depending on its nature and home plane of existence. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Creatures from the Prime Material plane suffer 5d6 points of damage. Those from the elemental planes or outer

planes of Neutrality suffer 5d4 points of damage. Those from the positive material plane or outer planes of good suffer no damage. Undead and creatures from the outer planes

of evil suffer 10d6 points of damage and creatures from the negative material plane suffer 15d6 points of damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A saving throw vs spell is allowed for half damage. For fiends, undead and Negative Material Plane creatures,

the saving throw has a -2 penalty.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component of this spell is a small amber rod, banded with bronze.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Bonefiddle</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 25 ft + 5 ft/level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Concentration, up to 1 rd per level<span style='mso-tab-count:2'>

</span>Casting Time: special</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster calls a ghostly fiddle bow in the air above the targeted creature. This bow immeadiately descends into the target

and begins to saw back and forth against its skeleton. Although the music produced is eerily beautiful, it causes intense pain and anguish in the victim. Each round on its turn, the victim must

make a save vs spell or take 3d6 points of sonic damage. A successful save negates the damage and ends the spell. The spell continues even if the caster no longer has line of sight on the victim,

but leaving the range does end the spell. Note that since this spell does cause the victim's body to play music, stealth is impossible for anyone under the effects of this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The material component is a miniature silver fiddle worth at least 30 gp. It is not expended by the casting of this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Bombardment</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summoning) Sphere: Earth</p>

<p class=MsoPlainText>Level: 7</p>

<p class=MsoPlainText>Range: 400 ft + 40 ft/level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instant<span style='mso-tab-count:2'>

</span>Casting Time: 7</p>

<p class=MsoPlainText>Area of Effect: Cylinder, 15 ft radius 40 ft high<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The caster points to a spot and boulders tumble into being, burying his opponents. Once the caster designates where the effect is

centered, each creature in the area must make a save vs spell or take 1d8 points of damage per level (max 20d8) and be buried under 5 feet of rubble. A successful save vs spell avoids burial and

half of the damage. A buried creature can free itself with a successful strength check at -4, or it can be dug free by others, which takes about a round. A buried creatures is unable to move, and

cannot cast spells with somatic components, and any material components must be in hand.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> After this spell is cast, the area is covered in 5 feet of dense rubble. The material component is a quartz crystal embedded in rock,

which is not expended by this spell. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Bottle of Smoke</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summoning) Sphere: Air</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hour/level<span style='mso-tab-count:2'>

</span>Casting Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: One smoky, horselike creature<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The priest creates a plume of smoke that he captures in a special bottle he is holding. If the bottle is thereafter opened before

the spell duration expires, the smoke emerges to form a vaguely horse-like creature made of wisps of smoke. It makes no sound, and anything that touches it simply passes through it.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> To mount this smoke horse, the would be rider must make a land based riding check (or wisdom -6 if the rider is nonproficient)

while holding the bottle in one hand. Anyone attempting to mount without the bottle simply passes through the horse's form. Letting go of the bottle after mounting causes the rider to fall through

the horse's smoky form; he cannot thereafter remount without the intact bottle in hand. if the bottle is broken, the spell ends immeadiately and the rider (if mounted) falls to the ground.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The smoke horse has a speed of 4 per caster level to a maximum of 48. It can send smoke billowing out behind it at the rider's

behest, leaving behind a bank of smoke, 5 feet wide and 20 feet high as it moves. A severe wind, or magical wind of any kind, disperses the horse (and any smoke it has produced) instantly.

Otherwise the bank of smoke lasts 1 turn from after it is laid down. The smoke trail may be started or stopped at will. The mount and the smoke trail it produces gives concealment to anyone behind them. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> The mount is immune to all damage and other attacks because material objects and spells simply pass through it. It cannot attack.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The rider can return the smoke horse to the bottle and thus pause the spell, at any time by simply uncorking it, and stoppering it again,

a process which takes 2 rounds. If the bottle is reopened later, the spell reactivates with its remaining duration intact. Regardless of how much duration remains unused, the spell ceases functioning

24 hours after it is cast. If dispelled at any time while the bottle is corked, the spell ends. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is an ornate, corked bottle worth 50 gp which is not expended by the casting of this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> </p>

</FONT><B></body></desc></spell>

<spell><name>Conjure Spell Component</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 1 mile/level<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 round<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: 3 components/level<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this spell is cast, the caster teleports desired items directly to his hand. The objects must be naturally occuring components

for spells the wizard knows and they must be within the spell range. The components must be items commonly found in the area, such as a twig, feather, firefly, or bit of beeswax in a forest.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> If the components lie underground or underwater at a depth greater than 10 feet, they cannot be conjured, even if the caster is at

a similar depth (such as a cavern or at the bottom of a lake).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell will not cause the appearance of components whose value exceeds 1gp. Thus it is impossible to summon gemstones,

crystals, metals, pearls, etc. Additionally, components cannot be manmade or altered from their natural state (coins, jewelery, cut or crushed gems, mirrors, etc), nor can they be taken from the

possession of another.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A single conjure component spell will summon three components per level of the caster. They may be three different components,

or multiples of a single component. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Attempts to conjure animal body parts (such as bat fur) produce upredictable results. The DM should roll 1d4. On a 1, the desired

component appears, on a 2 the component does not appear, on a 3 the creature is teleported to the caster and on a 4 the caster is teleported to the creature.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Only animals with intelligence scores of 1-4 can be affected by this spell. Humanoids and fantastic animals (dragons, unicorns,

etc.) cannot be affected.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> In all cases, the DM must use common sense to determine the likelihood of the component being located within spell range.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Fire Burst</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration, Evocation)</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 5 yards/level<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Instant<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: 1 10' radius circle<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this spell is cast upon a nonmagical fire (such as a campfire, lantern, or candle), it causes the fire to flash and shoot arrows

of flame. All creatures within 10 feet of the fire source suffer 1 points of damage per level of the caster (maximum 10). Victims who successfully save vs magic suffer no damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> </p>

</FONT><B></body></desc></spell>

<spell><name>Fist of Stone</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 rd/level<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: The Caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Upon completion of this spell, one of the caster's hands (his choice) turns to stone. It is flexible and can be used to punch, smash

or crush objects and opponents as if the wizard had a strength of 18/00. Combat bonuses for strength do not apply if the caster uses a weapon other than his fist. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> While the spell is in effect, the wizard cannot cast spells requiring somatic components.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Hornung's Guess</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination, Wild Magic)</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 300 yards<span style='mso-tab-count:3'>

</span>Components: V</p>

<p class=MsoPlainText>Duration: Instant<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Hornung, one of the leading wizards in the field of wild magic (before his untimely disappearance while experimenting with

wildwind) developed this spell to improve the accuracy of his estimates. The spell provides a wizard with an instant and highly accurate estimate of the number of persons or objects in a

group.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell's area of effect is one group or general class of objects. All objects must be within spell range and the group as a

whole must be visible to the caster. The wizard need not see every individual of the group, merely the general limits of the group's size and area. For example, a wizard on a hill could look down

on a forest and estimate the number of trees in all or part of it. He could not get an estimate of the number of goblins within the forest, however, since the group as a whole (the goblins) is

concealed from sight.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The estimate generated is accurate to the largest factor of ten (rounded up). For example, if Hornung's guess were cast on a

group of 439 horsemen, the estimate would be 400. If there were 2,670 horsement, the estimate would be 3,000. If there were 37 horsemen, the answer would be 40. Clearly, using the spell

on small groups (especially those under 10 members) is pointless.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Hornung's guess can be used to quickly estimate the size of treasure hoards and army units. It is particularly popular with

money lenders and generals.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Lasting Breath</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 5 yards/level<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1d4 rounds + 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: 1 target per level<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell increases the amount of time a character can hold his breath. As described in the Player's Handbook, a character can hold

his breath for a number of rounds equal to 1/3 his Constitution score. The effect of this spell is added to that figure.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The duration of the spell is always unknown to the recipient; the DM secretly rolls 1d4 to determine the exact duration. At the end of

this time, the character must succeed a Constitution check or be forced to take a breath as per the rules.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Metamorphose Liquids</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

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<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: 1' cube per level<span style='mso-tab-count:

2'> </span>Saving Throw: special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell transmutes one type of liquid into an equal amount of a different, nonmagical fluid (water, wine, blood, oil, apple cider,

etc.). The caster must touch the fluid itself (not simply its container) for the spell to take effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Magical liquids (such as potions) recieve a saving throw vs disintegration with a +3 bonus to avoid the spell's effect. Fluids can

be transmuted only into nonmagical liquids; it is not possible to change a magical liquid into another type of magical liquid. Poisons may be rendered harmless through use of this spell, but the spell

has no effect on poisons already consumed. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Living creatures are unaffected by the spell, excluding those from the elemental plane of water. Such creatures are allowed a

saving throw verses spell. Failure results in 1d4 points of damage per level of the caster, while success indicates half damage. Only one creature can be affected by a single casting of this spell,

regardless of the creature's size. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a drop of the liquid the caster intends to create, which must be placed on the caster's tongue and consumed.

Creating poisons through use of this spell is especially dangerous. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Murdock's Feathery Flyer</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

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<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: The Caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Upon casting this spell, a feathery membrane grows under the wizard's arms, extending along his sides, all the way down

to his feet. The membrane appears to merge with the caster's skin and clothing.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> If the caster spreads his arms and jumps from a height, he may glide through the air. For each foot of elevation, the wizard may

glide five feet horizontally. Thus, a wizard jumping from a 10 foot wall could glide up to 50 feet. Gliding characters have a movement rate of 12 and a Maneuverability Class of E.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A wizard attempting to carry more than his normal weight allowance plummets to the earth upon takeoff. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the spell expires, the feathers instantly disappear. If the wizard is airborne, he immeadiately plummets toward the

ground.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is an eagle's feather.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Nahal's Reckless Dweomer</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

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<p class=MsoPlainText>(Invocation/evocation, wild magic)</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: special<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> This spell is the wild mage's ultimate last-resort spell. When cast, the mage releases a sudden flood of wild magical energy in the

hope of seizing and shaping that energy into a desired spell effect. The attempt usually fails, but something almost always occurs in the process. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Before casting the spell, the mage announces the spell effect he is attempting to create. The mage must be able to cast the spell,

(i.e. have it in his spell books), but need not have it memorized. After announcing the spell (along with the target and any other conditions required by the spell), the wild mage casts Nahal's

reckless dweomer. A burst of magical energy is released, which the wild mage attempts to manipulate into the desired form. The actual effect is rolled randomly on Table 2: Wild Surge Results.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Because the release of energy is planned by the mage, his level is added to the roll. If the result indicates success, the mage has

shaped magical energy into the desired effect. More often than not, the effect is completely unexpected. The result may be beneficial to the mage, or it may be completely disastrous; this is the risk

the mage takes in casting Nahal's reckless dweomer.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Patternweave</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination, Wild Magic)</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 10 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 10 foot square<span style='mso-tab-count:

2'> </span>Saving Throw: special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Patternweave allows the caster to make sense of apparent chaos. The caster can see such things as pottery shards reformed into a

whole pot, shreds of paper reformed into a page, scattered parts as a working machine, or specific trails appearing out of overlapping footprints. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> After casting the spell, the mage studies seemingly random elements - broken bits of glass, shreds of paper, intermingled trails, etc.

The items to be studied must be tangible - coded flashing lights, garbled speech, or thoughts of any kind cannot be studied.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The wizard must study the random elements for one round, after which the DM secretly rolls a saving throw vs spell for the wizard. If

the saving throw failed, the spell fails. However if the saving throw is successful, the caster sees in his mind the pattern these objects form. If the items studied are truly random, no information can be

gained. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>After the caster has visualized the pattern, he can attempt to reassemble the parts into their origional form. This requires another saving

throw vs spell to determine whether the mage remembers sufficient details to accomplish the task. The amount of time required and the quality of restoration vary according to the complexity of the pattern.

Reassembling a shredded map may be easy; reassembling a broken clock is significantly more difficult; rebuilding a shattered mosaic is extremely difficult. In any case, the wizard can make only a

reasonable copy of the item. He can use this spell to restore works of art, but they will only be worth a small percentage of their origional value.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a small hand lens through which the caster studies the objects. The lens is not consumed in the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Chaos Shield</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Abjuration, Wild Magic)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1d10 rounds + 2 rounds/level<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: The Caster<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Following the discovery of wild magic came the discovery of wild surges and the personal danger such surges create. After several

wild mages destroyed themselves by rather spectacular means (or suffered from very odd side effects), the chaos shield was created as protection from these surges. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> This spell imbues the wild mage with special protection against the effects of wild surges. It protects against only the wild surges

caused by the caster's own spells, not from the effects of another mage's wild surges.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When a wild surge affects a caster protected by chaos shield, he is allowed a saving throw vs spell. If the saving throw is successful,

the effect of the surge on the caster is negated. If the saving throw failed, the caster is affected normally by the surge. The spell does not protect against wild surges that might be caused by its own

casting. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The chaos shield protects only the caster and does not negate the effects of a wild surge for other characters who might be in the area

of effect. The caster cannot voluntarily cancel the protection once hea has learned the nature of the wild surge; the chaos shield protects against both the good and harmful effects. Thus, if a wild surge

resulted in a heal spell for all characters within 10 feet of the caster, the protected caster might not benefit, while all others in the radius would be healed. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell remains in effect until it negates a wild surge or the spell duration expires.</p>

</FONT><B></body></desc></spell>

<spell><name>Hornung's Baneful Deflector</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation, Wild Magic)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 2 rounds/level<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell partially surrounds the recipient in a shimmering, hemispherical field of force. The field is transparent and moves with the

subject, forming a shell about one foot away from his body. The shell serves as a shield against all forms of individually targeted missile attacks (including magic missiles and other spells). The spell does

not protect against area effect spells or other attacks that strike several creatures at once.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Whenever an individual missile attack is directed at a protected creature, the baneful deflector activates. Instead of striking the target

creature, the missile's target is determined randomly amoung all creatures within a 15 foot hemisphere of the protected creature. The missile then changes course toward its new target with normal

chances to hit. If the new target is beyond the range of the missile, no target is hit. If the protected creature is struck,the spell immeadiately fails. If several people are protected by baneful deflector, a

missile may change course several times before reaching its target.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a small prism that shatters when the spell is cast.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Insatiable Thirst</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 5 yards/level<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell instills in the victim an uncontrollable desire to drink. The victim is allowed a saving throw to avoid the effect. If the roll

is failed, the creature must consume any potable liquids it can find (including magical potions, which might result in strange effects if potions are mixed). Although poisons are not considered

potable, a victim may not realize that a liquid is poisonous. The victim will not consume a liquid he knows to be poisonous.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> No matter how much the creature drinks, its magical thirst is not quenched until the spell ends. During this time, the creature can

do nothing but drink or find liquids to drink. Victims of this spell believe they are dying of thirst and (depending on their nature) may be willing to kill for drinkable fluids.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Maximillian's Earthen Grasp</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 10 yards + 10 yards/level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 3 rounds +1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell causes an arm made of compacted soil to rise from the ground. The spell must be cast on open turf such as a

grassy field or dirt floor.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The earthen arm and hand (which are about the same size as a normal human limb) arise from the ground beneath one creature

targeted by the caster. The hand attempts to grasp the creature's leg. The victim must attempt a saving throw vs spell; if successful, the hand sinks into the ground. Each round thereafter (until the

spell ends or the target moves out of range), the hand has a 5% chance per caster level of reappearing beneath the targeted creature, at which time another saving throw is required.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If a saving throw is missed, the earthen limb firmly grasps and holds the creature in place. An individual held by the hand suffers a

movement rate of 0, AC penalty of -2 and an attack penalty of -2. All Dexterity combat bonuses are negated. The hand causes no physical damage to the victim. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The arm may be attacked by any creature, including the arm's victim. The arm has AC 5 and hit points equal to double the caster's

maximum hit points. For example, a caster who normally has 15 hit points can create an earthen hand with 30 hit points. The maximum number of hit points that an earthen hand may have is 40.

When the arm's hit points are reduced to zero or when the spell duration ends, the hand crumbles. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a miniature hand sculpted from clay, which crumbles to dust when the spell is cast.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Nahal's Nonsensical Nullifier</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1d6 rounds + 1 round / level<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell scrambles the aura of the affected creature, giving random results to know alignment, detect evil and detect lie spells cast on

that creature. When a protected creature is the focus of one of these divinations, the information gained is randomly determined. Thus, if know alignment is used against a chaotic evil creature protected by

the nonsensical nullifier, the response could be any alignment combination. If two characters both use the same divination on the same target, two random results are generated.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> A new random result is generated each round, thus, continued observation of a protected creature usually results in different answers.

Roll a d10. 1 = Lawful good. 2 = Lawful Neutral. 3 = Lawful Evil. 4 = Neutral Good. 5 = True Neutral. 6 = Neutral Evil. 7 = Chaotic Good. 8 = Chaotic Neutral. 9 = Chaotic Evil. 10 = No alignment</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a small amount of egg yolk, smeared into the hair of the recipient.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Past Life</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By touching the remains of a dead creature, this spell allows a caster to gain a mental image of the deceased's former appearance.

The remains can be of any age and only a tiny fragment is required, such as a bone splinter or a strand of hair.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> When cast by a wizard of at least 7th level, he is able to view the final minute of the subject's life from the subject's point of view.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When cast by a wizard of at least 9th level, a personal possession (a ring, a favorite walking stick, etc.) may be substituted for bodily

remains.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Protection from Paralysis</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The recipient of this spell recieves total immunity to magical paralysis. Spells such as hold person and slow have no effect on the

individual. This spell also provides protection against the paralysis attacks of monsters (a ghoul's touch for example). This spell offers no protection against physical damage. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The material component is a bit of cloth taken from a priest's robes.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Ride the Wind</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 5 yards/level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 target per level<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell allows creatures targeted by the caster to become virtually weightless and be lifted upon the wind. Affected creatures

can control their altitude by rising or descending at a movement rate of 12, but are at the mercy of the wind for speed and direction. Recipients can stop forward movement only by grasping something to

anchor them in place. If no wind is present, this spell has no effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Unwilling targets are allowed a saving throw to avoid the effect. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Each subject and his equipment must weight less than 100 pounds per level of the caster. Thus, a 6th-level wizard could affect six

creatures, each weighing 600 lbs or less. The spell may be cast only on living creatures.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material components are a handful of straw and a dry leaf.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Sense Shifting</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 3 turns<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: The Caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Sense Shifting allows the wizard to affect all spells of levels 1 through 3 that he casts within the duration of the spell. For each

spell, he can modify one of three sensory features pertaining to the spell: color, sound, or patterned visual appearance of the spell effect. The changes produced by this spell do not affect

the functions of the affected spell, nor any saving throws that apply against their effects.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Sense shifting might be used to produce green fireballs, magic missiles that streak through the air with a scream, colored

continual light globes, customized designs for a hypnotic pattern, or a spectral hand that makes scrabbling sounds as it attempts to grasp a target.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Sense shifting cannot create any form of invisibility. It cannot completely silence a spell effect (thus a fireball's blast might be muted,

but not wholly eliminated). </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a twist of multicolored ribbon, with a small silver bell fastened to its end.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Alacrity</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn + 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: The Caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The use of an alacrity spell allows the wizard to speed up the casting of spells of 5th level and lower. Only spells that are cast

within the alacrity spell's duration are affected.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Casting times of 2-5 are reduced by 1; casting times of 6-9 are reduced to 2; and a casting time of 1 round is reduced to a casting time of

8. Casting times for spells which require more than 1 round are reduced by 20% (eg an animate dead spell affected by alacrity could be cast in only 4 rounds). Spells which have a casting time of 1 are

not affected by this spell. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a miniature hourglass which is destroyed when the spell is cast.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Alamir's Fundamental Breakdown</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: 1 item<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By casting this spell, the wizard learns what ingredients and formulas were used to create a chemical mixture or magical item. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The information instantly appears in the caster's mind but may be lost if the wizard cannot comprehend it. The caster must roll an

intelligence check; if successful, the wizard understands the fromula and retains it in his memory. If the roll missed, the caster cannot comprehend what he has learned and the information is

immeadiately forgotten. If the spell is cast a second time on the same substance, the spell automatically fails unless the wizard has advanced to the next experience level. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The caster's level determines the type of information gathered:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>5th level: The type and quantity of ingredients and the preparation process required to produce a non-magical mixture are learned.

For example, the wizard could learn how to produce Greek fire or gunpowder, or learn the recipe for something simple, like chocolate cake.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>9th level: The wizard may learn the proper ingredients and formuals for making a magical fluid (potion, scroll ink, etc.)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>14th level: The caster may learn the fomula for creating any type of magical object, excluding unique oitems and objects of

extreme power (artifacts and relics).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> In all cases, simply knowing the proper formula does not mean the wizard can successfully create the item or material. The

construction of alchemical mixtures and magical items is a time consuming and expensive undertaking.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell has detrimental effects on the magical item analyzed. Single-use items (potions, oils, etc) are automatically destroyed;

the spell consumes the item in the process of analyzing it. Reusable magical items must make a saving throw vs disintegration. If the saving throw is failed, the spell releases the magic of the item

in an explosive blast, rendering it permanently nonmagical. The caster suffers 4d8 points of damage from the explosion.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a wand cut from a 100-year-old oak tree. The wand is used to touch the item in question, and vanishes

in a puff of smoke when the spell is complete.</p>

</FONT><B></body></desc></spell>

<spell><name>Alternate Reality</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration, Wild Magic)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: Touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>With this spell, the caster creats a small variation of probabilities. This variation lasts only a moment, but creates alternate results for

one recent event. When the spell is cast, any one event attempted by the recipient during the previous round is recalculated, essentually allowing (or forcing) the creature to make new die rolls.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Only events that begin and end in a single round can be affected. Only one die roll can be rerolled. If the creature touched is a willing

recipient, the player can choose which roll (to origional or new roll) affects him, more than likely picking the most successful. If the creature is unwilling, he must redo the action, the second result,

whatever its outcome, cannot be changed. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Typical uses for this spell include allowing a fighter to reroll an attack, forcing an opponent to reroll a saving throw, or allowing a wizard

to reroll the damage caused by a fireball. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a small, unmarked die.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Augmentation I</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Invocation/evocation)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell augments the damage inflicted by any spell of levels 1-3. For each die of damage rolled, the caster adds one point to the

damage total. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The augmentation spell affectsonly one spell cast on the round immeadiately following the augmentation. If an entire round or more elapses

the augmentation is wasted.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Only spells which cause direct physical damage are affected by augmentation. For example, monsters gained through monster summoning

I gain no bonuses to their damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> The material component is a pair of concentric circles of bronze and silver. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Far Reaching I</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell allows the wizard to extend the range of any one 1st or 2nd level spell by 50% ora any one 3rd level spell by 25%.

The spell to be affected must be cast on the round immediately following the far reaching I spell. If a complete round or more elapses, the far reaching I is wasted. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Far reaching I affects only a spell cast by the same wizard. It does not affect spell that have a range of 0 or touch.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Fireflow</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration, Wild Magic)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 30 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 1 fire source<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell allows a wizard to control natural fires by manipulating randomness and adjusting probabilities to cause them to spread and

take shape in any direction he desires. Once cast, the wizard points at any fire within range. He can then cause that fire to move in any direction desired within spell range, as long as the flames

contact a solid surface (the fire may nore be raised in the air).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The caster must maintain concentration or the spell fails. The flames can be spread at the rate of 50 square feet per turn. Thus, if a

caster affects a campfire, he could create a flaming line 1 foot wide and 50 feet long, or fill a 5'x10' square in a single round. The flames are not limited by a lack of burnable material and can be directed

to spread over water, snow, ice, and other nonflamable surfaces. The surface is not harmed, but objects and creatures caught in the flames suffer damage as if they had stepped into the origional fire

source. Thus a character caught in flames created from a candle will suffer only minor damage, while a character caught in a blaze that origionated from a huge bonfire will be severely burned. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The material components are a small paintbrush and a pot of pitch.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Fool's Speech</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration, Wild Magic)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hour/level<span style='mso-tab-count:2'>

</span>Casting Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: Caster + 1 creature/level<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>With this spell, the wizard empowers himself and others of his choosing with the ability to speak a secret language incomprehensible

to others. Creatures designed to speak the language must be touching each other when the spell is cast.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Once cast, the characters can choose to speak normally or in their secret tongue. They can speak and understand this mysterious language

fluently. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Fool's speech is not recognisable as any known language, nor does it remotely soundlike any language. A comprehend languages or

tongues spell will not translateit. It can be understood by a character wearing a helm of comprenending languages and reading magic, although normal percentage chances apply.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> The material component is a small whistle made of bone.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Lorlovelm's Creeping Shadow</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Illusion)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 7</p>

<p class=MsoPlainText>Area of Effect: The Caster's shadow<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell causes the wizard's shadow to elongate, stretching away from his body at a rate of 15 yards per round. It can elongate a

maximum distance of 10 yards per level of the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The shadow moves as an ordinary shadow, along floors and up walls. The caster may maneuver in any manner feasible to place the

shadow where he desires. A caster might position his shadow over a high window in a tower in order to spy on the tower's occupants. The shadow makes no sound and is 90% undetectable in all

but the brightest of surroundings.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>While the spell lasts, the illusionist can see, hear and speak through his shadow. The shadow cannot physically touch, pick up, or

attack creatures or objects. It can be struck only by spells, magical weapons of +1 or better, or other special attacks (such as dragon's breath). The shadow has the same AC as the caster.

Hit points lost by the shadow are suffered by the caster. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>To cast this spell, a light source of at least the brightness of a candle must be present. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a small statuette of the caster sculpted from a piece of obsidian worth at least 1000 gp.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Maximillian's Stony Grasp</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 20 yards + 10 yards/level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 5 rounds + 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell must be cast on stony ground such as a manmade stone floor, a natural cavern floor, or a boulder strewn field.

It is not possible to cast the spell on a stone wall or ceiling. The spell causes an arm made of stone (about the same size of a normal human limb) to rise from the ground beneath any creature

targeted by the caster. The stony hand attempts to grasp the leg of the targeted greature, who is allowed a saving throw vs spell to avoid the effect; if successful, the hand disappears.

Each round thereafter, the hand has a 5% chance per level of the caster of reappearing and attacking.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Creatures grasped by the hand suffer a movement rate of 0, AC penalty of -2, and attack penalty of -2. Grasped characters

lose any Dexterity bonuses. The hand causes no damage to the victim. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The stony limb has AC 2 and hitpoints equal to tripple the caster's maximum hitpoints. The maximum hit points a stony hand may have is

60. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a miniature hand sculpted from stone, which crumbles to dust when the conjured hand is destroyed or the spell

duration expires. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Minor Malison</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 60 feet<span style='mso-tab-count:3'>

</span>Components: V</p>

<p class=MsoPlainText>Duration: 2 rounds/level<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 30 foot radius sphere<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell allows tha wizard to adversely affect all the saving throws of his enemies. Opponents under the influence of this spell make

all saving throws at a -1 penalty. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Alternately, the wizard may select any one school of magic and cause his enemies to make saves against that one school at -2 penalty.

This penalty is not cumulative with those derived from the wizard being a specialist; the penalty is not increased to -3.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Spirit armor</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 2 rounds/level<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell allows the wizard to surround himself with a portion of his own life essence, which takes the form of a shimmering aura.

The spirit armor offers protection equivalent to splint mail (AC 4) and grants the wizard a +3 bonus to saving trhows vs magical attacks. The spirit armor's effects are not cumulative with other types of

armor or magical protection, but Dexterity bonuses apply.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The spirit armor is effective against magical and nonmagical weapons and attacks. It does not hinder movement or add weight or

encumberance. It does not interfere with spellcasting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When the spell ends, the aura dissipates and the caster temporarily loses a bit of his life essence, suffering 2d3 points of damage

unless he succeeds in a saving throw vs spell. No damage is sustained if the save is successful. The hit points lost can be regained only through magical healing.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Squaring the Circle</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Squaring the circle allows a wizard to alter the shape of the area of effect of one spell of 1st through 5th level spells. The spell to be

affected must be cast within the duration of the squaring the circle spell. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Square or cubic areas of effect can be transformed into circular or spherical areas of effect. Circular or spherical areas of effect can

likewise be transformed into square or cubic areas of effect. In both cases, the length of a side of a square is equated to the diameter of a circular or spherical area.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Alternately, a square ot cubic area can be transformed into a rectangle. The rectangle cannot cover more or less square footage than the

standard square area of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Similarly, a circular or spherical area can ve transformed into an oval or egg shape. The area covered by the oval or egg shape cannot

cover more or less square footage than the origional area of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a small pendant of any precious metal with a circle fashioned inside a square.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Watery Double</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summoning, Enchantment)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Special, max 10 rounds <span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 1 body of liquid<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell may be cast on any body of liquid as large as an ocean or as small as a glass of wine. The first creature whose reflection

is cast on the surface of the liquid releases the spell. When the spell is triggered, the liquid immeadiately forms an exact three-dimensional image of the reflected creature. If more than one creature casts

a reflection simultaneously, only one watery double forms. Each creature has an equal chance of being the victim of the spell (roll randomly).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The size of the watery double is restricted by the volume of liquid available. If the spell were cast on a mug of ale, the double would from from

the ale, becoming a mug-sized duplicate of the victim. The watery double will never exceed the actual size of the victim regardless of the size of the body of liquid.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When the spell is cast on the liquid, its duration is considered permanent until the power is released by a creature's reflection. The liquid

will not evaporate until the spell is triggered. When the watery double forms, it remains animated for 1 round per experience level of the caster, to a maximum of 10 rounds. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> The watery double attempts to touch the creature it has duplicated. It can only affect the creature that it resembles. It has the same THAC0

and current hit points as the creature it duplicates, but cannot cast spells or use any of the creature's magical items or special abilities. The watery double is AC 6 and its movement rate is double that of the

victim. It may seep under doors and through cracks. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> If the watery double succeeds in touching the creature, it merges with the individual, covering his entire body in a skin of liquid. The

victim must attempt a saving throw vs spell. If successful the creature has resisted the spell's effect and the watery double "dies", becoming normal fluid (and soaking the creature in the process). If the

saving throw is failed, the watery double begins forcing its way into the victim's body, inflicting 1d8 points of damage per round until it is destroyed. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The watery double dissipatesif reduced to zero hit points or when the spell's duration expires. Striking the watery double while it is

wrapped around its victim causes an equal amount of damage to the victim. Part water, lower water, and transmute water to dust spells instantly destroy a watery double.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> </p>

</FONT><B></body></desc></spell>

<spell><name>Wizard Sight</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Upon completion of this spell, the caster's eyes glow blue and he is able to see magical auras of spell casters and enchanted objects.

Only the auras of those things normally visible to the caster are seen; this spell does not grant the wizard the ability to see invisible objects, nor does it give him x-ray vision. This spell does not reveal

the presence of good or evil or reveal alignment.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>While wizard sight is in effect, a wizard is able to see whether someone is a spell caster and whether that person is a priest or a

wizard (and what type of specialist, if any). He can sense if a nonspellcaster has the potential to learn and cast wizard spells (eg whether a fighter will someday gain the ability to cast a spell). </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Although a spellcaster's level cannot be discerned, the wizard can see the intensity of a spell caster's aura and guess at an individual's

power (dim, faint, moderate, strong, overwhelming). This can be extremely ambiguous even when a wizard has some method of comparison; the DM might announce that a subject's aura is the strongest

the wizard has ever encountered. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>An object's magical abilities cannot be discerned. The fact that it is magical and the type of magic (abjuration, alteration, etc) are obvious.

The wizard can see the intensity of an item's magical aura and guess at its power, but cannot tell whether a magical item is cursed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Dilation I</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V</p>

<p class=MsoPlainText>Duration: Speical<span style='mso-tab-count:2'>

</span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Dialation I allows the wizard to increas the area of effect of one spell of levels 1-3. The are aof effect is increased 25%; thus

a stinking cloud would fill a 25 foot cube, while a slow spell would affect creatures in a 50 foot cube. Fractions of feet or yards (as appropriate to the spell) are dropped. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Dialation I must be cast immeadiately prior to the spell to be dialated; if a complete round or more elapses, dialation is wasted. The

dialation spell affects only spells which have areas of effect defined in feet or yards (numbers of creatures cannot be increased). The dialation affects only spells cast by the same wizard.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Divination Enhancement</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V</p>

<p class=MsoPlainText>Duration: 2 turns + 2 rounds/level<span style='mso-tab-count:2'>

</span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell allows a wizard to extend both the duration and range of the wizard eye spell, and any divination spells of levels 1-4. Duration

and range are both increased by 50% for the length of divination enhancement. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> All divination spells cast within the duration of the enhancement are increased. The expiration of the enhancement cancels all divination spells

in effect. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Far Reaching II</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell allows the wizard to extend the range of any one 1st or 2nd level spell by 100%, any one 3rd level spell by 50% or any one

4th level spell by 25%. The spell to be affected must be cast on the round immediately following the far reaching I spell. If a complete round or more elapses, the far reaching I is wasted. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Far reaching I affects only a spell cast by the same wizard. It does not affect spell that have a range of 0 or touch.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Greater Malison</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: 60 feet<span style='mso-tab-count:3'>

</span>Components: V</p>

<p class=MsoPlainText>Duration: 2 rounds/level<span style='mso-tab-count:2'>

</span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: 30 foot radius sphere<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell allows tha wizard to adversely affect all the saving throws of his enemies. Opponents under the influence of this spell make

all saving throws at a -2 penalty. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Alternately, the wizard may select any one school of magic and cause his enemies to make saves against that one school at -3 penalty.

This penalty is not cumulative with those derived from the wizard being a specialist; the penalty is not increased to -4.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Locate Creature</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: 50 yards/level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'>

</span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is similar to the 2nd-level spell locate object. Instead of finding an inanimate object, however, it allows the wizard to find a creature.

The wizard casts the spell, slowly turns, and is able to sense the direction of the person or creature, provided the subject is within range. The wizard learns how far away the creature is and in what

direction it is moving (if at all).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell can locate a general species of creature (a horse or umber hulk for instance) or can be used to find a specific individual. The wizard

must have physically seen the individual or type of creature at least once from a distance of no more than 10 yards. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Unlike locate object, this spell is not blocked by lead. It is blocked, however, by running water (such as a river or stream). Objects cannot be

found through use of this spell. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a bit of bloodhound's fur.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Mask of Death</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hour/level<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By casting this spell, a wizard can change a corpse's features to make it appear to be someone else. The caster must possess an accurate

portrait of the individual to be duplicated, or must have a clear mental image of the person based on personal experience.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> If animate dead is cast on the body, it can be animated to become a zombie that looks exactly like the copied person. The double is a mindless

automaton, however, having all the characteristics of a normal zombie. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell may be cast on a creature that has already become a zombie. The wizard must successfully touch the zombie in combat, unless

the zombie is controlled by the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a drop of doppleganger's blood.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Minor Spell Turning</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 3 rounds/level<span style='mso-tab-count:2'>

</span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: The Caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is similar to the 7th-level spell turning, which causes spells cast against the wizard to rebound on the origional caster. This

includes spells cast from scrolls and innate spell-like abilities, but excludes the following: area effects that are not centered directly upon the protected wizard, spell effects delivered by touch, and

spell effects from devices such as wands, staves, and so fourth. Thus a light spell cast to blind the protected wizard could be turned back upon and possibly blind the caster, while the same same spell

would be unaffected if cast to light an area in which the protected wizard was standing.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> One to four (1d4) spell levels may be turned. The exact number is secretly rolled by the DM; the player never knows how effective the

spell is.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Unlike the 7th level version of this spell, minor spell turning is not capable of partially turning a spell. For example, if a wizard has three levels

of turning, he can turn three 1st level spells, one 1st and one 2nd, or one 3rd level spell. He can in no way turn spells of 4th level or above. If the caster is the target of a spell of a higher level than he is

capable of turning, the caster recieves the full brunt of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the protected wizard and a spellcasting attacker both have spell turning effects operating, a resonating field is created that has the

following effects:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>D100 Roll<span

style='mso-tab-count:2'> </span>Effect</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>01-70<span style='mso-tab-count:2'> </span>Spell drains away without effect</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>71-80<span style='mso-tab-count:2'> </span>Spell affects both equally at full damage</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>81-97<span style='mso-tab-count:2'> </span>Both turning effects are rendered nonfunctional for 1d4 turns</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>98-00<span style='mso-tab-count:2'> </span>Both casters are sucked through a rift into the Positive Material plane</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component of this spell is a smoothly polished silver coin.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Mordenkainen's Celerity</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration, Invocation)</p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn<span style='mso-tab-count:2'>

</span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Mordenkainen's celerity affects spells of levels 1-3 which alter the movement of the wizard such as feather fall, jump, spider climb, levitate,

fly, and haste. Spells to be affected must be cast within 1 turn of the casting of celerity. Spells do not expire when celerity expires. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Spells cast following the celerity receive a 25% bonus to duration. This effect may not be gained in conjunction with other means of magically

extending a spell's duration.In addition, the caster's movement rate is increased by 25%. Feather fall is an exception; the rate of descent may be reduced by 25% at the caster's option.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The area of effect is always the caster, except in the case of the haste spell, for which the effects of celerity will operate on 1d4 creatures

in addition to the wizard. The celerity will not affect the other creaturesin any other manner. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The celerity gives the wizard a +2 bonus on his saving throws against spells of levels 1-3 which directly affect his movement. This

includes web, hold person, and slow. The wizard also gainst a +2 against magical paralysis attacks.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a small pouch or vessel containing centipede or millipede legs.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Summon Lycanthrope</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: Special<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is effective only on the night of a full moon and one night immeadiately preceding and following it.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> For the spell to be effective, the caster and the lycanthrope must be on the same plane of existence; there is no other range limitation. When

the spell is cast, the nearest lycanthrope (as determined by the DM) of the chosen species must attempt a saving throw. If successful, the creature is unaffected. If it fails, the lycanthrope instantly appears

near the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Upon arrival, the creature can freely attack the wizard unless the caster has created a warding circle. If a circle is present, the lycanthrope

appears in the circle; otherwise it appears 1d10 feet away from the caster in a random direction (the DM should use the scatter diagram for grenade like missiles found in the Dungeon Masters Guide to

determine direction). </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A warding circle is a temporary prison draw with specifically prepared pigments laced with silver filings. These pigments cost 100 gp for each

foot of diameter of the circle (thus a circle 10 feet across costs 1,000 gp). A warding circle must be at least 5 feet in diameter; if smaller, the lycantrhope is automatically freed. Preparing the circle takes one

turn per foot of diameter.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Even with such protection, the lycanthrope can break out of the circle and wreak vengeance upon the summoner. The creature's base

chance of success is 20%, modified by the difference between its Hit Dice and the wizard's experience level. If the spellcaster is of higher level, the difference is subtracted from the creature's chance of

escaping. If the lycantrhope is of higher Hit Dice than the caster's level, the difference is added to its chance. Each creature is allowed only one chance to escape.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Any break in the circle spoils the power of the spell and enables the lycanthrope to break free. Even a straw dropped across the line of

a magic circle destroys its power. Fortunately, the creature cannot take any action against any portion of the ward, for the magic of the barrior absolutely prevents this.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> Once safely ensnared, the lycanthrope can be held for as long as the caster dares. The creature cannot leave the circle, nor can

any of its attacks or powers penetrate the magical barrier. When the full moon sets, the lycanthrope reverts to its human form. At this time, it is free of the spell and may leave the circle. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material components are a drop of blood from any animal, a human hair, a moonstone worth at least 150 gp. If the caster elects to

create the warding circle, the components described above are also required.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>There/Not There</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation, Wild Magic)</p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: 30 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1-6 turns<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: 10' cube<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This peculiar wild magic creats a random fluctuation in the probabilities of existence. The spell can be cast only upon nonliving objects

anc can affect only materials within a 10'x10'x10' cube.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Objects in the area of effect either remain normal and visible, or they disappear (50% chance). The state of existence for any object

is determined randomly and changes with each viewing and viewer. Thus a single object could appear and disappear several times during the course of the spell. Further more, it might be "there" for one

onlooker, but "not there" for another. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>For example, a wild mage casts this spell on a doorway. The DM rolls percentile dice and determines the door is "there" for the wizard.

The wizard's companion also looks at the door, the DM rolls and determines that the door is "not there" for the companion. The pair studies the door for several minutes, during which time the door does not

change (this counts as a single viewing for each character).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wizard and his companion close their eyes. When they look at the door again, new checks for each character reveal the door is "not

there" for both characters. The pair steps through the open archway and turns around to look at the door once again. This time it is "not there" for the wizard, but "there" for his companion. This random

changing continues throughout the duration of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Objects that are "there" are normal in all respects. Doors can be opened, chests can be picked up and carried, and rocks can ve used as

barricades. Objects that are "not there" are gone, although their absence does not cause ceilings to collaps or other damage. A wizard could walk through a "not there" wall without difficulty.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When two parties perceive a there/not there object differently, the object functions for each party according to his own perceptions. For

example, a wizard hides behind a rock that he sees as "there". Her enemy, a fighter, perceives the rock as "not there" and fires arrows at the wizard. The wizard would perceive the arrows as bouncing

off the rock, while the fighter would perceive the arrows as missing their target or falling short. The fighter would be subject to a check before firing each arrow to determine whether his perception changes

(assume that the fighter must look away from the rock every time he knocks an arrow; each time he takes aim counts as a new viewing).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> After the spell is cast, any objects removed from the area of effect retain their uncertain existance for the duration of the spell. Thus a

pair of heroes could pick up a treasure chest, carry it down the hall, set it down, and discover it had vanished while their backs were turned. Worse still, one might see the chest and the other not!</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a small piece of cat fur inside a small box.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Thunder Staff</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Invocation/Evocation)</p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instant<span style='mso-tab-count:2'>

</span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: 20'x40' cone<span style='mso-tab-count:

2'> </span>Saving Throw: 1/2</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Upon completion of this spell, the wizard raps his staff on the ground and produces a thundering cone of force 5' wide at the apex, 20'

wide at the base, and 40' long. All creatures wholly or partially within this cone must roll a successful saving throw or be stunned for 1d3 rounds. Stunned creatures are unable to think coherently or

act during this time and are deafened for 1d3+1 rounds. Addidionally, those who fail the save are hurled 4d4+4 feet by the wave of force, suffering 1 point of damage per 2 feet thrown. Intervening

surfaces (walls, doors etc) may restrict this distance, but damage remains the same (4d4+4).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> If the save is successful, the victim is not stunned, but is deafened for 1d3+1 rounds and is hurled only half distance.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Giant sized or larger creatures who succeed at their saving throws are deafened, but are not thrown, suffer no hit point loss, and are

not stunned. If the saving throw iis failed, such creatures are hurled 2d4+2 feet, suffer one point of damage per two feet thrown, and are deafened and stunned.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The cone of force is considered to have a Strength of 19 for purposes of opening locked, barred or magically held doors. This spell can move

objects weighing up to 640 pounds a maximum distance of 4d4+4 feet. Fragile items must make a saving throw vs crushing blow or be destroyed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component are a vial of rain gathered during a thunderstorm and the wizard's staff, which must be made of oak. The staff is

not destroyed during casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Turn Pebble to Boulder</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration) Reversible</p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>At the culmination of this spell, the caster hurls a pebble which grows and increases speed, becoming a deadly boulder that inflicts

3d6+8 points of damage if it strikes the target. (the rules for boulders as missile weapons apply as described in the Dungeon Master's Guide.) The caster's THAC0 is used to determine success, and the

caster is considered to be proficient with the thrown pebble and recieve no penalty for range. The maximum range of attack is equal to 50 feet plust 10 feet per level of the caster. Only the caster may throw

the pebble.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The wizard can enchant one stone at 7th level and gains one stone per three levels of experience thereafter (two stones at 10th, three at

13th level, etc). Only one pebble may be thrown per round, and pebbles must be hurled in consecutive rounds. The spell has a duration in rounds equal to the number of pebbles enchanted. Each pebble

requires a separate attack roll. Pebbles may be thrown at different targets within range.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component are pebbles, which revert to normal size when the spell expires.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse of this spell, turn boulder to pebble, shrinks a boulder to the size of a pebble. It affects only naturally occuring rocks and cannot

be used to shrink a statue or a cut gemstone.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The number of rocks that may be affected is equal to the number of experience levels of the caster. Boulders must not exceed one cubic

foot per level of the caster. Thus a 10th-level wizard could shrink 10 rocks, each of which is equal to or less than 10 cubic feet in size. All rocks are affected in the same round the spell is cast. Though they

need not be touched, the boulders must be within 50 feet of the caster. Boulders that have been shrunk, remain so until dispelled.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Unluck</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation, Wild Magic)</p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: 10 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 2d10 rounds<span style='mso-tab-count:2'>

</span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>With this spell, the wild mage creates a negative pattern in the random forces surrounding one creature. The creature is allows a

saving throw; if successful, the spell fails. If the saving throw is failed, random chance faills into an unlucky pattern. Any action involving random chance (ie, any time a die roll affects the character)

performed by the victim during the next 2-20 rounds requires two separate attempts; the worse result is always applied. (The victim rolls twice for attacks, damages, saving throws, etc, always using

the worse die roll.)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> A luckstone or similar magical device will negate unluck. Doing so, however, prevents the magical item from functioning for 2d10 rounds. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a piece of a broken mirror.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Far Reaching III</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 5</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell operates exactly like the 3rd level far reaching I spell except that the range of any spell of levels 1-3 is increased by 150% and

range for any 4th or 5th level spells is increased by 50%.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> </p>

</FONT><B></body></desc></spell>

<spell><name>Khazid's Procurement</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination, Summoning)</p>

<p class=MsoPlainText>Level: 5</p>

<p class=MsoPlainText>Range: Special<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell allows the caster to more easily access rare or dangerous spell components. The wizard casts this spell upon a silver mirror

while concentrating on a mental image of the material he desires. The base chance of success is 50% modified by the following factors:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> - +1% per level of the caster</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> - +10% if the caster has seen the same type of substance or object before; this is not cumulative with the following bonus</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - +20% if the caster has a sample of the material or the same type of object in his possession; this bonus is not cumulative with the bonus

above.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - +30% if the wizard knows the location of the desired object</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - -50% if the caster has never seen the same type of material or item before</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> If the percentile roll indicates failure, the caster is unable to locate the desired ingredient and the spell ends. If the roll indicates success,

the wizard has located the object or substance and the mirror becomes a magical gate through which the caster can see the target. The size of the gate is determined by the size of the mirror, to a maximum

size of 3 feet by 2 feet.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The gate always appears within arm's length of the target, allowing the wizard to reach through the mirror, grasp the object of his desire,

and draw it back through the gate. The wizard must risk his own safety - the gate does not allow the use of probes, long handled ladles, tongs or other equipment to gather the material. The caster cannot

move completely through the gate.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The gate vanishes when the the spell's duration expires or when the target or the wizard moves more than 10' away from it.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The gate is visible from both sides, and other creatures can reach through the gate. Breath weapons, gaze attacks, missiles, spells,

and similar attacks cannot be cast through the gate. Because creatures can pass their limbs through the gate, physical attacks and touch spells may be used.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The only limit to the rangeof this spell is that the caster and the target must be on the same plane of existence. Elemental forces (not

creatures) will not pass through the gate. Thus the wizard does not run the risk of flooding his laboratory by opening a gate beneath the sea, for example. However, the spell does not provide any sort

of protection from a hostile environment. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material components are an equisite silver mirror of no less than 10,000 gp value and a black opal worth at least 1,000 gp which

must be powdered and sprinkled on the mirror. The mirror is not lost after casting and may be used again, but the powdered opal is consumed in the casting.</p>

</FONT><B></body></desc></spell>

<spell><name>Lower Resistance</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Abjuration, Alteration)</p>

<p class=MsoPlainText>Level: 5</p>

<p class=MsoPlainText>Range: 60 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn + 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Using this spell, a wizard may attempt to reduce the magic resistence of a target creature. The magic resistence of the victim works

against the lower resistance spell itself, but at only half its normal value. No saving throw is permitted in addition to magic resistence.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> If the victim does not resist the effects of this spell, his magic resistence is reduced by a base 30% plus 1% per experience level of the

wizard casting the spell. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell has no effect on creatures that have no magic resistance.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a broken iron rod.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Magic Staff</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText>Level: 5</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: special</p>

<p class=MsoPlainText>Area of Effect: The wizard's staff<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell allows a wizard's staff to store one spell level for every three levels of the caster. Thus a 9th level wizard can store three

spell levels (three 1st-level spells, one 1st and one 2nd, or one 3rd-level spell).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Spells that are to be stored in the staff must be memorized normally by the wizard. The spells are then cast as normal when charging the

staff; casting requires the spell's normal casting time plus one round. The spell is wiped from memory and the material components are consumed. All spells to be stored within the staff must be cast within

1 turn.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>All stored spells have a casting time of 1.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Spells remain in the staff until cast or dispelled or up to 1 hour per level o the caster. After this time, all stored spells fade away.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Only wizards who know the magic staff spell can cast spells from another wizard's staff. This applies to wizards who have never

learned or could not nomrally cast the spells stored in a staff. It is common, however, for the staff's owner to implement a command word which must be known by anyone wishing to use the staff.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component for this spell is a staff cut from an ash tree. For each level the wizard intends to imbue into the staff, it must be

inlaid with rubies worth at least 1,000 gp. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> </p>

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<spell><name>Mind Fog</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText>Level: 5</p>

<p class=MsoPlainText>Range: 80 yards<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 3 turns<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 20 foot cube<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A mind fog is a physical block of fog that enables the wizard to weaken the mental resistance of his victims. Victims are allowed a saving

throw at -2 penalty to avoid the effects.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> A creature who falls victim to the mind fog suffers -2 penalties to all saving throws against two categories of magic: all spells of the

illusion/phantasm and enchantment/charm schools thataffect the mind directly; and spells 1st through 5th level which affect the mind directly. For example, phantasmal force is a mind-affecting spell;

phantom steed is not.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The penalty to saving throws operates cumulatively with any penalties that operate for other reasons. Affected creatures suffer the penalty

for as long as they remain in the fog and for 2d6 rounds thereafter.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Safeguarding</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText>Level: 5</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn + 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 5 </p>

<p class=MsoPlainText>Area of Effect: 15 foot radius sphere<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Use of this spell protects the wizard and anyone in the area of effect from damage cause by the rebounding of the wizard's spells. This

includes damage from a fireball cast in an area too small for its effects, a reflected lightning bolt or any other offensive area spell that overlaps the safeguarding spell's area of effect. The protection is

effective against spells of 7th level and lower. The protection does not apply to damage from spells rebounded by any form of magical spell turning. This spell does not protect the wizard against damage

from spells or attacks cast by enemies or other party members.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A wizard who has cast safeguarding is free to move and act normally. The spell's effect is always centered on him, regardless of his

actions. other creatures are free to enter ans exit the area of effect. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> An area spell cast by the wizard will take effect normally, but its effects will be negated within the area of the safeguarding spell. This

applies only to the area spells centered outside the radiust of the safeguarding spell. If the wiard casts an offensive area spell within the area of the safeguarding, the safeguarding is immeadiately negated

and those within the area suffer full damage from the spell. the wizard is free to cast non-offensive area spells and indivicually targets spells within the area of the safeguarding.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is the preserved skin of any creature that possesses natural magic resistence.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Von Gasik's Refusal</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText>Level: 5</p>

<p class=MsoPlainText>Range: 10 yards/level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hour/level<span style='mso-tab-count:2'>

</span>Casting Time: 5 </p>

<p class=MsoPlainText>Area of Effect: 20-foot-square/level<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This powerful spell is designed to prevent unauthorized spellcasters from entering a hallway, doorway, window, or other point of entry.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The spell creates an invisible barrier that blocks the targeted area. Any nonspellcasters and those spellcasters specifically named by the

caster may pass freely. All other spellcasters collide with the invisible barrier. Members of classes with lesser spellcasting abilities (paladins, rangers, and bards) are blocked only if they are of sufficient

level to cast spells. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A wizard is able to ward one area of up to 20' square for each level of his expeirence. Thus a 12th-level wizard may protects a square area

240 feet on a side. The area of effect may be divided amoung several smaller portals as long as the total area does not exceed the caster's limit. Each portal must be in range and sight of the caster at the time

the spell is cast. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The barriers exist for one hour per level of the caster unless they are dismissed by the caster or dispelled by a dispell magic spell. A

disintegrate spell immeadiately destroys a barrier, as does a rod of cacellation or a sphere of annihilation.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The invisible walls are not affected by physical blows, cold, heat, or electricity. Thrown and projected weapons (both magical and

mundane) are not repelled by the barrier and may pass through the area normally. Spells can be cast through the barrier. Dimenion door, teleport and similar effects can bypass the barriers.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a pinch of dust from any wizard's tomb.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> </p>

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<spell><name>Vortex</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation, Wild Magic)</p>

<p class=MsoPlainText>Level: 5</p>

<p class=MsoPlainText>Range: 30 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1d4 rounds + 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: 5 foot diameter circle<span style='mso-tab-count:

2'> </span>Saving Throw: 1/2</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A vortex is a swirling mass of magical energy, barely controllable by the caster. On the round of casting, a small sparkle of lights fills the air

at the desired position. On the second round, a 7' tall mulicolored tornado appears. From this moment on, the caster must maintain concentration in order for the vortex to remain.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Each round, the caster can move the vortex 60 feet. However, control of direction is not perfect. The caster has complete control over

distance but can only suggest the desired direction. The caster has 50% chance of moving the vortex in the direction he desires; if the die roll indicates failure, the vortex moves according to the scatter

diagram for grenade-like missiles. Thus the vortex usually moves in the general direction desired, but on occasion it may move to either side or directly toward the caster. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The vortex cannot pass through objects larger than its area of effect. (it could move through a sapling but not an ancient oak tree) and will

be redirected by these, rebounding along th egeneral line of movement. For example, if cast in a narrow hallway, the vortex may ricochet down the hall, bouncing from side to side. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The vortex is composed of raw magical energy. Nonmagical creatures struck by the vortex suffer 1d4 points of damage per level of the

caster. Magical creatures and spellcasters suffer 1d6 points of damage per level of the caster. Creatures struck are allowed a saving throw vs spell to suffer only half damage. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Each time a creature is struck, there is a 5% chance that the vortex will explode in a wild surge. Use Table 2 to determine the results of

any wild surge. If the vortex causes a wild surge, the spell ends immeadiately.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material components are a silk streamer and a handful of straw.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> </p>

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<spell><name>Waveform</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration, Wild Magic)</p>

<p class=MsoPlainText>Level: 5</p>

<p class=MsoPlainText>Range: 40 yards<span style='mso-tab-count:3'>

</span>Components: S,M</p>

<p class=MsoPlainText>Duration: 1d10 rounds<span style='mso-tab-count:2'>

</span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: 10 foot cube/level<span style='mso-tab-count:

2'> </span>Saving Throw: 1/2</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of this spell, the wild mage is able to shape and direct the patterns of water currents, allowing him to mold liquids into a

variety of forms. The spell affects a quantity of liquid no larger than the area of effect. If cast onto a larger body, such as an ocean or lake, the spell affects only the water within the area of effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> After casting waveform, the mage can form the water into any desired shape. The spell does not bind the liquid together in any fashion; it is

still limited by its fluid properties and gravity. Thus a mage could not use waveform to create a humanoid creature with arms and legs and direct it to walk across land. He could, however,create a roughly human shape with flowing arms that rises out of the water, crashes forward in a huge splash, then rises and repeats the process. other possible shapes include gigantic waves, geysers, whirlpools, and

troughs.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The shap takes one round to form, after which it can be maintained by concentration. The shape can be directed to move in any direcion at a

movement rate of 90 feet per round. If the waterform moves into or through a body of water, the form loses no intensity. However, if the wave is moved over dry ground, it loses one die of damage for

every 10 feet crossed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If propelled against a target, the waveform causes 1d4 points of damage per levels oft he caster to creatures in its path. The waveform can

be directed against creatures on teh surface or underwater. Those struck are allowed a saving throw; success indicates half damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the victims are in or on a body of water, the shape will sweep them along. Creatures of small size are carried witht he form, moving at

its speed. Medium and large size creatures are swept along at half the water's speed. Creatures larger than this resist the movement. Those caught in the current cast make a strength check each round to

swim free of the current.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Boats and ships are particularly vulnerable to the waveform. If the waveform is twice the size of the vessel or more,, the ship must make

a seaworthiness check (as described in Table 77 of the DMG(. Vessels passing the check suffer damage as described above, reducing seaworthiness ratings for future checks by 2d6 points until repairs

are made. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> Alternatively, this spell cast be cast directly at a single, water-based creature - a water weird, water elemental, or other creature from the

elemental plane of water. In this case, the spell causes 1d6 points of damage per level of the caster. The effect is instantaneous and the spell ends immeadiately after the attack is made. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a small, carved oar decorated with aquamarines worth at least 500 gp. The oar disintegrates when the spell is

cast.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Augmentation II</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText>Level: 6</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 3 turns<span style='mso-tab-count:2'>

</span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell functions exactly like the 3rd level augmentation I spell except that five spells of levels 1-3 may be affected. For each die of damage

caused by augmented spells, one hit point is added to the damage total.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Augmentation II affects the first five spells which cause direct damage that are cast within the duration of the augmentation II spell. Only spells

that cause direct physical damage are affected by this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a pair of concentric circles of gold or platinum.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Bloodstone's Spectral Steed</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText>Level: 6</p>

<p class=MsoPlainText>Range: 10 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hour/level<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell allows a wizard to create a quasireal, vulturelike creature. The flying steed can carry the caster and one other person per level

of experience (four at 12th level, five at 15th, etc.). All passengers must be specifically named during the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spectral steed looks like a huge, skeletal vulture with tattered wings. As it flies, it utters hideous screeches that echo through the sky. The

spectral steed flies at a movement rate of 4 per caster level, to a maximum movement rate of 48. It appears with a bit and bridle, plus one saddle per passenger. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>All normal animals shun the spectral steed and only monsters will attack it. The mount has AC 2 and 10 hit points plus 1 hit point per level of the

caster. If it loses all of its hit points, the spectral steed disappears. It has no attack mode. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a hollow bone from a vulture's wing, which must be carved into a whistle and blown when the spell is cast.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Claws of the Umber Hulk</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 6</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this spell is cast, the subject's hands widen and his fingernails thicken and grow, becoming equivalent in size and power to the

iron-like claws of an umber hulk. The transformation takes one full round and is excruciatingly painful, requiring a system shock roll. A failed roll causes the subject to suffer 3d4 points of damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The subject can burrow as an umber hulk, cutting through 10 feet of solid stone or 60 feet of loose soil per turn. The only limitation to this

is the subject's stamina; at the end of each turn of burrowing, the subject must succeed a Constitution check or be forced to rest for one turn.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Burrowing through soil does not necessarily create a passable tunnel. if the subject wishes to make a passage in which others can travel

or that he can exit when the spell ends, he must dig at a rate of 30 feet per turn. Cutting a tunnel through solid rock does not require any extra care or time.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The recipient of this spell can make two claw attacks per round, each inflicting 2d6 points of damage plus any Strength modifiers. Each attack

is made with a -2 penalty to hit. This penalty applies until the subject has made two successful consecutive attacks (non necessarily in the same round), at which time he is accustomed to using the claws.

The penalty is dropped for the remainder of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is an umber hulk's claw.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Dilation II</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 6</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell functions exactly the 4th level Dialation I spell, except that the area of effect of a 1st, 2nd, or 3rd level spell is extended by

50%. Alternatively, the wizard may extend the area of effect of one 4th or 5th level spell by 25%.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> </p>

</FONT><B></body></desc></spell>

<spell><name>Forest's Fiery Constrictor</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summoning)</p>

<p class=MsoPlainText>Level: 6</p>

<p class=MsoPlainText>Range: 10 yards/level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: one source of fire<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell causes a tentacle of flame to snake forth from any existing source of natural or magical fire. The flaming tendril is 10 feet long,

has an AC 7, can ve hit only by magical weapons of +2 or better, and has hitpoints equal to twice the caster's level.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Any creature within 20 feet of the tentacle is subject to attack as directed by the caster. The victim must attempt a saving throw; if successful,

the subject has avoided entanglement, but suffers 1d6 points of fire damage from contact with the tendril. If the saving throw is failed, the victim is entangled bt the flaming serpent and suffers 3d6 points of

fire damage each round until the spell expires or the tendril is destroyed. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the fire source of the tentacle is extiguished, the remaining time that the fiery constrictor may exist is cut in half.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a red dragon's scale.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Lorlovelm's Shadowy Transformation</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Illusion)</p>

<p class=MsoPlainText>Level: 6</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1d4 rounds + 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this spell is cast, the illusionist transforms one creature or a specified amount of nonliving matter into shadow, making it insubstantial.

Thus a door could be turned to shadow and entered. The maximum amount of inanimate material that may be transformed is one cubic foot per level of the caster. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Unwilling creatures are allowed a saving throw vs spell to resist the shadowy transformation. Magical items and magical effects of spells

(such as Bigby's forceful hand or a wall of stone) cannot be affected.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A transformed creature and all of its gear become insubstantial. The creature can pass through small holes, narrow openings, and the smallest

cracks. The creature cannot fly without additional magic.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>No form of attack is possible when in shadow form except against creatures that exist on the Ethereal plane. In this case, all attacks are

normal; however, the shadowy creature may be harmed only by magical weapons of +1 or greater or by creatures able to affect those struck only by magical weapons. Spells and special attacks have

normal effects. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Most undead creatures will ignore a creature in shadow form, believing it to be a wraith or spectre; however, liches and powerful

undead may save vs spell at a -4 penalty to recognize the spell. A successful dispel magic spell forces the creature in shadow form back to normal form</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Wildshield</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration, Wild Magic)</p>

<p class=MsoPlainText>Level: 6</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell cloaks the caster in a whirling band of scintilating colors, completely concealing him. The caster is able to see normally within and

outside the shield. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The wildshield protects the caster from the effectsof spells and magical items. The shield can completely absorb 2d6 spell levels (ie if the roll

of 2d6 results in 10, the shield could absorb ten 1st level spells, two 2nd level spells, or any similar combination), thereby negating their effects on the caster. Both area effect spells and those individually

targetted on the wild mage can be absorbed. In the case of area spells, the wildshield protects only the mage. All others in the area of effect suffer normal effects from the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Wildshield also protects against wild surges, whether caused by the caster's magic or by an outside source. Each wild surge is considered

equal to 1d6 spell levels.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell remains in effect until it is either canceled by the caster or it reaches its spell level capacity. If the capacity is met exactly, the

wildshield simply ceases to function. However, if the wildshield is struck by more spell levels than it can absorb, it explodes in a wild surge. The spell that triggered the surge is completely negated, its energy

instead transformed into a wild surge (see Table 2). Since the shield no longer functions, the formerly protected wizard is subject to the full effects of this wild surge.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a small sponge.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Wildstrike</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summoning, Wild Magic)</p>

<p class=MsoPlainText>Level: 6</p>

<p class=MsoPlainText>Range: 30 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 2d4 rounds<span style='mso-tab-count:2'>

</span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is used primarily against hostile spellcasters. It distorts all attempts at spellcasting, converting spell energy into wild surges.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The victim of a wildstrike is allowed a saving throw; if successful, the spell has no effect. If the saving throw is failed, the target is

enclosed in a field of wild magic. If the victim casts a spell, or uses a charge from a magical item, a wild surge is automatically created (refer to Table 2). When determing the effects of this surge, the true

level of the wild mage who cast the wild strike is subtracted from the die roll, making the effects of the wild surge more likely to affect the victim. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a small glass tube that is shattered in the casting</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Acid Storm</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText>Level: 7</p>

<p class=MsoPlainText>Range: 10 yards/level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 7</p>

<p class=MsoPlainText>Area of Effect: 40 ft diameter circle<span style='mso-tab-count:

2'> </span>Saving Throw: 1/2</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This deadly spell unleashes a downpour of magical, gelatinous acid droplets, all creatures within the area of effect are coated by globs of

gooey acid. The acid can be washed off only with wine, vinegar, or by a successful dispel magic or similar spell. The acid remains present for 1 round per level of the caster, then vanishes.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Creatures coated in acid suffer 1d4 hit points of damage each round during rounds 1-3, 1d6 points in each of rounds 4-6, and 1d8 points on

each round thereafter. Characters who succeed in a save vs spell on the first round suffer only half damage from the acid for the remaining rounds. When the spell expires, no further damage is inflicted.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Acid damage can be healed through any means except regeneration. The material component is a drop of acid.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Bloodstone's Frightful Joining</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText>Level: 7</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'>

</span>Casting Time: 7</p>

<p class=MsoPlainText>Area of Effect: 1 target undead creature<span style='mso-tab-count:

2'> </span>Saving Throw: special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this powerful spell is employed, the wizard transfers his spiritto the body of an undead creature, totally dominating it. If the undead

creature has intelligence, it is allowed a saving throw vs spell to resist the joining. If the save is successful, the caster's spirit is forced back into his own body. The wizard must make a system shock roll;

if the roll fails, the wizard suffers 5d6 points of damage. If the roll succeeds, the wizard suffers half this damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> If the creature's save fails, the necromancer joins his life essence with that of the undead. While in the creature's body, the caster can

use all of its special attacks and innate abilities, excluding spells memorized by the creature.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The wizard's body remains comatose, is subject to all regular attacks, and suffers damage normally. The wizard's spirit can travel an unlimited

distance from his physical body as long as they remain on the same plane of existance. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If intelligent, the possessed creature continually tries to purge the caster with mental threats that can be heard only by the wizard. The

thoughts of an undead are ghastly. During the first minute of each hour of possession, the caster must succeed an intelligence check in order to retain his sanity. The roll is modified by the difference between

the creature's intelligence and that of the spellcaster. If the undead has a higher score, the difference is added to the roll. If the necromancer has the higher score, the difference is subtracted from the roll. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the roll is successful, nothing happens and the caster may continue to possess the undead. If the intelligence roll fails, the wizard's

intellect degenerates, making him a raving, homicidal maniac. His spirit is immeadiately forced to return to his body, and he must attempt a system shock roll with damage occuring as outlined above. The caster

remains dangerously insane until a heal or wish spell is used to restore his intellect. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell can be very useful when combined with the mask of death spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> When the spell's duration expires, the necromancer's spirit immeadiately returns to his body.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Hatch the Stone from the Egg</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration, Enchantment, Evocation)</p>

<p class=MsoPlainText>Level: 7</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 1d4+4 hours</p>

<p class=MsoPlainText>Area of Effect: 1 alchemical mixture<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a wizard wishes to create the magical item known as the philosopher's stone, he must first discover its alchemical formulat, which

tells him the necessary ingredients and the method of preparing them. This information is not provided by this spell, and this spell is useless without the formula. (The exact ingredients and formula are decided

by the Dungeon Master and must be discovered by the wizard by adventuring).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> When the formula has been discovered and the ingredients prepared, the wizard enchants the alchemical mixture with the enchant an item

spell. Hatch the stone from the egg is then cast upon the mixture. This spell slowly transmutes the mixture into its final form as the philosopher's stone. The process is completed with a permanency spell. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component for the spell is a magical item known as the philosopher's egg, which is an enchanted retort used to hold the

alchemical mixture. The egg is not destroyed upon completion of the spell and may be used again. (Further details about the philosopher's egg are found in Chapter 4 of Tome of Magic).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Hornung's Surge Selector</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration, Wild Magic)</p>

<p class=MsoPlainText>Level: 7</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The great Hornung, having been blasted more than once by his own wild surges, devised a method of improving the results of wild magic

and, not incidentally, his own chances of survival. The result was Hornung's surge selector. By casting this spell, the wild mage gains greater control over wild surges. When the caster's spell creates a

wild surge, two separate results are determined from Table 2. The caster can then choose which of the two results will take effect. This spell can be used in conjunction with Nahal's reckless dweomer.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The spell's duration is a fixed number of surges or 12 hours, whichever comes first. The wild mage is able to shape one wild surge per five

levels of experience; thus a 15th level caster could shape 3 wild surges within a 12 hour period. At the end of 12 hours, the spell expires, regardless of the number of surges remaining. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a brass spinner</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Intensify Summoning</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summoning, Necromancy)</p>

<p class=MsoPlainText>Level: 7</p>

<p class=MsoPlainText>Range: Special<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn<span style='mso-tab-count:2'>

</span>Casting Time: 6</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell enhances the strength of creatures summoned by the caster via 1st through 6th level conjuration/summoning spells. Only

spells which bring summoned creatures to the wizard are affected.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The first two conjuration/summoning spells cast by the wizard within one turn following the intensify summoning spell are affected.

Summoned creatures gain 2 hit points per hit die. The affected creatures retain their bonus hit points until the normal expiration of the spell that summoned them. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are a small leather pouch and a miniature silver candelabra.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Malec-Keth's Flame Fist</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText>Level: 7</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: 1 target creature or object<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this spell is completed, one of the caster's hands (his choice) bursts into light and is surrounded by an aura of flame. The caster

suffers no damage from this effect. Illumination is equal to that of a torch.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> If the wizard successfully touches an opponent, the subject must attempt a saving throw. If the roll is successful, the flame remains on

the caster's hand (and he may use it to make further attacks until the spell's duration expires) and the touched creature suffers 1d4+2 points of fire damage. If the save is failed, the flame leaves the

caster's hand to surround the victim's body in an aura of searing fire. The superheated aura burns for 1 round, inflicting 1d4 points of damage per level of the caster. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Instead of attacking a creature, the caster may choose to touch any single object, which is automatically surrounded by the searing aura for

1 round and must succeed at an item saving throw vs magical fire or be destroyed. The aura can surround an object up to 5 cubic feet in volume per caster level. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Shadowcat</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Illusion)</p>

<p class=MsoPlainText>Level: 7</p>

<p class=MsoPlainText>Range: 10 yards/level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this spell is cast, the wizard brings into being a cat made of shadow. The shadowcat is the size of a normal cast and may be either

gray or black at the caster's option. The caster has complete telepatic control of the feline; he can see, hear and even speak through it as long as it remains within range. At the moment it moves out of range,

the shadowcat vanishes. The caster does not need to concentrate on the shadowcat.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The shadowcat is insubstantial, making it subject only to magical or special attacks, including those by weapons of +1 or better. It has AC

5, a movement rate of 18, and saving throws equal to those of the caster. The cat dissipates if it loses hitpoints equal to one-half the caster's total hit points. The shadowcat has no attacks of its own and

cannot touch or carry objects. A successful dispel magic spell causes the cat to vanish.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A shadowcat makes no sound as it moves. It is 90% undetectable in all but the brightest conditions. It can pass through small holes or narrow

openings.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material components of this spell are a black pearl of at least 100 gp value and a claw from a grey or black cat.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Spell Shape</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration, Wild Magic)</p>

<p class=MsoPlainText>Level: 7</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1d4+1 rounds<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell gives the wild mage the ability to seize magical energy directed at him and reshape it as he desires. While it is in effect, the spell

gives no visible sign of its existence. It offers no protection against area effect spells.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> If a wild mage is the target of a spell or magical item, this spell automatically allows him a saving throw. If the saving throw is failed, the

opponent's spell has normal effects. If the saving throw is successful, the spell shape absorbs the magical energy of the opponent's spell. The wild mage can then choose to let the energy dissipate or he

can use it to instantly cast a spell back at the opposing mage. The return spell must be of an equal or lesser spell level than the origional one and must be currently memorized by the mage. The act of returning

the spell does not cost the wild mage any of his memorized spells. Spell energy cannot be saved; if not used immediately, it dissipates.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>For example, Hamos, a wild mage, is protected ba a spell shape and is struck by finger of death (a 7th level spell). He succeeds at his saving

throw and is now able to cast a spell of 7th level or lower. Hamos currently has feeblemind memorized. Since it is only a 5th level spell, he chooses to cast it back at the enemy. He makes his level variation

check (and doesn't get a wild surge) and the feeblemind is sent hurtling back at his foe. Hamos still has his origional feeblemind memorized. The remaining two spell levels are lost, since they were not used

in the same round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If a wild mage is struck by two spells at once, he may choose which spell to shape. He suffers the effects of the remaining spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a diamond worth no less than 2,000 gp. When the spell is cast, the diamond is transformed into a lump of coal. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Steal Enchantment</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Enchantment)</p>

<p class=MsoPlainText>Level: 7</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'>

</span>Casting Time: 1 hour</p>

<p class=MsoPlainText>Area of Effect: 1 target item<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell "steals" the enchantment from a magical itemand places it within another, nonmagical item (the material component). Both objects

must be touched by the wizard during casting. The two items must be of the same category (blunt weapon, edged weapon, ring, amulet, shield, armor, wand, etc.).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The enchantment can be transferred only to a nonmagical item. Only the energy of one item can be transferred; it is not possible to combine

two magical items into one item. The new item has ll the properties of the origional magical item (including the same number of charges, if any). </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>At the culmination of this spell, the origional magical object is allowed an item saving throw vs disintegration with all modifiers it is allowed as

a magical item. Exceptionally powerful objects (such as artifacts) may be considered to automatically succeed the saving throw at the DM's discretion.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the saving throw is successful, the magical object resists the effect and the spell ends in failure. If the roll is failed, the magical item loses

all of its powers, which are transferred to the previously nonmagical object. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Even if the magical item fails its saving throw, the spell's success is not guaranteed. There is a chance that the enchantment might be lost.

The base chance of this occuring is 100%, modified by -5% per level of the caster. Thus a 20th level mage has no chance of losing the magic. If the enchantment is lost, both items become nonmagical.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is the nonmagical item which is to recieve the enchantment. It must be of equal or greater value than the object to

be drained.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> </p>

</FONT><B></body></desc></spell>

<spell><name>Suffocate</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration, Necromancy)</p>

<p class=MsoPlainText>Level: 7</p>

<p class=MsoPlainText>Range: 30 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 7</p>

<p class=MsoPlainText>Area of Effect: 10 foot radius circle<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell draws the breath out of all creatures within the area of effect who fail a saving throw. Their breath is placed within a small silk bag

held by the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Each round, a victim of this spell must attempt a Constitution check. If failed, the creature suffers 2d4 points of damage. If successful, the

subject has taken in enough air to reduce the damage to 1d4.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>As they struggle and gasp for air, affected creatuers move and attack at half their normal rates, have -4 to armor class, an attack penalty of

-4, and lose all Dexterity combat bonuses.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Effects of this spell continue each round regardless of whether the victims remain in the origional area of effect. The damage accumulates

until the spell expires, the silk bag is opened, or a successful dispel magic is cast upon the bag. The penalties to combat remain in effect for 1d3 rounds after the spell ends.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a small silk bag studded with black opals worth a total of no less than 5,000 gp. The bag is not destroyed

during casting, but becomes useless for future castings if a successful dispel magic is used on it. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Abi-Dalzim's Horrid Wilting</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration, Necromancy)</p>

<p class=MsoPlainText>Level: 8</p>

<p class=MsoPlainText>Range: 20 yards/level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instant<span style='mso-tab-count:2'>

</span>Casting Time: 8</p>

<p class=MsoPlainText>Area of Effect: 30 foot cube<span style='mso-tab-count:

2'> </span>Saving Throw: 1/2</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell evaporates moisture from the bodies of every living creature within the area of effect, inflicting 1d8 points of damage per level

of the caster. Affected creatures are allowed a saving throw, with success indicating half damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> This spell is especially devastating to water elementals and plant creatures, who recieve a penalty of -2 to their saving throws.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a bit of sponge.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Airboat</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration, Enchantment)</p>

<p class=MsoPlainText>Level: 8</p>

<p class=MsoPlainText>Range: 1 mile<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 hour per level<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell must be cast undera a cloudy sky. The caster points at a cloud, which immeadately descends toward him. As it comes closer, the

cloud changes shape, becoming any sort of vessle imagined by the wizard (a dragon-shapped galley, a one-man dinghy, etc.).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Although the airboat is made of cloud, it feels solid and can support the weight of the caster plus one passenger per level of the wizard. It

can fly at any speed upto 5 miles per hour per level of the caster (to a maximum of 90 miles per hour). </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The caster maintains telepathic control over the airboat's speed and direction. While controlling the vessel, the wizard is able to perform other

actions but may not cast other spells. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Gunther's Kaleidoscopic Strike</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Invocation/Evocation)</p>

<p class=MsoPlainText>Level: 8</p>

<p class=MsoPlainText>Range: 5 yards/level<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Instant<span style='mso-tab-count:2'>

</span>Casting Time: 8</p>

<p class=MsoPlainText>Area of Effect: 1 target creature<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this spell is cast, a thin beam of shimering, kaleidoscopic light shoots from the wizard's fingertips toward his target. The victim is allowed

a saving throw to resist the beam. This spell has no effect on nonspellcasters, causing them no harm whatsoever. Creatures with innate spell-like abilities are also unaffected. Against wizards and priests,

this spell can be devistating. It "short-circuits" the arcane energy stored in a spellcaster's mind, wiping away a number of memorized spells. Lost spells must be rememorized.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The number of spells drained is equal to the caster's level minus 1d20. Thus a 16th level wizard drains a maximum of 15 spells, but could

drain no spells depending on the die roll. After subtracting the die roll from the caster's level, any result of zro or a negative number indicates that the victim loses no spells.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Spells are drained from the wizard's memorized spells beginning with 1st level spells and working up to higher level spells. Any decision

regarding which spell should be drained from a specific level should be determined randomly.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Homunculus Shield</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation, Necromancy)</p>

<p class=MsoPlainText>Level: 8</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: the caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By creating a homunculous shield, the wizard separates a portion of his mind in the form of an exteriorized, magical homunculus. This creature

is invisible to all but the caster and appears as a miniature version of the caster perched atop the wizard's head. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The wizard may move and act normally while this spell is in effect. The magical homunculus operates as an independent spellcaster. It may

cast only teleport, contingency, and protective spells of 4th level or lower. It casts only spells from the wizard's memorized store of spells, but any spells cast by the homunculus are done so with a casting

time of 1. The wizard selects which spells are cast by his homunculus; after they are cast, they are wiped from the caster's memory. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The homunculus has 1 hit point per two levels of the caster. Thes points are "borrowed" from the caster; while the homunculus is present,

the wizard's hit points are reduced by this amount.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The homunculus cannot be struck by melee or missile weapons separately from the wizard. It can be damaged separatedly from the wizard

(eg by a magic missile targetted at the homunculus or by area effect spells). The homunculus has the attributes and saving throws of the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>At the end of the spell's duration, the homunculus disappears and any hit points it had are restored to the wizard. Hit points lost by the

homunculus can be regained only by magical healing.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the wizard's hitpoints are reduced to zero at any time during the spell, the wizard is dead even if the homunculus had hit points remaing. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> A wizard with an active homunculus shield suffers a -4 saving throw penalty due to the division of his mental energy. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a miniature sculpted bust of the spellcaster</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Hornung's Random Dispatcher</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Abjuration, Wild Magic)</p>

<p class=MsoPlainText>Level: 8</p>

<p class=MsoPlainText>Range: 30 yards<span style='mso-tab-count:3'>

</span>Components: V</p>

<p class=MsoPlainText>Duration: Instant<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 target creature<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>With the utterance of a few words, this spell can hurl a creature to a random plane and leave him there. The target, if unwilling, is allowed

a saving throw. If successful, the spell fails. If unsuccessful, the victim and all items carried by him are sent to a random plane. To determine the plane, roll on the table below:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>D100 Roll<span

style='mso-tab-count:2'> </span>Plane</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>01-03<span style='mso-tab-count:2'> </span>Abyss</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>04-06<span style='mso-tab-count:2'> </span>Acheron</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>07-12<span style='mso-tab-count:2'> </span>Alternate Prime Material Plane</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>13-17<span style='mso-tab-count:2'> </span>Arcadia</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>18-23<span style='mso-tab-count:2'> </span>Astral Plane</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span><span style='mso-spacerun:yes'> </span>24-27<span

style='mso-tab-count:2'> </span>Beastlands (Happy Hunting Grounds)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>28-30<span style='mso-tab-count:2'> </span>Concordant Opposition</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>31-35<span style='mso-tab-count:2'> </span>Elemental Plane (Air, Fire, Earth, or Water)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>36-38<span style='mso-tab-count:2'> </span>Elysium</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>39-44<span style='mso-tab-count:2'> </span>Ethereal Plane</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>45-47<span style='mso-tab-count:2'> </span>Ghenna</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>48-50<span style='mso-tab-count:2'> </span>Gladsheim</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>51-53<span style='mso-tab-count:2'> </span>Hades</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>54-58<span style='mso-tab-count:2'> </span>Limbo</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>59-61<span style='mso-tab-count:2'> </span>Negative Material Plane</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>62-64<span style='mso-tab-count:2'> </span>Negative Quasi-Plane (Vacuum, Ash, Dust, or Salt)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>65-67<span style='mso-tab-count:2'> </span>Nine Hells</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>68-70<span style='mso-tab-count:2'> </span>Nirvana</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>71-73<span style='mso-tab-count:2'> </span>Olympia</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>74-76<span style='mso-tab-count:2'> </span>Pandemonium</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>77-79<span style='mso-tab-count:2'> </span>Para-Elemental Plane (Smoke, Magma, Ooze, or Ice)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>80-82<span style='mso-tab-count:2'> </span>Positive Material Plane</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>83-85<span style='mso-tab-count:2'> </span>Positive Quasi-Plane (Lightning, Radiance, Minerals or Steam)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>86-91<span style='mso-tab-count:2'> </span>Prime Material Plane\*</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>92-94<span style='mso-tab-count:2'> </span>Seven Heavens</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>95-97<span style='mso-tab-count:2'> </span>Tarterus</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>98-00<span style='mso-tab-count:2'> </span>Twin Paradises</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> \* Characters sent to the Prime Material Plane are teleported elsewhere in the same world.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The caster has no control over the destination of the target. The conditions at the destination may kill the target (for example, arriving in the

elemental plane of fire) or merely make life difficult. The determination is left to the DM.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Wildzone</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summong, Wild Magic)</p>

<p class=MsoPlainText>Level: 8</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 2d6 turns<span style='mso-tab-count:2'>

</span>Casting Time: 1d6 rounds</p>

<p class=MsoPlainText>Area of Effect: 300'x300' square<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This powerful spell creates a disruption in magical forces similar to the conditions found in wild magic regions (areas where the effects of

magic have been permanently altered). This spell has only a temporary effect, although the effects of wildzone could possibly be rendered permanent.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The spell creats a wild magic region centered on the caster. The area of effect cannot be shaped in any way; it is ALWAYS a square 300 feet

long by 300 feet wide (90,000 square feet).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Within the wildzone, wild magic reigns. Any spell cast in the area of effect is automatically treated as a wild surge (see Table 2). Effects from

magical items that expend charges are also treated as wild surges when used in the area. Other magical items function normally. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Spells cast into the wildzone from outside the area of effect function normally, but spells cannot be cast out of the area of effect without

triggering a wild surge.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material components are several pots of paint which must be spilled across a sheet of hammered silver worth no less than 2,000

gp.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Chain Contingency</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText>Level: 9</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 day/level<span style='mso-tab-count:2'>

</span>Casting Time: 2 turns</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This powerful spell is similar to the 6th level contingency spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Chain contingency allows the caster to designate either two or three spells that will take effect automatically under a specific set of conditions. In other words, when a set of conditions is met, the designated spells are "cast" immeadiately without the caster's intervention.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Chain contingency must be cast together with the spells it is to trigger. The caster my choose either two spells to occur simultaneously or three

spells to occur consecutively, one per round. Spells must be of 8th level or lower. Only the 6th level contingency spell may not be included. The casting time of 2 turns includes the casting of the spells to be

triggered.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Unlike the contingency spell, spells "stored" in chain contingency can affect creatures other than the caster. These instructions must be

carefully worded; The spell obeys the letter of its instructions and not the caster's intentions. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>In casting chain contingency, the wizard defines the conditions that will trigger the "stored" spells. This definition must be carefully worded,

but may be as limiting or general as the caster desires. The caster also states the exact order, target, range, and manner in which the stored spells are to be cast. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell has several limitations in triggering its spells. It does not have any powers of discernment; thus an instruction to "target the highest

level enemy" is not possible. Furthermore, the conditions cannot involve a delay; a spell cannot be ordered to trigger "three turns after I sneeze".</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> When the named conditions are met, the chain contingency is automatically triggered. If specifics of the spell are not specified (eg, target or

area of effect), the effect is automatically centered on the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Possible triggers include a fall from a distance greater than the caster's height, the appearance of the first beholder within 30 feet of the

caster, or the wizard pointing his finger and pronouncing a specified word.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Only one chain contingency can be placed on the spellcaster at any one time. If a second is cast, the first chain contingency is canceled. It

is possible to have both a contingency and a chain contingency operating at the same time, provided that there is no overlap in the conditions specified for triggering the two spells.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Spells triggered by the chain contingency have a casting time of 1. If the spell is triggered under conditions that are impossible to fulfill, it

fails. If one of the spells in a series cannot be fulfilled, the remaning spells in the series are lost. Normal conditions, including line of sight to the garget, must be fulfilled. All spells origionate from the caster; thus,

it is not possible to teleport and leave behind a series of fireballs to blast his enemies. In this case, the fireballs would either fail or destroy something at the caster's destination.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material components are (in addtion to those of the companion spells) 500 gp worth of quicksilver; a gem of at least 1,000 gp value;

an eyelash from an ogre mage, ki-rin, or similar spell-using creature; and an ivory statuette of the wizard (which is not destroyed by the casting of the spell) which must be carried by the spellcaster in order

for the chain contingency to perform its function when triggered.</p>

</FONT><B></body></desc></spell>

<spell><name>Elemental Aura</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Abjuration, Evocation)</p>

<p class=MsoPlainText>Level: 9</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V</p>

<p class=MsoPlainText>Duration: 1 hour/level<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: the caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell has four very different effects depending on the type (air, earth, fire, water) of elemental aura cast. Only the caster may recieve

an elemental aura and it is not possible to benefit from more than one aura at a time.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Each aura is three inches thick and covers the caster's entire body. An aura of air is hazy white in color, an aura of earth is dull grey, an

aura of fire is flickering red, and an aura of water is shimmering blue. The auras have these effects:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Air:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - immunity to air and gas based effects</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - total protection from physical attacks from creatures of the elemental plane of Air </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - ability to cast fly and protection from normal missiles once each</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> Earth:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - Immunity to attacks from nonmagical weapons made of stone or metal. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - immunity to physical attacks by creatures of the elemental plane of Earth</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - Ability to breathe and move at full movement rate within the element of earth</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> - ability to cast wall of stone once </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Fire</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - immunity to normal and magical fire</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - total protection from physical attacks from creatures of the elemental plane of fire</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - Ability to breathe and move at foll movement rate within the element of fire</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - Ability to cast wall of fire once</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Water </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - Immunity to cold and water based attacks</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - total protection from physical attacks by creatures of the plane of Water</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - ability to breathe and move at full movement rate within the element of water</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - Ability to cast wall of ice once</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> The auras do not restrict the caster in any way. He is free to move and act normally while under the influence of an aura.</p>

</FONT><B></body></desc></spell>

<spell><name>Estate Transference</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 9</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'>

</span>Casting Time: 10 turns</p>

<p class=MsoPlainText>Area of Effect: 1,000 square feet/level<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This powerful spell allows a caster to transfer a large area of land in the Prime Material Plane to any of the elemental planes. All buildings,

people and wildlife within the area of effect are also transported. The land forms a pocket of the Prime Material plane within the elemental plane. The pocket is a sphere with a diameter equal to the diameter

of the land. The surface of the pocket allows creatures to enter or exit the pocket, but prevents elements from entering the pocket</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Inside the pocket, the land is surrounding by air of a temperature matching that of the Prime Material plane at the moment the land was moved.

In addition, a source of water is created within the pocket.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Before the spell is cast, the area to be moved must be surrounded by solid markers of material from the destination plane. Thus, if a wizard

wants to move his castel to the Elemental Plane of Fire, he must first surround the area with solid blocks of matter from the Elemental Plane of Fire, such as hardened magma, or magically crystalized fire. The

blocks must be spaced no more than five feet apart and may be placed above ground or under the surface (at a depth of no more than three feet). </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The wizard must be within the area to be moved when he casts the spell. When the land moves, a hemispherical crater is left behind in the

Prime Material plane. Inside its pocket on the desired plane, the land continues its existence as if nothing changed, with the exception of occasional visits from planar creatures.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Any land that is moved in this manner can never again be moved with this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component (in addition to the markers) is the appropriate magical device to control elementals of the desired plane (bowl of

comanding water elementals, brazier comanding fire elementals, censer controlling air elementals, or stone controlling earth elementals). The item must be permanently placed at the heart of the area of

effect and cannot be used for any other purpose. If the device is disturbed in any way, the spell immeadiately fails, allowing the energies of the elemental plane to flood into the protected area.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Glorious Transmutation</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Level: 9</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'>

</span>Casting Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell turns iron into silver or gold at the caster's option. The prime ingredient for this spell is a magical item call the philosophor's stone,

which must be touched by the wizard, and alchemically combined with the metal during casting. The formual for mixing the stone and metal must be known by the caster; this information is not provided by the

spell and the spell is useless without it. (The exact ingredients and formula are decided by the Dungeon Master and must be discovered by the wizard in the course of adventuring).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Philosophor's stones vary in quality so much that each is capable of transmuting 1d10x50 pounds of iron into an equal quantity of silver or

1d10x10 pounds of lead into the same amount of gold. It is not possible to know how much metal can be transmuted until the process is complete. If the caster has more iron or lead prepared than the spell is

capable of changing, any excess is unchanged.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The entire transmutation must be made at one time. Only one stone may be used per casting of the spell. The entire philosophor's stone is

consumed in the process. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Stabilize</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Abjuration, Wild Magic)</p>

<p class=MsoPlainText>Level: 9</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1d4+1 turns<span style='mso-tab-count:2'>

</span>Casting Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 30-foot-radius circle<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell requires immense magical effort to cast, relegating it to the highest spell level. Stabilize negates the effects of wild magic regions,

allowing the caster and all creatures in a 30-foot radiust to cast spells and use magical items normally. The spell is centered on the caster and follows his movements.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The caster's own spells never use wild surges when cast within the duration of a stabilize spell, nor do the effects of wild surges extend

into the protected area. Furthermore, the wild mage's spells function at his true level; Table 2 is NOT used to determin level variation. This spell affects wildstrike, wildzone, and wildwind.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Wail of the Banshee</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Necromancy)</p>

<p class=MsoPlainText>Level: 9</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instant<span style='mso-tab-count:2'>

</span>Casting Time: 9</p>

<p class=MsoPlainText>Area of Effect: 30-foot-radius sphere<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>At the culmination of this dreadful spell, the wizard screams like a banshee (a groaning spirit). For each level of the caster, one listener within

30 feet hears the wail. Thos who fail a saving throw vs death magic die instantly.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The wizard cannot be the victim of his own spell, nor can he choose who will be affected. If there are more potential victims than the level of

the caster, the DM must randomly determine which creatures are affected. Creatures who cannot hear (due to ear plugs, deafness, etc) can be targets, but cannot be affected and are considered to

automatically make their saving throws. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a lock of hair from an evil female elf. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Wildfire</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Invocation/Evocation, Wild Magic)</p>

<p class=MsoPlainText>Level: 9</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V</p>

<p class=MsoPlainText>Duration: Variable<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: Variable<span style='mso-tab-count:

2'> </span>Saving Throw: Variable</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By means of this spell, the wild mage is able to channel raw magical energy through himself, shaping it into any form or effect he desires.

The energy is similar in many ways to a wish spell, but has unique differences.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Wildfire allows the caster to create the effet of any wizard spell of 8th level or lower. He need only have general knowledge of the spell

and its effects; the spell does not need to be in his own spellbooks. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Any normal saving throws vs the spell effects are made with a -2 penalty.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Wildfire can also be used in the creation of magical items. The energy created by the spell may be used to generate effects that are not

created by known spells.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Wildfire can also be used to create items out of nothing. The magical energy can be shaped and hardened to form solid objects. These

objects have a greenish, glowing tinge and radiate magic. These objects are stronger than steel yet possess almost no weight. They are immune to fire, cold, electricity and all forms of magical attack except

dispel magic and wish spells. Even if they are subjected to these spells, a saving throw is allowed (equal to the creator's saving throw vs spell). </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When creating objects, the caster is limited only by his own skill and the dimensions of the objec. Items larger than a 10-foot radius sphere

cannot be fashioned. Creating the object requires only one round, regardless of size. Thus a wizard could make an impenetrable dome or a small boat with this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> Objects made with wildfire are neither stable nor permanent. Since the object is made of magic separated from the magic continuum,

the material gradually deteriorates until the magical bonds become too weak to hold the wildfire in the chosen form. Thus decay takes 1d6+4 hours. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Wildwind</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summoning, Wild Magic)</p>

<p class=MsoPlainText>Level: 9</p>

<p class=MsoPlainText>Range: 100 yards<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1d3 turns<span style='mso-tab-count:2'>

</span>Casting Time: 8</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is similar in effect to wildstrike and wildzone. When cast, a wall of faint, multicolored lights springs into existence at the point

indicated by the caster. These lights form a line 150 feet long. After the first round of the spell, the wizard can move the wall of lights. Each round, the caster can move the wall in the same direction or as

much as 45 degrees to either side. Once the wall is set in motion, it cannot be stopped unless the spell is cancelled or dispelled. The lights can move 60 feet per round. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The wildwind has two significant effects. First, all creatures struck by the magical lights suffer 2d6 points of damage. Second, any spellcaster

struck while attempting to cast a spell automatically triggers a wild surge (use Table 2). Magical items that expend charges that touch the wall of lights automatically release one charge, also resulting in a wild

surge.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Analyze Balance</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Sphere: Numbers, Divination</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 80 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 5 rounds + 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: one creature, object or 10' square<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell allows a priest to sense how far a character, creature, object or area is from a condition of balance-in other words, the degree

to which its alignment is removed from true Neutral. The spell gives no indication of the "direction" in which the algnment is removed from true Neutral except under certain conditions which follow. The spell

does, however, indicate along which axis or axes of alignment the variation lies. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> For example, a priest uses this spell to analyze the balance of a Chaotic Neutral creature. The spell indicates that the creature is removed

from neutral by one grade, and the varation is along the Law/Chaos axis; this the creature must be either Chaotic Neutral or Lawful Neutral. If the creature were Chaotic Evil, the spell would indicate that it

is removed by two grades, one along each axis; thus, the creature must be Chaotic Evil, Chaotic Good, Lawful Evil, or Lawful Good. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The priest has a 5% chance per level of correctly determining the direction of variation along one randomly chosen axis. This means that a

10th level priest evaluating a Chaotic Neutral creature would have a 50% chance of learning that the creature is Chaotic (and Chaotic Neutral since it is only one step away from balance). </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Similar to spells such as detect evil, this spell will not yield a result on a hidden trap. If cast on a creature with an intelligence level of "animal"

or "non-", it will always read true Neutral (i.e. zero steps from balance). </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material components are four iron coins which the priest tosses in his hand while concentrating on the spell. The coins are not

consumed in the casting. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Anti-Vermin Barrier</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText>Sphere: Wards</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 30 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hour/level<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: 1 ft cube per level<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>With this spell, the caster creates an invisible force field that repels nonmagical insects, rodents, spiders, snakes, worms and other similar

vermin of less than 1 hit die. The spell has no effect on giant-sized versions of these creatures unless they are less than 1 hit die. The barrier affects summoned creatures, such as those called by a

summon insects spell. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Any vermin within the area of effect when the spell is cast are not affected, however, when they creatures exit the area, they cannot return. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell affects a cubic area whose sides are 10 feet times the caster's level (for instance, a 2nd level priest could affect a 20'x20'x20' cube.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material components are the caster's holy symbol and a rodent's whisker.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Call Upon Faith</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Invocation)</p>

<p class=MsoPlainText>Sphere: Summoning</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Before attempting a difficult task, the priest may call upon faith to aid his performance. If the priest has been true to his faith (as determined

by the DM), the priest gains a +3 (or +15%) bonus to one die roll (his choice) needed to complete the task. The bonus may be used to affect a saving throw, attack roll, ability check, etc. For example, if a

priest were about to cross a narrow log high above a chasm, he could cast this spell and gain a +3 bonus to his Dexterity ability check.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The material component is the priest's holy symbol. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Courage</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText>Sphere: War </p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 240 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 1 unit up to 200 individuals<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell imbues the target unit with a temporary burst of courage. To cast this spell, the priest must have an uninterrupted line of sight to

the target unit. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> A courage spell enabels a unit to automatically pass its first morale check following the casting of the spell. When circumstances arise that

would necessitate a morale check, no die roll is made and the unit is assumed to have passed the check. After this occurs, the spell ends and the unit must make all further checks normally.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If a unit under the influence of a courage spell is not forced to make any morale checks, the spell expires at first sunset.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When sever different events trigger morale checks, the BATTLESYSTEM rules apply penalties to a singe morale check. If this occurs to a

unit under the influence of a courage spell, the player commanding the unit selects one such event and its modifier is ignored. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>No more than one courage spell can affect a unit at a time. Once the spell has expired, a priest can cast the spell again ont he same unit. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a cube of cast iron.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> </p>

</FONT><B></body></desc></spell>

<spell><name>Emotion Read</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Sphere: Thought </p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 5 yards/level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instant<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell allows the priest to perform an instantaneous reading ofa single creature's emotional state. It can be used on any subject

possessing Intelligence of 3 or better. This reading is neither deep, nor specific and cannot pick out mixed emotions or intricate details. For example, it might tell the priest that the subject is fearful, but the

spell cannot reveal what the subject is afraid of or why he is afraid.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Emotion read does not reveal individual thoughts or the subject's motivation. Thus the spell might reveal that the subject is coldy unemotional

at the moment, but not the fact that the subject is contemplating the cold-blooded murder of the priest.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Note that this reading is instantaneous. It reveals only the emotion that is strongest at the instant the spell is used. While this will usually be

related to the subject's overall emotional state, it is always possible that the subject might be distracted for a moment, or remember and respond to past events.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The subject is allowed a saving throw vs spells to resist the spell. If the saving throw is successful, the priest recieves no reading at all. If

the subject exceeds the necessary number by six or more, the priest perceives an emotion diametrically opposed to the subject's true emotion.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a square of unmarked wax.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Know Age</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Sphere: Time </p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instant<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: one object or creature<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell enables the caster to instantly know the age of any single person, creature or object on which he concentrates. The age is

accurate to the nearest year. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The material component is a calendar page.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Know Direction</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Sphere: Travelers</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instant<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Know direction allows the caster to instantly know the direction of north. The spell is effective in any environment, whether underwater,

underground, or in darkness (including magical darkness). </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The material component is a small scrap of parchment map that is at least 100 years old.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Know Time</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Sphere: Time </p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Instant<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Know time is particularly useful when the caster has been unconscious. This spell enables the caster to know the precise time to the nearest

minute, including the current hour, day, month and year. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> </p>

</FONT><B></body></desc></spell>

<spell><name>Log of Everburning</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Enchantment)</p>

<p class=MsoPlainText>Sphere: Elemental Fire, Plant </p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 hour/level<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell increases the amount of time that a wooden object will burn before being consumed. Wood that is enchanted in this manner burns

brightly without being consumed for the duration of the spell. When the spell ends, the wooden object crumbles to ash. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> This spell does not cause the wood to catch fire; it must be ignited normally. While it burns, the wood gives off twice the normal amount of

heat; thus a single log can make a cozy fire. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The affected wood radiates magic. The priest may enchant up to 1 cubic foot of wood per level of experience. The spell is effective on

torches. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Mistaken Missive</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Sphere: Chaos</p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: 1 page/level<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell alters the appearance of words written in ink. When the spell is cast upon a written page, the ink imperceptably begins to move.

Over the next few days, the message becomes progressively more illegible. If the page is left undisturbed for six days, an entirely new message forms on the page. The message is completely legible and is

recognizable as the handwriting of the origional author, but is contrary in content to the origional message.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> After the spell is cast, the message will appear different every day. The DM decides the message that the page will carry after the sixth day

has passed. Following is a sample of the changes that could take place in a mesage. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Day one: The words of the letter appear faint, as if the author of the letter was running out of ink as he wrote.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Day two: The words have moved slightly from their origional positions, as if the person writing the letter were shaking or in a moving

carriage when the letter was written.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Day three and four: The message is gibberish. Although the ink forms groups of letters arranged in lines with punctuation, nearly all the

words are meaningless. This may appear to be some sort of code, but it means nothing.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Day five: The ink has formed real words. However the sentence construction is still meaningless (e.g. Egg west worst green!).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> Day six (and beyond): The message is coherent, but the opposit intent of the origional message is created. If the origional letter read,

"Send troops quickly," the new letter reads, "All is fine. Keep your men in reserve." </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If a mistaken missive spell is cast on the pages of a spellbook or scroll, the ink on the page reforms into a new spell of the same level as

the origional spell. Thus a darkness spell might become a maze spell. However, the spell formula will be wrong. Although it will look like a proper spell, it will not function when cast.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A coded message that is subjected to mistaken missive will appear as a coded message on the sixth day, but will hold a different meaning

than the origional message.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A glass of preserved words will allow the origional message to be read correctly. Dispel magic will restore the message to its origional

form.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is three drops of ink. </p>

</FONT><B></body></desc></spell>

<spell><name>Morale</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText>Sphere: War </p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: Special<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: special</p>

<p class=MsoPlainText>Area of Effect: 1 target unit up to 200 individuals<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell can be used in two distinct ways. The first is appropriate for battlefield use. The priest can cast this spell on any unit within 240

yards in an uninterrupted line of sight. The cast time for this use is one turn and the material component is a gem of at least 100 gp value which is consumed during the casting. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> At the conclusion of this use of the spell, the target unit's morale is modified by 1, either positively or negatively, as the caster desires. This

modification remains in effect for 1d4+2 turns.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The second and more powerful use of this spell requires lengthy preparations. Casting time must take place inside or within 100 yards of a

place of worship dedicated to the casting priest's diety. Both the priest and the unit to be affected must be present. The casting time for this use is 5 turns. The material component is the priest's holy symbol .

</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>At the conclusion of the spell, the unit's morale is raised by 3 (maximum 19). This morale increase lasts until the next sunset. Only priests of

10th level or higher can cast this version of the spell. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Personal Reading</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Sphere: Numbers </p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 2 turns</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell allows the priest to mathmatically analyze personal information about one human or demihuman character and learn valuable facts

about the character. To cast this spell, the priest must know the subject's real name (the name the subject was given as a child) or the date and place of the character's birth. The priest analyzes this

information and is able to build a rough picture of the character's life history and personal specifics.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The "historical" information discovered through this spell is generally vague. For example, the priest might learn that the subject was born

in the woods and moved to the city only after hardship made life untenable. Specific information is up to the DM. The DM might provide some or all of the following:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> - The subject's character class or career</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - The subject's approximate level (stated in terms such as "novice," "highly skilled," "moderately competant," etc.)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - The subject's standing in the community ("highly respected," "mistrusted," "considered an enigma," etc.)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - The subject's success or failure in his profession</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> - The subject's prevailing character traits or mannerisms</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>If the priest casts the spell based on an alias or incorrect birth information, the reading will be inaccurate. The DM should develop a

history and personality at odds with the truth. This might allow the priest to determine whether the name of the subject is correct - a reading giving information that conflicts with what the priest already

knows should be a clue that the name is incorrect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The subject need no be present during the casting. The priest can cast the spell without ever having met the subject.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a small book of numerological formulae and notes (different from the book used in telethaumaturgy). The

book is not consumed in the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> A DM may rule that this spell can be cast on humanoids or monstrous creatures. The information available will be similar (considering

words like "profession" will mean something different when applied to an ogre). This spell will categorically fail on creatures that have no concept of a personal name.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Ring of Hands</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Abjuration) Reversable</p>

<p class=MsoPlainText>Sphere: Protection </p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 2d10 rounds<span style='mso-tab-count:2'>

</span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This is a cooperative magic spell. It requires a minimum of two priests and can accomodate a maximum of ten. Each priest must cast ring of

hands on the same round. At the end of the casting, the priests involved join hands, thus completing the spell. If any priest breaks the circle, the spell immeadiately ceases. The priests may not move from their

locations but are free to speak. They may not cast spells requiring a somatic or material component while the ring is formed. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The ring of hands forms a protective barrier aroudn the priests and everything within their circle. For each priest, assume a five foot

circumference of the circle; thus, three priests would create a circle of 15 foot circumference. For easy calculation, assum that for each priest, the circle can accomodate four persons.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The barrier functions as a protection from evil spell. Attacks by evil creatures suffer -1 penalty for every priest forming the circle. Saving

throws made by the priests or anyone in the circle against attacks from such creatures recieve a +1 bonus for every priest in the circle.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> Attempts at mental control over protected creatures are blocked. Extraplanar and conjured creatures are unable to touch the priests and those in the circle, although melee attacks against such creatures by those within the ring break the barrier.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Because the priests casting the spell cannot move and must hold hands, they do not recieve any Dexterity bonuses to Armor Class.

Furthermore, opponents gain a +2 bonus to attack rolls against the priests, since there is little they can do to avoid a blow. Creatures within the ring are free to attack as they wish. Melee attacks by those

within the ring are limited to piercing weapons and suffer -1 penalty to attack rolls since the priests intervene. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse of this spell, ring of woe, functions as detailed above except the effect applies to good creatures as would a protection

from good spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> </p>

</FONT><B></body></desc></spell>

<spell><name>Sacred Guardian</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText>Sphere: Guardian </p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 day/level<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: 1 target creature touched<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>By use of this spell, a priest becomes instantly aware when the recipient of the spell is in danger, regardless of distance between the priest

and the recipient. The recipient may be on a different plane of existence than the priest.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> When this spell is cast by a priest of at least 3rd level, he receives a mental image of the endangered person's situation. At no time, however, does the priest know the person's location through the use of this spell. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a rose petal that has been kissed by the spell's recipient.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Speak with Astral Traveller</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Sphere: Astral </p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: 1 target creature<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When a priest casts the 7th-level astral spell, he leaves his physical body in suspended animation while his astral body travels. By touching

the comatose body and casting speak with astral traveller, the priest can mentally communicate with the projected traveller. Although communication is mental, it takes the same amount of time as a normal,

verbal dialogue. The spell ends abruptly when its duration expires.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> </p>

</FONT><B></body></desc></spell>

<spell><name>Thought Capture</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Sphere: Thought </p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Instant<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 10 yards<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>One of the more bizarre contentions held by priests of the School of Thought is generally scoffed by outsiders. The theory states that once

a throught has occured in someone's brain, it exists as a "freestanding mental object." This "thought object" usually remains inside the brain of the creature that created it, but sometimes escapes (this

supposedly explains why people forget things). When this happens, the thought object stays in the geographical area where it was lost. Any receptive brain (usually the brain of the creature that initially

created the thought) can pick it up again simply by bumping into the invisible, free-floating thought. According to the theory, this is the reason that people can regain lost thought by going back to the place

the thought was lost. This supposedly works because the free-floating thought is recaptured, not because the locale reminds them of the thought. Unfortunately for philosophers who disagree with this,

thought capture seems to be extremely strong evidence for this theory.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> This spell makes the priest's brain something of a magnet that attracts thought objects in close proximity. The priest can sense strong thoughts

and emotions and can sometimes even see momentary visions of creatures who died or suffered some powerful emotion in the immeadiate vicinity. Thought objects are always attracted to the priest in order

of the strongest (those attaced to powerful emotions or significant events) to the weakest. Thus, if several thought objects share the same vicinity, the priest will percieve information about the most

interesting or significant event. The priest might pick up images of a battle fromt he point of view of a warrior who died there, or he might gain information about the victor of the battle. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The DM dictates the information provided to the priest, and thus can use this spell to provide the players with important background information

that can add texture to a campaign world. The information provided might be highly cryptic or symbolic, perhaps in the form of a rhyme or riddle. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The priest gains one thought per casting of the spell. The spell may be cast a number of times in the same locale, with the priest gaining a

different thought object with each casting. A locale contains a finite number of thoughts, however, and once the priest has gained all of them (per the DM), the spell will fail in that locale.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Weighty Chest</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Sphere: Wards </p>

<p class=MsoPlainText>Level: 1</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 day/level<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: 5 foot cube<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell enables the caster to enchant a chest, book, package, or any nonliving object no larger than a 5'x5'x5' cube. When the enchanted

object is touched by anyone other than the caster, the apparent weight of the object increases, becoming 2-5 (1d4+1) times the weight of the person or persons touching it. This condition makes the object

extremely difficult to move the object normally throughout the duration of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The material component is a lead ball.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Aura of Comfort</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText>Sphere: Travellers </p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 hour/level<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: creature touched<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this spell is cast, a faintly shimmering aura surrounds the recipient. The aura isulates the recipient from the effects of nonmagical heat

and cold in a range of -20 F to 140 F. Any time a traveler encounters temperatures in this range, he maintains a comfortable temperature of 70 F, regardless of prevailing weather conditions. Additionally,

the spell acts as a shield against rain, snow and hail, which are blocked by the aura. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> If a recipient encounters a tempurature above or below the stated range, the temperature within the aura is altered by an equal number of

degrees. For example, a reciipient who encounters a temperature of 150 F will actually experience a temperature of 80 F. All physical objects other than rain, snow and hail can pass through the aura. The

recipient can cast spells normally while the aura of comfort is in effect. The spell offers no protection from magically generated weather, such as that cause by weather summoning and ice storm. It does not

protect against fire, nor does it shield against fire or cold-based attacks. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Calm Chaos</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText>Sphere: Law </p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 20 yards<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 1</p>

<p class=MsoPlainText>Area of Effect: 1d6 creatures /level<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell temporarily calms a chaotic situation involving a group of people. The situation may involve any range of emotions from violence (as

in a barroom brawl), to joy and merrymaking (as in a festival or carnival). </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Unlike the emotion spell, calm chaos does not cause a change in emotions of affected creatures - Anger, fear or intense joy remain in each

individual. The emotion is simply restrained rather than released. Thus, an angry character intent on attacking someone will still feel the desire to do so, but he will withhold his action as long as the spell is in

effect. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>After casting the spell, the priest makes a Charisma check. If successful, all characters affected by the spell are compelled to stop what they

are doing. They are filled with the sensation that something important is about to occur. At this time, the priest or a character of his choosing mustgain the attention of the affected creatures by giving a

speech, performing for the crowd, or casting spells iwth intriguing visual effects (such as dancing lights). The attention of the crowd is then held for as long as the distraction continues. A character could

filibuster and maintain controll over the affected characters for hours or days. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Two conditions will cause the group to resume its origional actions. In the first, the method of entertaining the crowd ceases for a round-the

speech ends or the spell expires. If this action is not replaced with another distraction within one round, the crowd is freed of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>In the second condition, if an event occurs that is more immeadiate than the distraction, the crowd will divert its attention to that event,

thus if the spell were used to stop a barroom brawl and the building caught fire or was attacked, the crowd's attention would be diverted and the individuals could act freely.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Creatures whose attention is held by the spell cannot be instructed to attack or perform any action. Such creatures will ignore suggestions

of this nature. Depending on the nature of the request, the DM may deem that the suggestion causes a distraction that ends the spell. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> </p>

</FONT><B></body></desc></spell>

<spell><name>Create Holy Symbol</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Conjuration)</p>

<p class=MsoPlainText>Sphere: Creation </p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When the words of this spell are uttered, a holy symbol appropriate to the priest's diety appears out of thin air. The item appears in the priest'

hands. It may be used as a component for spells, or for any other purpose for which the priest would normally use his holy symbol (such as turning undead). He may also opt to give it to a lower level priest

of the same diety. The holy symbol is a permanent object. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> </p>

</FONT><B></body></desc></spell>

<spell><name>Dissension's Feast</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Enchantment/Charm, Alteration)</p>

<p class=MsoPlainText>Sphere: Chaos </p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 5 turns + 2 turns/level<span style='mso-tab-count:2'>

</span>Casting Time: 2 turns</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell must be cast by a priest during the preparation of food for a meal. The spell is cast on any one quantity of food; thus, the priest

could cast the spell on the batter of a wedding cake, or he could cast the spelll on a quantity of onions as they are diced for both a salad and stew. The spell affects 10 pounds of food per level of the

caster. Anyone who eats the affected food (even a character who eats the salad but not the stew) is subject to the effects of the spell. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The effects of the spell begin five rounds after the food has been eaten. That that time, creatures who have eaten the food are allowed a

saving throw; success indicates that a creature is not affected. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Affected creatures quickly become agitated. Petty events ranging from poor table manners to loud talking bother everyone. After five minutes.

tempers flare, characters feel compelled to shout at and insult one another, and threats are hurled. Even normally calm characters will feel compelled to vent their frustrations violently. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Creatures maintain no alliances while under the effect of dissention's feast. A king and his wife who are normally madly in love will find

themselves bickering with each other in a matter of minutes. Members of a diplomatic delegation might come to blows with each other within minutes of eating the food. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>At the end of the spell duration, characters undergo the sensation of waking up. All are free to behave as they wish. Characters at the

meal will still be angry, althought they will have no idea why they became angry.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Draw Upon Holy Might</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Invocation)</p>

<p class=MsoPlainText>Sphere: Summoning </p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: the caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>When this spell is cast, the priest's body shudders and glows with a shimmering aura as it becomes a vessel for the power of his god. As

a result, the caster may choose to increase one ability score (Only Strength, Dexterity, Constitution and Charisma are eligable) by +1 per three levels of his experience. (+1 at third level, +2 at 6th, etc).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Only one attribute may be increased. The effect lasts for the duration of the spell. Attributes, may be increased above the normal restrictions

due to race and class, to a maximum of +6. All benefits for exceptional attributes listed in the Player's Handbook apply; however, the divine abilities listed in Legends and Lore cannot be gained by use of this

spell. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> For example, an 18th-level priest with Strength 15 could increase his Strength to 21 for 18 rounds, granting him a +4 attack bonus, a +9

damage adjustment, etc.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> When the spell ends, the energy abruptly leaves the priest's body, leaving him physically and mentally drained. He is nearly comatose and

can do nothing fbut rest for the next 4d6 turns. A successful Constitution check (at the priest's normal attribute score) reduces this time by 50%. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> The material components are the priest's holy symbol and a vial of holy water that has been blessed by the high priest of the character's

faith.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Emotion Perception</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Sphere: War </p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 300 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:2'>

</span>Casting Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 1 unit/five levels<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell allows the caster to sense the emotional state and the level of determination of one or more military units. The priest must have an

uninterupted line of sight to the entire target unit. When this spell is cast, the prest instantly learns the current morale rating and morale status of the target unit. The DM describes morale using appropriate

terms; for example steady, elite, etc. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is the priest's holy symbol </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Frisky Chest</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText>Sphere: Wards </p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 10 foot cube<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>With this spell, the caster can enchant a chest, book or any other nonliving object no larger than a 10'x10'x10' cube. Whan any creature

other than the caster comes within three feet of the enchanted object, it instantly sprouts appendages and moves away from the creature as quickly as possible. The enchanted object continues to move

until it is at least 10 feet away from the nearest creatures in the area. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> After the enchanted object has moved a satisfactory distance from the nearest creature, the appendages disappear. When a creature again

comes within 3 feet of the enchanted object, the enchanted object sprouts appendages and flees. This process continues until the enchantment is negated (through a dispel magic or similar spell) or the

enchanted object is subdued or destroyed. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The enchanted object can sprout feet (MV 24), wings (Fl 24, maneuverability class B), or fins (Sw 24), whichever is most advantageous. Thus

a book on a shelf might sprout wings and fly away, while a table might gallop around a room. The enchanted object can freely and instantly trade appendages as necessary. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The enchanted object will move only through open spaces. It will not crash through windows, shatter a closed door, or dig through earth. IT

cannot attack or take any actions other than movement. If surrounded or cornered, the enchanted object moves in random directions until it is restrained or destroyed. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The enchantment ends if the caster voluntarily negates it, If the enchanted object is destroyed (the object has the same vulnerabilities as

it has in its normal state), or if the enchanted object is restrained for 2-5 (1d4+1) consecutive rounds. Restraint means that the object is prevented from fleeing; if a creature is able to grapple, lift, or sit on

the object, it is considered restrained. A creature capable of lifting the object in its normal state is considered strong enough to restrain it. (for instance, a person capable of lifting a 50 pound box is also

capable of restraining such a box enchanted by frisky chest). The object may also be restrained by tossing a net or heavy blanket over it or by surrounding it with several characters. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> The material components are a frog's leg, a feather, and a fish scale.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> </p>

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<spell><name>Hesitation</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText>Sphere: Time </p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 30 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 20 foot radius circle<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Creatures affected by this spell hesitate before executing their intended actions. This causes them to modify their initiative rolls by +4. The

initiative modifier occurs in the round following the round in which hesitation is cast. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The spell affects 2-8 Hit Die or levels of creatures, although only one creature of 4 or more Hit Dice can be affected regardless of the nubmer

rolled. All possible victims are allowed saving throws vs spells; those failing their saving throws modify their initiative rolls by +4 for a number of rounds equal to the caster's level. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The material component is a fragment of a turtle's shell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Idea</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Sphere: Thought </p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:2'>

</span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: The Caster<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell stimulates the priest's mind to experience a flash of insight. In game terms, the DM reminds the priest's player of a fact or event that

has been forgotten, overlooked or discounted. Thus the DM might remind the player about an important clue that the priest discovered but the player did not consider significant. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> If there are no forgotten facts, the DM may, at his discretion, tell the player of new information relevant to the condition at hand. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The Dm must be careful in adjucating use of this spell. The reminder or information should always be relevant and useful but should not be

unbalancing to the situation. The reminder can be cryptic, depending on the DM's campaign</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is a gold coin. This spell can be cast only once in any six hour period. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Lighten Load</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Sphere: Travelers </p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 30 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hour/level<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 10 foot cube<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell reduces the weight of equipment, supplies, and other objects by 50%. Weapons, supplies, and even disabled characters can all

be made more portable by use of a lighten load spell. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> This spell affects one pile of objects whose volume is equivalent to a 10 foot cube; after the spell has been cast, the affected objects can be

divided amoung several characters or mounts. The spell has no effect on magical items. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>An object affected by lighten load can be used normally, the spell has no effect on the object's mass, texture, size, strength, or other physical

features. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component are a feather and a slip of paper moistened by a soap bubble.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Mind Read</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Sphere: Thought </p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 5 yards/level<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is a sensitive version of the wizard spell ESP. In addition to detecting the surface thoughts of any creatures in range, the priest is

able to probe deeper into the mind of a single creature. Mind read will always reveal the kind of creature being probed, although this identity may be couched in the creature's own language or in a (possibly

distorted) body image. The spell has a 20% chance of revealing the character class of an individual.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The details and usefulness of the creature's thoughts will depend on the intelligence of the subject. While a priest could read the thoughts of

an animal, he would probably receive only a confused jumble of emotions and instincts. Reading the mind of a highly intelligent wizard, however, would be much more illuminatiing; the priest might be amazed

by the crystal clarity and deep insight of the wizard's mental processes. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If mind read is used as part of an interrogation, an intelligent and wary subject receives a saving throw at a -2 penalty. If successful, the

creature resists the effects and the priest learns no information. If the saving throw failed, the priest may learn additional information according to the DM's ruling.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Moment</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Sphere: Numbers </p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: 50 foot radius<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Theoretically, every action has a particular moment at which it will have its greates possible effect. Using the arcane mathematics of this

spell, the priest can determine the "ideal moment" for any single action in each round that the spell is in effect. This action must be performed by a character other than the priest.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> In practice, another character informs the priest of the action he wants to undertake in a round. The priest concentrates on the action, then

informs the character when the "correct moment" has come. The character then gains a bonus of 20% (+4 on a d20) to the success of his action. The spell can affect only a single action in a given round.

When used in combat, the priest can advise the best moment to initiate an action (affecting initiative) or what moment offers the greatest success in striking (affecting the chance to hit). </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the character seeks advice concerning initiative, he gains a -2 modifier to his initiative roll, but only at a cost of -2 on his chance to hit.

Characters who seek the best attack frequently delay their actions. These characters suffer a +1 on their initiative roll, but gain a +4 on their chance to hit. The spell cannot affect the amount of damage

caused because the act (striking) has already succeeded at that point.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Characters are not obligated to wait for the moment specified by the priest. For example, a fighter might decide that striking first is more

important than gaining +4 to hit. The character can act normally, based on his or her unmodified initiative. The character gains no bonus from the moment spell, and the priest can affect no other action in that

round. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Noncombat actions can also benefit from the moment spell. For example, a thief planning to climb a wall may wait to start her climb until the

priest informs her that the moment is right. If she waits, she gainst a 20% bonus to her Climb Walls roll (in this case, the bonus is subtracted from her roll). </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>While concentrating on this spell, the priest can take no other action. A break in the priest's concentration - taking damage for example- terminates the spell instantly.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> The material component is a set of three silver dice, which the priest tosses in his hnad while concentrating on the spell. The dice are

not consumed in the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Music of the Spheres</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText>Sphere: Numbers, Charm </p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 50 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn + 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: 20 foot diameter circle<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>With this spell, the priest creats tones and harmonies of such unearthly beauty and complexity that they entrance the listener, making it

difficult for the listener to attack or otherwise harm the priest. The listener recieves a normal saving throw against this effect. Failure means that the listener is entranced and unable to attack the priest for

the duration of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> In addition, the music makes the subject gullible and more susceptible to charm magics such as charm person, suggestion, and hypnotism.

While th emusic spell is in effect, the subject saves against charm spells with a -3 penalty. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell does not protect other characters in company with the priest; listeners who have fallen prey to the music are free to attack anyone

else. The spell effect ends instantly if the priest takes any hostile action against a creature under the influence of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> Music of the spheres can affect on creature per three levels of the priest (one subject at 3rd level, two at 6th, etc.) Subjects must be within a

20 foot diameter circle.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Potential victims must have Intelligence of at least 1 (necessary to understand the concept of music) and must be able to hear the music

(I.e., they cannot be deaf and there cannot be anything obstructing the subject's ears. This also means that the level of background noise must be low enough for the music to be audible. The DM should

assume that the music is the same volume as an average human's speaking voice. If the potential subject could not hear speech at the appropriate range under prevailing conditions, the spell cannot affect

the subject. The spell would be virtuallyuseless in the midst of a fullscale battle or during a hurricane.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component comprises of a set of three small bows made from fine silver, each costing 100 gp. The lengths of the bows must

be in a ratio of 1 to 4 to 9. The priest strokes these bows together in an intricate sequence while casting the spell. The bows are not consumed in the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> </p>

</FONT><B></body></desc></spell>

<spell><name>Mystic Transfer</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Invocation)</p>

<p class=MsoPlainText>Sphere: Charm </p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 9 rounds<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell is one of the few cooperative spells that requires one priest to cast the transfer spell and another priest to use its effects. On one

round, a priest (or priests) casts mystic transfer. The spell is then active for the remaining 9 rounds of the turn.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Mystic transfer allows a priest to receive spells from another priest of the same ethos. Any priest of the same religion can cast a spell and

transfer it to a second priest within the spell's maximum range. The spell does not take effect; instead, it is channeled through the mystic transfer into the receiving priest. This priest must immeadiately cast

the spell or pass it to another priest cloaked in a mystic transfer within the spell's range. Any number of transfers can be made in the same round, provided each new recipient is within the spell range of the

previous recipient. If the spell is not transferred, the spell takes effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>For example, a 3rd level priest casts mystic transfer. On the following round, a 10th level priest "passes" a flame strike to the 3rd level priest.

The two priests could be 60 yards appart (the maximum range of the flame strike). The 3rd level priest could then use the flame strike to attack any target within 60 yards, or could pass the spell on to another

priest within range who has an active mystic transfer.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The spell passed by the mystic transfer has the same range, area of effect, damage, and other effects equal to the level of the origional

caster. In the example above, the flame strike would function as if cast by a 10th level priest. The mystic transfer does not require concentration. However, on any round in which a priest is recieving and/or

transferring a spell, the caster cannot take any other significant action.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>A priest can recieve spells only from priests who worship the same diety and who specifically target spells to him. Area effect spells may

be passed. A priest can never use mystic transfer to pluck an opponent's spells out of the air.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Nap</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Sphere: Time </p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 1 creature/level<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Creatures affected by this spell are put to sleep for one hour. Upon awakening, the creature is as refreshed as if he had slept for eight

hours. The affected person recovers lost hit points as if he rested for a full night. Wizards can memorize spells as if real time had passed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> Because the rest is so complete and rejuvenating, a character does not feel fatigued after waking. Attempts to use nap more than once in

an 18-hour period are ineffective (the character is simply not sleepy). Only willing subjects can be affected by nap.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are a scrap of pillow ticking, a feather, and a pebble that the caster has kept in his pocket for 7 nights.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Rally</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText>Sphere: War </p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:2'>

</span>Casting Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 1 unit up to 300 individuals<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell allows the subject unit to make an immediate rally check. It allwos the check during the Magic Phase, rather than forcing the unit

to wait for the Rally Phase in the BATTLESYSTEM rules. If the priest casting the spell is of 12th level or higher, the subject unit receives a +1 bonus to its rally check die roll. The priest must have an

uninterrupted line of sight to the unit. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The material component is a miniature duplicate of a pennant or standard that represents the cause for which the unit is fighting (such as

a national flag or the blazon of the unit's liege lord). The pennant is consumed in the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Sanctify</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summoning) Reversible</p>

<p class=MsoPlainText>Sphere: All </p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 10 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 10 yard x 10 yard square/priest<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This cooperative spell allows the priests to create a beneficial atmosphere within a specified area. Companions of similar alignment to the

casters feel fortified and encouraged while in the sanctified area. The spell can be cast by a single priest or group of priests.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> After casting sanctify, the affected area is imbued with the diety's majesty. For followers of that diety, the area radiates a holy aura. These

followers gain a +2 bonus to saving throws against all fear and charm-based powers (a +2 to morale for BATTLESYSTEM rules units). Persons of the same alignment as the caster but of different faiths gain

a +1 to saving throws (+1 in BATTLESYSTEM rules). The effect applies only as long as the characters remain in the sanctified area. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Creatures intent on haming the priest or his followers suffer a -1 on saving throws vs fear or charm (-1 morale for BATTLESYSTEM rules

units) when on sanctified ground.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Undead creatures within the area are easier to turn; any priest standing on sanctified ground turns undead as if he were one level higher.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Although this spell can be cast by a single priest, it is most effective when cast by several priests at once. The duration of the spell is

equal to one round per level of the caster. When several priests cast the spell, the level of the most powerful priest used, with two rounds added for every contributing priest. Thus, an 8th level priest and

three 6th level priests would give the spell a duration of 14 rounds (8+2+2+2).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Sanctify is often used in conjunction with focus to protect the grounds of a temple or encourage men defending a castle.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span> The material components are the priest's holy symbol and a handful of dirt from the grounds of an existing temple of the same faith.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The reverse of this spell, defile, functions in an identical manner with respect to saving throws for charm or fear. However, priests

standing on defiled ground who attempt to turn undead do so at one level lower than their current level. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material components for the revers are the priest's holy symbol and a handful of earth from a grave.</p>

</FONT><B></body></desc></spell>

<spell><name>Zone of Truth</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText>Sphere: Wards</p>

<p class=MsoPlainText>Level: 2</p>

<p class=MsoPlainText>Range: 30 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: 5 foot square/level<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell prevents creatures within the area of effect (or those who enter it) from speaking any deliberate and knowing lies. Creatures

are allowed a saving throw to avoid the effects; those who fail the save are affected fully. Affected characters are aware of this enchantment; therefore, they may avoid answering questions to which they

would normally respond with a lie or they may be evasive as long as they remain within the boundaries of the truth. When a character leaves the area, he is free to speak as he chooses.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The spell affects a square whose sides are five feet long per level of the caster; thus a 4th level caster could affect a 20 foot by 20 foot

square.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are the priest's holy symbol and a phony emerald, ruby, or diamond.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

</FONT><B></body></desc></spell>

<spell><name>Accelerate Healing</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Sphere: Time </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1-4 days<span style='mso-tab-count:2'>

</span>Casting Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell enables the affected creature to experience natural healing at twice the normal rate for 1-4 days. In other words, a person

affected by accelerate healing regains 2 hit points per day of normal rest or 6 hit points per day spent resting in bed. The spell has no effect on potions of healing or other magical forms of healing.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> </p>

</FONT><B></body></desc></spell>

<spell><name>Adaptation</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Enchantment/Charm, Alteration)</p>

<p class=MsoPlainText>Sphere: War </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: Special<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: special</p>

<p class=MsoPlainText>Area of Effect: 1 unit up to 200 individuals<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>This spell can be cast in two different ways. The first appropriate for battlefield use, has a range of 180 yards, a casting time of one

turn, and duration of 1d4+2 turns. During this period, the affected unit can fight in one specific type of terrain (specified by the caster) as if it were the favored terrain (per BATTLESYSTEM rules) for

that unit. While the spell is in effect, the unit gains no benefit from fighting in their actual favored terrain; the magically-enforced favored terrain takes precidence.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The material component is a pinch of clay dust.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The second effect requires preparation in advance. The priest and unit must be within 100 yards of a place of worship dedicated to the

casting priest's diety. The casting time is 5 turns. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>At the conclusion of the casting, the unit gainst the benefit described above with two man differences. First, the unit does not lose the benefit

of fighting in its own actual favored terrain (the unit effectively has two favored terrains). Second, the spell endures until the next sunset. Only priests of 12th level and higher can cast this variation.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>The material component is the priest's holy symbol.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span></p>

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<spell><name>Astral Window</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Sphere: Astral </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 5 yards<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 2 rounds/level<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 10'x10' area<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When this spell is cast, a "window" appears in the air before the priest, through which he (and any others present) can see into the Astral

Plane. The astral window ranges in size from one foot square to up to a 10'x10' square, at the caster's choosing. The window is not mobile and if the priest moves more than 5 yards away from it, it

immeadiately vanishes and the spell ends. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By stating a subject's name, the priest may view a specific creature or object in the window. More than one subject my be viewed during the

spell's duration. Each time a new subject is chosesn, the window becomes streaked with grey as the Astral plane flies past. This continues for 1d4 rounds, until the window finally focuses upon the chosen

subject. If the person is not in the Astral plane, the window instead chooses a random location.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Normally, creatures cannot pass through the window. If an attempt is made, there is a base 5% chance of success. This is modified by +1%

per level or Hit Dice of the individual. In order to pass through, the creature or object must be small enough to fit through the window; otherwise, only a potion of the subject may reach through (such as a

monster's armo or searching tongue).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By casting the astral window spell, a character who subsequently casts the 7th level astral spell may choose to arrive in the Astral plane at

the place shown in the window.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Caltrops</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText>Sphere: War </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 20 yards/level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'>

</span>Casting Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell allows a priest to plant a section of ground with magically created caltrops.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell can create two kinds of caltrops: infantry and cavalry. The first are of small size and designed to hurt foot soldiers. The latter are

larger and cause serious damage to cavalry or units composed of size L or larger creatures. Cavalry caltrops are so large that size M or smaller creatures can easily step around them. This prevents

damage to infantry units. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Each time a unit moves into a planted area, the unit suffers an attack of AD = 4 (for infantry caltrops) or AD = 6 (for cavalry caltrops). Units

charging through a planted area suffer double damage. If a unit ends its movement in a caltrop sown reigon, it suffers another attack with it moves out of the area.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell can create a rectangular field of infantry caltrops up to 160 square yards in area (e.g. 4 yardsx 40 yards, 2 yards x 80 yards, etc.)

or a field of cavalry caltrops up to 90 square yards in area.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Ordinary caltrops make no distinction between friend or foe; all creatures entering a caltrop sewn area suffer the same consequences. The

same is true of magical caltrops, with one exception: the casting priest can terminate the spell at any time, causing the caltrops to vanish and leaving the terrain clear.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Unlike normal caltrops, a region sown with magical caltrops cannot be "swept" clear; the magical caltrops remain in place until the spell

terminates.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a golden caltrop.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Choose Future</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Sphere: Time </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 1 target<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In the round immeadiately following the casting of this spell, the affected creature is allowed two rolls for any normal attack roll, initiative roll,

or saving throw. The affected creature can then choose the roll he prefers.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>For example, the priest can choose future on a warrior companion. In the next round, the warrior attacks an enemy with his sword. The

warrrior makes two attack rolls instead of one, then chooses which roll will determine the outcome of the attack.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are two grains of sand and a rose petal. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Create Campsite</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Conjuration/Summoning) Reversible</p>

<p class=MsoPlainText>Sphere: Travelers </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 50 foot radius<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>With this spell, the caster generates a squadron of tiny invisible servants who create a campsite for the caster and his companions. The

caster indicates the desired area for the campsite (an area of 50-foot radius or less) and the number of persons the campsite is to accomodate (a number of persons equal to three times the level of the

caster). </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The servants clear the area of debris, set up tents and bedrolls, start a campfire, fetch water, and prepare a bland meal. The campsite is so

skillfully prepared that it blends with the surrounding terrain, reducing the chance that the camp could be noticed by 50%. Campfires, loud noises, and other activities can negate this. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The entire process takes 4-16 (4d4) rounds to complete. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The servants make camp with gear and equipment provided them; otherwise, the servants will improvise with materials available in the

immediate area (50 yards of the designated campsite). For instance, if the party has no tents or beds, the servants will construct crude but comfortable beds of weeds and grass and temporary shelters of

leaves and branches. If no materials are available, such as in a desert or similarly barren terrain, the servants will do their best to make the party as comfortable as possible within the environmental

limitations.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The servants cannot fight for the party, deliver messages, or take any other actions other than creating a campsite.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are a piece of string, a bit of wood, and a drop of water.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The reverse, break camp, causes the invisible servants to strike a campsite (an area of 50 foot radius or less). The servants extinguish fires,

dispose of debris, and pack gear for a number of people equal to three times the level of the caster. The entire process takes 4-16 (4d4) rounds to complete. When completed, all traces of the campsite are

eliminated. The material components are the same as those for create campsite. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Efficacious Monster Ward</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText>Sphere: Wards </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 30 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 10 foot cube/level<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell prevents monsters of 2 or fewer hit dice from entering the area of effect.. Such creatures are allowed a saving throw; success

indicates they avoid the spell's effects and can enter the area of effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell affects a cubic area whose sides are equal to the caster's level times 10 feet (for example, a 9th level caster could affect an area

equal to a 90'x90'x90' cube)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Monsters within the area of effect when the spell is cast are not affected; however, when they leave the area of effect, they cannot return.

Monsters outside the area of effect can hurl rocks, spears and other missile weapons at targets inside and can also cast spells into the warded area. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are the priest's holy symbol and a pinch of salt.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Emotion Control</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration, Enchantment/Charm)</p>

<p class=MsoPlainText>Sphere: Thought, Charm </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 10 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: 1 creature/5 levels of the caster within a 50' cube<span style='mso-tab-count:

2'> </span>Saving Throw: Special</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell can be cast in one of two ways: in a manner that affects the priest, or in a manner that affects a subject other than the priest.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The first method affects only the priest and allows him to shield his true emotions from magical examination. Thus, it can block wizard spells

such as ESP or priest spells such as emotion read. While emotion control is in effect, anyone using one of these spells will sense the emotion designated by the priest rather than his true emotions. When the

priest casts emotion control, he designates the false emotion he wishes to be revealed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This use of emotion control also gives the priest a +2 bonus to saving throws against the following spells: spook, taunt, irritation, know

alignment, scare, emotion, fear, and phantasmal killer. When any of these spells are cast on the priest, he is immeadiately aware of the attempt, although he does not learn the source of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If another character casts emotion read, ESP, or a similar spell on the priest, the priest must make a saving throw vs spells with a +1 bonus

for each 5 levels of the priest. If the priest successfully saves, the other spellcaster reads the false emotion; if the priest fails the saving throw, the spellcaster reads the priest's true emotion. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The second use of the spell allows the priest to create a single emotional reaction in the subject(s) (similar to the wizard spell emotion). Some

typical emotions follow, but the DM may allow other similar effects.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Courage: The subject becomes berserk, gaining +1 to attack rolls and +3 to damage, and temporarily gaining 4 hit points (damage against the

subject is deducted from these temporary points first). The subject need never check morale, and receives a +5 bonus to saving throws against various forms of fear. Courage counters (and is countered

by) fear.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Fear: The subject flees from the priest for the duration of the spell, even if this takes him out of spell range. Fear counters (and is countered

by) courage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Friendship: The subject reacts positively to any encounter; in game terms, any result of a roll on the Encounter Reactions table (table 59 in the

DMG) is moved one column to the left. Thus, a threatening PC becomes cautious, an indifferent PC becomes friendly, etc. Friendship counters (and is countered by) hate.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Happiness: The subject experiences feelings of warmth, well-being, and confidence, modifying all reaction rolls by +3. The subject is unlikely

to attack unless provoked. Happiness counters (and is countered by) sadness.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Hate: The subject reacts negatively to any encounter; in game terms, any result of a roll on the Encounter Reactions table is moved one column

to the right (i.e., a friendly PC becomes indifferent, a cautious PC becomes threatening, etc.). </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Hope: The subject's morale is improved by +2. His saving throws, rolls, attack and damage rolls are all improved by +1 while this emotion is

in effect. Hope counters (and is countered by) hopelessness.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Hopelessness: The subject's morale suffers a -10 penalty. In addition, in the round in which the emotion is initially established, all subjects

must immeadiately make a morale check. Hoplessness counters (and is countered by) hope.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Sadness: The subject feels uncontrollably glum and is prone to fits of morose introspection. All attack rolls suffer a -1 penalty and initiative rolls

suffer a +1 penalty. The subjects chance of being surprised is increased by -2. Sadness counters (and is countered by) happiness.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>All subjects of the second version, even willing targets, must save vs spell to resist the emotion. In addition to all modifiers, the saving throw

is modified by -1 for every three levels of the priest casting the spell. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component for both versions of the spell is a small bunch of fleece or uncarded wool that is consumed in the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Extradimensional Detection</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Sphere: Numbers, Divination</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 1 10' wide path, 60 feet long<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When extradimensional detection is cast, the priest detects the existence of any extradimensional spaces or pockets in a path 10 feet wide

and 60 feet long in the direction he is facing. The priest may turn, scanning a 60 degree arc each round, or may move slowly while the spell is in effect to change the sweep of the detection.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Extradimensional spaces include those created by spells such as rope trick and those contained within items such as bags of holding and

portable holes. The priest does not automatically know the size of the space or its source.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell detects interplanar gates and the "gate" opened by the spell extradimensional folding.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell can blocked by a stone wall of one foot thickness or more, a one-inch thickness of solid metal, or one yard or more of solid wood. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Helping Hand</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText>Sphere: Travelers </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: special<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hour/level<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When a priest is trapped or otherwise endangered, this spell can summon help. The spell creates a hovering, ghostly image of a hand about

one foot high. The caster can command it to locate a character or creature of the caster's choice based on a physical desciption. The caster can specify race, sex and appearance, but not ambiguous

factors such as level, alighment or class.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>After the hand recieves its orders, it begins to search for the indicated creature, flying at a movement rate of 48. The hand can search within a

5 mile radius of the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the hand is unable to locate the indicated creature, it returns to the caster (provided he is still within the area of effect). The hand displays

an outstretched palm, indicating that no such character or creature could be found. The hand then disappears.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the hand locates the indicated subject, the hand beckons the subject to follow it. If the subject follows, the hand points in the direction of the

caster, leading the subject in the most direct, feasible route. The hand hovers 10 feet in front of the subject, moving beore him. Once the hand leads the subject to the caster, it disappears. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The subject is not compelled to follow the hand or help the caster. If the subject chooses not to follow the hand, the hand continues to beckon

for the duration of the spell, the disappears. If the spell expires while the subject is en route to the caster, the hand disappears; the subject will have to rely on his own devices to locate the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If there is more than one subject within a 5 mile radius that meets the caster's description, the hand locates the closest creature. If that

creature refuses to follow the hand, the hand will not seek out a second subject.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The ghostly hand has no physical form. The hand can be seen only by the caster and potential targets. It cannot engage in combat or execute

any other task aside from locating the subject and leading him back to the caster. The hand will not pass through solid objects, but can pass through small cracks and slits. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a black silk glove. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Invisibility Purge</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText>Sphere: Wards </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 30 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'>

</span>Casting Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 10 foot square/priest<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>All invisible creatures who enter an area enchanted with invisibility purge instantly become visible. Invisibility related spells do not take effect

within the boundaries of the enchanted area and magical devices such as potions of invisibility do not function. Creatures with the natrual ability to become invisible are unable to use this ability within the area

of effect. Invisible objects carried into the warded area also become visible.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Invisible creatures or persons within the area of effect when invisibility purge is cast remain invisible; however, if such creatures exit the area

of effect and later re-enter, they instantly become visible. Such creatures also lose any natural ability to turn invisible as long as they remain within the area of effect. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A creature who consumes a potion of invisibility outside the warded area becomes invisible normally, but becomes visible when he enters the

area of effect; if the duration of the poition of invisibility has not yet expired when he exits the area of effect, he becomes invisible again outside the area. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Creatures who are invisible in their natural state or have no visible form (such as invisible stalkers) are not affected by this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are the priest's holy symbol and a silver mirror no more than three inches in diameter.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The invisibility purge can be cast as a cooperative magic spell. The potency of this spell can be increased if several priests cast it at the same

time. The duration of the spell is then equal to one turn per level of the most powerful priest, plus one turn for every contributing priest. Each priest also increases the area of effect by one 10'x10' square

(these areas must be contiguous). Thus a 9th level priest and two 5th level priest could create a 30'x10' invisibility purge area having a duration of 11 turns. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Know Customs</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Sphere: Travelers </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: Special<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: The Caster<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell allows a caster to gain general knowledge of the customs, laws, and social etiquette of a tribe or villiage. The caster must be

within 30 yards of a member of the tribe of villiage for the spell to have evvect. The selected villiager must possess the knowledge sought by the caster; for instance, he cannot be an infant, nor can he be

mentally unstable or dead (although he can be alseep or unconscious).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The selected villiager is allowed a saving throw; if he succeeds, the spell fails.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the saving throw fails, the caster gains general knowledge of the villager's local laws and customs, including those that apply to relevant

tribal or clan types (such as customs observed by giants). Typical information revealed by know customs includes common courtesies (outsiders must avert their eyes when addressing local officials), local

restrictions (no animals or unaccompanied elves within city limits), important festivals, and common passwords that are known by the majority of citizens (such as a phrase necessary to pass the guards at

the main gate). Additionally, the spell gives the caster a +1 reaction adjustment to encounters with members of the relevant tribe or villiage. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Knowing the local laws and customs does not guarantee that the caster will conduct himself properly. Know customs is to be used as a guide;

the DM is free to adjust the quality of information provided by a villager. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Line of Protection</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Abjuration) Reversible</p>

<p class=MsoPlainText>Sphere: Protection </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: 30 yard line<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This cooperative spell requires at least two priests to cast simultaneously. During the casting, the priests determine whether the line will be

stationary or portable.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the spell is stationary, each priest must inscribe a magical sigil on parallel facing surface, such as facing walls of a gatehouse, or two tree

trunks. If the spell is portable, the priests must stand at each end of the line, thereby anchoring it. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>After the spell is cast, a shimmering field of force appears between the two anchors (the sigils or the priests) The field is 10 feet high and

sparkles with energy. Objects on the opposite side of thetranslucent field, while recognizable, are hazy and indestinct. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The field causes 1d3 points of damage to all creatures passing through it; evil creatures and undead suffer 1d8 points of damage from the

field. Creatures that roll a successful saving throw suffer no damage. Creatures that can fly over the field, burrow under it, or teleport to the other side are immune to the damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the spell is cast in its portable form, the priest can move at half their movement rates (limited to the rate of the slower priest). The priests

can take no other action, since all their energy is spent in walking and maintaining the field. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Once created, the field cannot be increased or decreased in length and must remain straight. The priests could maneuver by pivoting, but

could not walk toward each other or bend the field around a corner. If the line of sight is blocked by any object of greater than 5' diameter, the spell immediately fails. Thus, creatures, low walls, young trees,

pillars and similar objects will not disrupt the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>As a cooperative spell, several priests can link together to create a longer field. Each priest (or sigil) forms the end of one field and the

beginning of another, much like fence posts. Each section of the spell must extend in a straight line, but the field can be bent at each junction. Four priests could form a long line, a square, or a Z pattern. The

restrictions on moving the fields apply as outlined above. The DM may apply movement penalties depending on the complexity of the pattern. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are the priests croziers, staves or religious standards, held aloft by each caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The reverse of this spell, line of destruction, causes 1d3 points of damage to all creatures passing through it. It causes 1d8 points of damage

to paladins and creatures of good aligment who pass through it. Creatures that roll a successful saving throw suffer no damage.</p>

</FONT><B></body></desc></spell>

<spell><name>Memory Read</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Sphere: Thought </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 5 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell allows the priest to read the memory of a single subject. The priest experiences the memory with the same intensity as the subject.

The time required to view the memory is one fiftieth of the time that the actual event lasted. Thus, a priest can view the memory of an event that lasted for one hour in a little more than one round. The

subject experiences the memory at the same time the caster reads it.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The subject must have an Intelligence score of 5 or more and must remain within range throughout the time it takes to read the desired memory.

Priests can cast this spell on unconscious, sleeping, held, or paralyzed creatures. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The subject receives a saving throw when the priest casts the spell (this saving throw is allowed even if the subject is asleep or otherwise

unaware of the attempt). In addition, if the memory that the priest wants to view concerns something the subject wants to keep secret, or is something the subject is trying to suppress, the subject recieves

a +5 bonus to the saving throw. If the memory the priest wishes to view is more than 6 months old, the subject receives a second saving throw, with bonuses depending on the age of the memory as

follows:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Age of Memory<span

style='mso-tab-count:2'> </span>Bonus</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>6-12 months<span style='mso-tab-count:2'> </span>0</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>1 to 4 years<span style='mso-tab-count:2'> </span>+1</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>5 years or more<span style='mso-tab-count:2'> </span>+3</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the subject succeeds either of these saving throws, the spell fails.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell creates a mental drain on the priest, causing him to temporarily lose 1-3 points of Constitution. These can be regained only after

eight hours of rest. The spell cannot be cast again until the priest's constitution is restored.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a small piece of linen cloth with threads of gold intersperced throughout its weave. This is consumed during the

casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Miscast Magic</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Invocation/Evocation)</p>

<p class=MsoPlainText>Sphere: Chaos </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 40 yards + 10 yards/level<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 2</p>

<p class=MsoPlainText>Area of Effect: one creature<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Miscast magic can be cast only upon a wizard. It causes the next spell cast by the affected wizard to be chosen randomly from his

memorized spells of the same or lower level. Thus if a wizard affected by miscast magic had four 1st level spells memorized (armor, feather fall, jump, and sleep) and he attempted to cast the sleep spell,

the DM would determine the resulting spell randomly from the wizard's four memorized spells. The wizard has only a 25% chance of casting the sleep spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Only spells currently memorized are eligable to be exchanged with the desired spell. If a wizard had only one spell memorized, the miscast

magic would have no effect and the wizard's spell would be cast normally.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The miscast spell operates normally. If a wizard tried to levitate a companion but a web spell resulted, the companion would be trapped by the

webs and subject to all resulting effects. If the target of the spell were in range of the levitate spell, but not in range of the web, the spell would be lost in a fizzle of energy and the web spell would be wiped

from the caster's memory. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The wizard who casts the spell performs the proper verbal and somatic components of the spell he wishes to cast; he does not discover the

altered results until the wrong spell takes effect. The wizard will also discover that the material components for the rusulting spell has vanished (in addition to the material component for the desired spell).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Wizards who are targets of miscast magic are allowed a saving throw vs spell to avoid the effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Moment Reading</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Sphere: Numbers </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell allows the priest to determine the "tenor of now" - in other words, to learn the "force" that is most dominant at the time. To cast the

spell, the priest generates a series of random numbers then studies the pattern contained in the string of numbers. This pattern contains information about current conditions.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In game terms, when this spell is cast, the DM communicates to the priest's player a single word or short phrase (no more than five

words) describing the "tone" of the situation. Examples of suitable "tones" are "imminent danger" (the DM knows a dragon is approaching the area); "peace and tranquility" (the woods in which the PCs camp

may look threatening, but the area is actually free of all evil influence); or "betrayal" (one of the PCs' hirelings is actually a spy of their enemy). The DM can make this comment cryptic, but it should always be

accurate and contain some useful information.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell has no specified area of effect. The result of moment reading will always concern the priest and anyone else in his immediate

vicinity, but the definition of "vicinity" will vary depending on the circumstances. For example, the tenor of the moment might be "severe danger" if the priest is entering the territory of a dragon who attacks

interlopers on sight.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The tenor of the moment is always personally applicable to the priest. For example, even if the priest is in a nation dangerously close to war

with its neighbor, this condition will not appear in the tenor of the moment unless the priest is personally involved (if he's currently in the direct path of an invading army for instance). </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>One casting of this spell tends to "taint" subsequent castings of the same spell unless they are separated by a minimum lenght of time. If a

priest casts this spell twice within 12 hours, the second reading gives the same result as the first, regardless of the actual situation. If a second priest cast the spell within the 12 hours of another priest's use

of the spell, he recieves an accurate reading. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a set of 36 small disks made of polished bone engraved with runes that represent numbers. These disks are not

consumed in the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Random Causality</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Sphere: Chaos</p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 10 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 3 rounds + 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 1 weapon<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell creates a rift in the nature of cause and effect. The spell is cast upon an opponent's weapon. When the weapon is used, it hits and

causes damage normally, but the damage is not applied to the creature struck with the weapon. Instead, the person wielding the weapon or one of his companions suffers the damage. If the weapon misses

the target on any round, no damage is caused in that round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Using a die roll, the DM randomly determines the victim of the damage. The DM selects a die with a value nearest the number of eligable

creatures (the wielder of the weapon and his companions). If the number of creatures does not equate to highest value of a die, the wielder of the enchanted weapon takes the extra chances to hit. For

example, if a goblin wields a sword affected by this spell, he and his six companions are eligable to receive the damage. The DM rolls 1d8. On a roll of 1-6 one of the goblin's companions suffers the damage;

on a roll of 7 or 8, the goblin with the affected weapon suffers the damage. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The weapon is affected for 3 rounds + 1 round/level of the spell caster. If the wielder of the weapon changes weapons while the spell is in

effect, the discarded weapon remains enchanted. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a bronze die.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Rigid Thinking</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText>Sphere: Law </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 60 yards<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Rigid thinking can becast only upon a creature with Intelligence of 3 or greater. The creature is allowed a saving throw to avoid the effects. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The creature affected by rigid thinking is incapable of performing any action other than the activity he was involved in when the spell takes

effect. The creature's mind simply cannot decide on another course of action - it becomes frozen into a single throught and cannot change even if new circumstances would suggest otherwise. Thus, a

warrior fighting a koblod will ignore the arriving beholder, and a thief picking a lock will pay no heed to the arrival of three guards. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The affected creature does not mechanically repeat the action; he is not an automaton. He will not continue to fire his bow at a dragon if he

runs out of arrows, but will choose another means of attacking the dragon to the exclusion of all other activities. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A spellcaster in the process of casting a spell when rigid thinking takes effect will not attempt to repeat the spell (unless the spell has been

memorized more than once). The spellcaster will, however, devote his attention to the target of that spell until his goal is met (e.g., if the caster were attacking a creature, he would continue to direct attacks

at that creature; if the caster were trying to open a door, he would continue to work on the door until it opens). </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell expires when the creature accomplishes the goal (i.e. the kobold is killed or the lock is opened) or when the duration of the spell

has ended.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Slow Rot</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText>Sphere: Plant </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 week/level<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell increases the amount of time that fruits, vegetables, and grains remain wholesome and ripe. This spell will not take effect on meat

of any kind.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The caster can affect as much as 100 cubic feet of plant material per level. Thus, even a low level priest could effectively keep a farmer's

grain from rotting while in storage or keep the fruint on the trees in his orchard ripe until they are harvested. The spell does not prevent pests (such as rats) from eating the food. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a pinch of sugar.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Squeaking Floors</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Evocation)</p>

<p class=MsoPlainText>Sphere: Wards </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 30 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hour/level<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 10 foot square/level<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A surface affected by squeaking floors squeaks loudly when any creature larger than a normal rat (larger than one half cubic foot or

weighing more than 3 pounds) steps on it or touches it. The spell affects a square whose sides equal the caster's level times 10 feet (a 9th level priest could afffect a square whose sides are 90 feet

long). </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The squeaks can be heard in a 100-foot radius regardless of interposing barriers such as doors and walls. The squeaks occur regardless

of the surface, whether wood, stone, dirt or any other solid material. Listeners automatically know the direction of the sounds. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Characters who successfully move silently reduce the radius of the noise to 50 feet. Those able to fly or otherwise avoid direct contact with

the affected surface will not activate the squeaking floor.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a rusty iron hinge that squeaks when moved.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Strength of One</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Sphere: Law </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 10 yards<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 2d6 rounds<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: one creature +1 creature / 2 levels <span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By casting this spell on a group of lawful creatures, the priest imbues each creature with a Strength bonus equal to that of the strongest

creature in the group. To be affected by the spell, all creatures must touch the hand of the priest at the time of casting. Only human, demihuman, and humanoid creatures of man-sized or smaller may be

affected. The characters can be a mixed group of Lawful Neutral, Lawful Good, or Lawful Evil alignments. The spell will not take effect if any creature of Neutral or Chaotic alignment is included in the group. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Prior to casting, one creature is designated the keystone. There may never be more than one keystone in the group, even if another creature

has equal strength.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Upon completion of the spell, all affected characters gain bonus to damage equal to the keystone's bonus to damage from strength. Any

magical bonuses belonging to the keystone are not added; only the keystone's natural strength is conferred to the group.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This bonus supercedes any bonus a charcter might normally recieve. Thus a warrior with 16 strength (a +1 bonus to damage) who benefits

from this spell with a keystone who has Strength 18/07 (a damage bonus of +3) gains a total bonus of +3 damage (not +4 to damage). The keystone receives no bonus. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Affected creatures gain no improvements to THAC0, bend bars/lift gates or other functions of Strength. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell ends if the keystone is killed before the duration expires. The bonus and duration are not affected if a member of the group is killed

within the duration of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Telepathy</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Divination)</p>

<p class=MsoPlainText>Sphere: Thought </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 30 yards<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 turn + 2 rounds/level<span style='mso-tab-count:2'>

</span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell establishes direct, two-way mental contact between the priest and a single subject. The subject must have Intelligence of at least

5 for the spell to take effect. While the spell is in effect, the two participants can communicate silently and rapidly, regardless of whether they share a common language.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Telepathy does not give either participant access to the other's thoughts, memories, or emotions. Participants can only "hear" the thoughts that

the other participant actively "sends". </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Mind-to-mind communication is approximately four times faster than verbal communication. The level of complexity that can be communicated

is only that which can be expressed through language. Gestures, expressions, and body language cannot be conveyed. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A priest can establish separate "telepathic channels" to multiple individuals. Each linkage is established through a separate casting of the spell .

There is no network between the channels. For example, Balfas the preist establishes telepathy with Alra the warrior and Zymor the thief by casting this spell twice. Balfas can communicate a single thought

to both Alra and Zymor, but Alra and Zymor cannot communicate with each other. Balfas, however, can "target" a thought so that only one of the two participants receives it. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the priest casts this spell on an unwilling subject (for example, if the priest wants to silently threaten or taunt the subject), the subject

recieves a saving throw vs spell to resist the effect. Willing subjects need make no saving throw.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Lead sheeting of more than 1/2" thickness will totally block telepathy.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Telethaumaturgy</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Enchantment/Charm)</p>

<p class=MsoPlainText>Sphere: Numbers </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: special<span style='mso-tab-count:2'>

</span>Casting Time: 2 rounds</p>

<p class=MsoPlainText>Area of Effect: 1 creature<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell requires the priest to perform a numerological analysis of a subject's correct name. The result is that the priest may cast another

spell that affects the subject individual at a range much greater than normal. In other words, by gaining deep knowledge of the individual, the priest creates a "channel" to that individual that makes a

subsequent spell easier to cast on that subject. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Only certain spells can benefit from telethaumology:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>bless\*, command, charm person or mammal, detect charm, hold person, know alignment, remove curse\*, probability control, quest, confusion

(one creature only), exaction</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>For spells marked with an asterisk (\*), telethaumology also increases the range of the reversed spell. Unless indicated, telethaumology does

not increase the range of the reversed spells. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The increase in range depends on the level of the priest casting telethaumaturgy:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Level<span

style='mso-tab-count:2'> </span>Range Multiplier</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>1-6<span style='mso-tab-count:2'> </span>x2</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>7-11<span style='mso-tab-count:2'> </span>x3</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>12-16<span style='mso-tab-count:2'> </span>x4</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>17+<span style='mso-tab-count:2'> </span>x5</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A spell to be enhanced by telethaumaturgy must be cast on the round immediately following the completion of telethaumaturgy. Spells that

normally affect more than one individual (such as confusion) will affect only the selected subject when cast following telethaumaturgy.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When telethaumaturgy is cast by a priest of 11th level or higher, it has an additional effect. If the target is within the normal range of the

subsequent spell (e.g. 80 yards for charm person), the subject's saving throw suffers a -2 penalty.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Like the personal reading spell, telethaumaturgy functions only if the priest knows the correct name of his subject. If the priest casts the

spell using an alias, he will not know that telethaumaturgy has not taken effect until the subsequent spell fails. The priest does not automatically know why the subsequent spell failed (the subject might

simply have made a successful saving throw). </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a small book of numerological formulae and notes. This book is different from the book used in personal reading.

The book is not consumed in the casting.</p>

</FONT><B></body></desc></spell>

<spell><name>Thief's Lament</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Sphere: Wards </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 10 yards/level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hour/level<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 5 foot cube/level<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A thief entering an area enchanted with thief's lament suffers a great reduction in his thieving skills. The thief is allowed a saving throw to

resist the effects of the spell; failure indicates that he suffers the full effects of the lament. All attempts to pick pockets, open locks, find/remove traps, move silently, detect noise, climb walls, and hide in

shadows are reduced by 25% (although a skill cannot be reduced below 5%, presuming the character has a t least a score of 5% in any skill).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell affects a cube whose sides equal the caster's level times five feet (a 10th level caster coudl affect a cube whose sides equal

50 feet).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are the preist's holy symbol and a silver key. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Unearthly Choir</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Invocation)</p>

<p class=MsoPlainText>Sphere: Combat </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V</p>

<p class=MsoPlainText>Duration: Instantaneous<span style='mso-tab-count:2'>

</span>Casting Time: 5</p>

<p class=MsoPlainText>Area of Effect: special<span style='mso-tab-count:

2'> </span>Saving Throw: 1/2</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This cooperative spell requires at least three priests casting the spell simultaneously. At the time of casting, the priests must be within 10 feet

of each other. Upon completion of the spell, the priests sing a single dissonant chord. The result of the spell depends on the number of voices in the choir.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Trio. In this form, the spell projects a cone of sonic force 120 feet long and 40 feet wide at the base. All creatures within the area of effect

must save vs spells or suffer 2d4 points of damage. Those who successfully save suffer only 1d4 point. Undead suffer a -2 penalty to their saving throws.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Quartet. With four voices, the spell has the same area of effect as described above. However, all those who fail their saving throw suffer

2d4 points of damage and are deafened for one round. Those who successfully save suffer half damage and are not deafened. Undead are not allowed a saving throw. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Quintet. Five singers produce a chord of major power. All within the area of effect suffer 3d4 points of damage (saving throw allowed for

half damage). Undead are not allowed a saving throw. All creatures are deafened for one round. Furthermore, pottery, glassware, crystal, ans similar breakable goods must save vs fall or be shattered. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Ensemble. An ensemble of singers consists of six to ten priests. In this case, the area of effect increases to a cone 180 feet long and 60 feet

wide at the base. All creatures within this area suffer 1d4 points of damage per priest and are deafened for 1d4 rounds. A successful saving throw vs spell reduces damage and deafness duration by

half. Undead creatures of 3 hit dice or less are immediately destroyed. All other undead suffer normal damage, but are not allowed a saving throw. Glass, pottery, crystal, bone and all wooden items that are

the strength of a door or less (chests, tables, chairs, etc. ) must save vs crushing blow or be destroyed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Choir. The most powerful group, a choir, requires eleven or more priests. In this case, the area effect expands to a cone 300 feet long and 100

feet wide at the base. All within the area of effect suffer 1d6 points of damage per priest to a maximum of 20d6. A saving throw vs spells reduces the damage to half. Those who fail to save are deafened

for 1d10 rounds; those who succeed are deafened only 1d6 rounds. Undead creatures of 5 hit dice or less are immediately destroyed. Undead with more hit dice are not allowed a saving throw. Structures

within the area of effect are damaged as if they suffered a direct hit from a catapult (one hit per four priests in the choir),. Doors, chests and other breakable items are instantly shattered. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Zone of Sweet Air</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Abjuration)</p>

<p class=MsoPlainText>Sphere: Wards </p>

<p class=MsoPlainText>Level: 3</p>

<p class=MsoPlainText>Range: 10 yards/level<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: 10 foot cube/level<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Zone of sweet air creates an invisible barrier around the area of effect that repels all noxious elements from poisonous vapours, including

those magically created (such as stinking cloud). The spell offers no protection against poisonous vapors created by a dragon's breath weapon (such as the chlorine gas of a green dragon). Noxious gasses

already in the area of effect when the spell is cast are not affected. Fresh air passes into the area normally.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If a poisonous vapor is expelled within the area of effect (for example, a stinking cloud is cast), the spell takes effect normally, but dissipates

in half the time normally required.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell affects a cube whose sides equal the caster's level times 10 feet (for instance, a 10th level caster could affect a cube whose sides

are 100 feet long),</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are the priest's holy symbol, a silk handkercheif, and a strand of spider web.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Addition</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Sphere: Numbers, Creation </p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: 30 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: special <span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The philosophy of the Sphere of Numbers holds that the structure of reality - the "equation of the moment" - can be analyzed and modified by

someone with sufficient knowledge and power. The addition spell allows a priest to add a new mathmatecal term to the equation of the moment. This effectively allows a new object or even a living creature

to be brought into existence temporarily.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The effect of this spell varies depending on the level of the caster. At 10th level or lower, addition can create a single, inanimate object

weighing up to 10 pounds. The spell gives the priest only rudimentary control over the creation process, so the object cannot be complex. The object must be described in a single word or short phrase (e.g.

"a water pitcher" or "a block of stone"). The caster has no control over elements such as shape or color; thus, the water pitcher might be short, squat, and blue, or tall, slender and red.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Objects created with this spell cannot be of any greater mechanical complexity or technological level than a crossbow. If a priest tries to

create an object that breaks this prohibition, the spell fails and nothing is created. Thus, if the priest had tried to create "a pistol," assuming he had heard the word somewhere, the spell would fail.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Objects cannot contain any information in an abstract form such as writing or diagrams. If the priest tries to create an object that breaks this

prohibition, there are two possible results: the spell may fail, or the object may be created without the information. Thus, if the priest were to create "a spellbook," the result would be either a book similar to

a spellbook with blank pages, or nothing at all.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The object appears at whatever location the caster wills, as long as it is within range. The object cannot appear in the same space occupied

by another object or creature, or within a hollow object (for example, the priest cannot create an object blocking the trachea of an enemy).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The object created by addition remains in existence for 1 turn per level of the caster. During this time, it obeys all the laws of physics as if it

were a "real" object. The object cannot be disbelieved and spells such as true seeing cannot distinguish it from a naturally-occuring object. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Priests of 11th to 15th level can create a single inanimate object of up to 20 pounds in mass or two identical objects, each of up to five pounds

in mass. The object(s) so created remains in existence for two hours (12 turns) per level of the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Priests of 16th to 19th level can create a single inanimate object of up to 50 pounds in mass or up to 10 identical objects, each of up to five

pounds in mass. The object(s) is permanent unless destroyed. Since these objects are not magical constructs, but real additions to the "equation of the moment," dispel magic has no effect on them.

Alternatively, the caster can create a single normal (nonmonstrous) living creature of up to 20 pounds in weight. The creature, once created, behaves as a normal member of its species; the caster has no

control over its actions. This creature remains in existence for 5 rounds per level of the caster. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Priests of 20th level and above can create a single inanimate object of up to 100 pounds in mass or up to 10 identical objects, each up to

10 pounds in mass. The object(s) are permanent. Alternatively, the caster can create a single normal (nonmonstrous) living creature of up to 100 pounds in weight and up to 2 hit dice. The creature, once

created, behaves as a normal member of its species; the caster has no control over its actions. This creature remains in existence for 2 turns per level of the caster. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a small table of numerologica formulae inscribed on an ivory plaque, plus a length of silken cord.. During casting,

the priest ties the cord into a complex knot. As the magical energy is discharged, the cord vanishes in a flash of light. The plaque is not consumed in the casting. </p>

</FONT><B></body></desc></spell>

<spell><name>Age Plant</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Sphere: Time</p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: 30 yards<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: 1 plant, seed, or tree/level<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell enables the caster to affect the aging of any plant, seed or tree. The process can operate either forward or backward, causing

flowers to blossom, seeds to sprout and grow, and trees to bear fruit; or fruit to turn to blossoms, trees to become saplings, and new shoots to turn to seeds. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The change in age, either forward or backward, is chosen by the priest at the time of casting. The changes associated with normal or

reversed growth occur instantaneously. Plants can be altered in age up to 10 years per level of the caster. The caster can stop aging at any point within the limits imposed by his level; he could cause a tree

to grow from a sapling until it withers and dies from old age or he could stop the tree's growth at the stage at which it would shelter his home. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell does not alter the appearance or characteristics of a plant except those that result from normal aging (or regression). Age plant

has no effect on magically-generated plants or plant-type monsters.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are the priest's holy symbol and a petal from an apple blossom. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Blessed Warmth</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Sphere: Sun </p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When this spell is cast, a narrow shaft of light shines down upon the priest, making him immune to the effects of natural cold (such as a

blizzard) and granting him a +3 bonus to saving throws vs magical cold (such as a white dragon's breath weapon).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>For each level of the priest above 7th, an additional beam of light may be created to protect another creature, who must be standing within

3' of the priest. Thus, a 10th level priest could protect four other creatures in a 3' radius.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Body Clock</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Sphere: Time</p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hour/level<span style='mso-tab-count:2'>

</span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: 1 hour/level<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Body clock affects a subject in the following ways.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The subject's need for sleep is reduced. For every hour that a subject sleeps, he is as

refreshed as if he slept 10 hours. For every two hours that a subject sleeps during the spell

(20 hours of rest), he regains hit points as if he spent a day of complete rest. However,

wizards are not able to memorize spells; "real" time must pass for this to occur.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The subject's need to breathe is reduced. He breathes only 10% as often as normal

for the duration of the spell, enabling him to hold his breath 10 times longer than normal

and use less air in enclosed situations.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span> The subject can set an internal "alarm clock" to alert him when a specific amount of

time has passed. The subject then hears a brief ringing in his ears, audible only to him.

The ringing is loud enough to wake the subject. He can set as many internal alarm clocks

as he wishes, as long as they all occur within the duration of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell has no effect on movement, spellcasting, or any other normal activities.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are a kernel of corn, a drop of water, and a stoppered glass

bottle.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Chaotic Combat</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Invocation/Evocation)</p>

<p class=MsoPlainText>Sphere: Chaos</p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: 30 yards<span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 round/level<span style='mso-tab-count:2'>

</span>Casting Time: 3</p>

<p class=MsoPlainText>Area of Effect: One creature<span style='mso-tab-count:

2'> </span>Saving Throw: None</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When chaotic combat is cast on a fighter, he is inspired beyond his years of training

and is suddenly struck with numerous insights for variations on the standard moves of

attack and defense. The spell affects only warriors.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Unfortunately, these insights are helpful in only two-thirds of the warrior's attacks. In

the remaining attacks, the spell actually impairs the warrior's standard performance. At

the beginning of each round, after the player has declared his character's actions, 1d6 is

rolled for the affected warrior. On a roll of 1, 2, 3, or 4, the warrior gains bonuses of +2

to attack rolls and +2 to armor class. On a roll of 5 or 6, the warrior suffers a -2 penalty to

attack rolls and a -2 penalty to armor class. This must be determined at the beginning of

the round so that both the warrior and his opponents can apply the necessary changes.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The insight imparted by this spell is lost after the spell expires. The insight is

generated by chaos, which is nearly impossible to contain. After the spell expires, the

warrior remembers the battle but not the specifics of his actions. He is unable to duplicate

the maneuvers.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Chaotic Sleep</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Sphere: Chaos </p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: touch<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Permanent<span style='mso-tab-count:2'>

</span>Casting Time: 1 turn</p>

<p class=MsoPlainText>Area of Effect: One creature<span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>After casting this spell, the priest must successfully touch his victim. The victim is

then allowed a saving throw to avoid the spell's effect. If the saving throw is failed, the

spell takes effect at the next sunrise or sunset (whichever comes first).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>From the time the spell takes effect until the spell is negated, the sleeping pattern of

the victim is randomly disrupted. At sunset and sunrise of every day, a check is made to

determine the effects of chaotic sleep. In the 12-hour period that follows the check, there

is an equal chance that the character will be unable to sleep or unable to remain awake

(roll 1d6; on a roll of 1-3, the character is awake, on a roll of 4-6, he sleeps). This

condition lasts until the next sunrise (or sunset) when the check is made again.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>For example, a fighter fails to save against chaotic sleep. For the next few hours, the

spell has no effect. At sundown, the first check is made, resulting in a 2. The fighter does

not notice anything until he tries to sleep that night, at which time he is wide awake,

fidgeting and restless. At sunrise, another die roll is made, resulting in a 6. The fighter is

suddenly exhausted and sleeps until sunset.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Characters who sleep as a result of this spell can be roused only by physical stimuli--a

slap or a wound, for example. Once awake, the character remains conscious only as long

as there are active stimuli around him, such as a fight. Walking through caves or riding a

horse will not keep the character awake. Unlike a sleep spell, characters affected by

chaotic sleep doze off as soon as they are left relatively undisturbed. Keeping an affected

character awake is difficult at best.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Lack of sleep will eventually take a physical toll on any character under the influence

of the spell. For every 12-hour period that a character remains awake beyond the first, he

suffers a -1 penalty to THAC0. Such characters do not regain hit points as a result of

normal healing. Spellcasters cannot memorize spells until they have had sufficient sleep.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Chaotic sleep can be removed with a remove curse.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are a pinch of sand and three coffee beans.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Circle of Privacy</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText>(Alteration)</p>

<p class=MsoPlainText>Sphere: Travelers </p>

<p class=MsoPlainText>Level: 4</p>

<p class=MsoPlainText>Range: Special<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hour/level<span style='mso-tab-count:2'>

</span>Casting Time: 4</p>

<p class=MsoPlainText>Area of Effect: 50-foot-diameter circle<span style='mso-tab-count:

2'> </span>Saving Throw: none</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell helps to discourage predators and trespassers from disturbing a campsite.

The caster sprinkles salt in a circle enclosing an area up to 50 feet in diameter. For the

duration of the spell, all sounds and scents generated within the circle are muted, making

the area less noticeable to those outside the circle. Therefore, the group's chance of

encounter is reduced by 50% for the duration of the spell. The spell provides no

protection against infravision or other forms of magical detection.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are a hair from a skunk, a whisker from a mouse, and

enough salt to make a 50-foot-diameter circle.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Compulsive Order</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Law</p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 10 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Permanent <span style='mso-tab-count:2'>

</span>Casting Time: 5 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: negates</p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The victim of compulsive order is compelled to place everything he encounters into

perfect order. If he discovers treasure, he divides it into tidy piles or containers of silver,

gold, and copper. He is reluctant to enter a dungeon because it is a messy place, but once

inside, he is obsessed with cleaning it. A character under the power of this spell will

sweep dirt from dungeon corridors into neat piles, arrange the corpses of a defeated orc

band according to size, dash forward to remove a bit of lint on clothing, and insist that the

party organize themselves alphabetically, then by size, and then by age. While the spell

does not affect a character's abilities, the overwhelming desire for order impairs the

character's usefulness in most adventures.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When a character afflicted by this spell attempts to undertake a new event (begin a

battle, haggle with the merchant, etc.), the player must rationalize the action on the basis

of his compulsion for order. Thus, the character cannot simply attack a goblin; he must

announce a condition such as attacking the tallest goblin and fighting his way down

according to size. Once stated, the character must follow through with this plan.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the player cannot conceive a rationale for his character's behavior, the character is

forced to delay his actions for 1d6 rounds, with the time spent in preparation for the

subsequent action. The character spends time arranging spell components artistically,

deciding how to hold his sword, cleaning his weapon, etc.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Anyone affected by compulsive order may become violent if he is prevented from

being neat. He will do what he must to make the world around him more orderly. If he is

allowed to organize his surroundings, he will quickly calm down again. The victim will

constantly petition the people around him to be neat and organized.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The victim is allowed a saving throw to avoid the effects of the spell. Compulsive

order can be removed with a dispel magic spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a perfect cube made of metal.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Defensive Harmony</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Law</p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 5 yards <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 round+2d4 rounds <span style='mso-tab-count:2'>

</span>Casting Time: 1 </p>

<p class=MsoPlainText>Area of Effect: 1 creature/two levels <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell must be cast on at least two creatures. The priest may affect one creature

per two levels of his experience, and all creatures to be affected must be within three feet

of each other at the time of casting. After the spell is completed, affected characters may

move about freely.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Defensive harmony grants affected creatures a defensive bonus by bestowing an

enhanced coordination of their attacks and defenses. The affected creatures must be

involved in a single battle so that their efforts harmonize to the benefit of all involved.

For example, the affected creatures can attack one dragon or a group of orcs in a single

area. They can also attack additional enemy forces that arrive in the same combat. If the

enemy forces divide and flee, the affected creatures can follow, continue to attack, and

benefit from the spell. If the affected group is split into two smaller groups when

attacked, however, it gains no benefit from defensive harmony.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>While the spell is in effect, each affected creature gains a +1 bonus to armor class for

every other creature benefitting from the spell, to a maximum bonus of +5 (although

more than five characters may be affected by the spell). Thus, if four creatures are

affected by defensive harmony, each creature gains a +3 bonus to armor class.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This bonus represents a mystical coordination of effort on the part of all affected

creatures. A fighter will naturally wage his attack to distract the troll attacking the thief.

The ranger will instinctively block the swing of an orc, thereby protecting the wizard.

Creatures affected by the spell are not consciously aware of these efforts, and they are

unable to create specific strategies and tactics.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Dimensional Folding</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Numbers </p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 5 feet <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 10-foot circle <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell allows the caster to selectively warp the fabric of space, folding it into

higher dimensions.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This effect can be best explained through an example. If an ant crawling along the

west edge of a map decided to travel to the east edge of the map, it would have to crawl

the full width of the map. But if the map were folded in two so that the east and west

edges were touching, the ant would travel almost no distance at all. The ant's world (the

map) would have been folded through the third dimension. The dimensional folding spell

does something similar with the three-dimensional world: it folds it through a higher

dimension (the fourth), allowing instantaneous travel between two locales on the same

plane of existence.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Although this effect may seem similar to the wizard spell teleport, in practice, it is

much different. The dimensional folding spell opens a gate that allows instantaneous,

bidirectional access to a distant locale on the same plane. This gate is circular, of any size

up to 10' in diameter, and remains in existence for up to 1 full round. The caster and any

other creatures can pass through the gate in either direction while it remains open. Missile

weapons and magic spells can also pass through the gate.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The gate appears as a shimmering ring, glowing with a faint light equivalent to

starshine. Vision through the gate is clear and unobstructed in both directions, allowing

the priest to "look before he leaps." However, anyone on the other side of the gate is able

to see the priest and his point of origin.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The "near side" of the gate always appears within 5 feet of the priest. The location of

the "far side" of the gate always opens within 5 feet of the place the priest desires. Thus,

there is no chance of arriving at the wrong destination, as with the wizard spell teleport.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>There is a risk involved in using dimensional folding, however. Many philosophers

believe that what we know as time is simply another dimension, and the behavior of this

spell seems to support this thesis. Unless the priest is extremely familiar with the

destination, there is a significant chance that any creature passing through a dimensional

folding gate will suffer instantaneous aging. Theorists believe that this is the same kind of

"slippage" that can cause a teleporting wizard to land high or low, except that in this case,

the slippage is in the time dimension.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The chance of this instantaneous aging occurring depends on how familiar the priest

is with the destination. The table that follows outlines the conditions and effects of aging.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Destination is: Chance of aging Amount of aging</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Very familiar\* 2% 1 year</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Studied carefully 5% 1d2 years</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Seen casually 10% 1d3 years</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Viewed once 15% 1d6 years</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Never seen 25% 1d10 years</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>\* Use this row if the desired location is within view of the priest.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the die roll indicates that aging occurs, every creature that passes through the gate

in either direction suffers the aging effect. Multiple creatures passing through the gate in

the same direction all age by the same amount determined by a single die roll. Although

the chance of aging is low and the potential amount of aging is minimal for familiar

destinations, the effects can add up and become significant over time.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Although the word "destination" is used to refer to the "far end" of the gate, the priest

need not be the one doing the traveling. For example, a priest may open the gate near a

distant ally so he may travel instantaneously to join the priest.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a sheet of platinum "tissue" worth at least 15 gp, which the

priest folds intricately during the casting. The tissue is consumed when the gate closes.</p>

</FONT><B></body></desc></spell>

<spell><name>Fire Purge</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Sphere: Wards </p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 10 yards/level <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: 10-yard square/priest <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>An area enchanted with fire purge is protected against all types of normal and

magical fires. Normal fires (including camp fires, torches, and oil fires) cannot burn in

the area of effect. Magical fires (including fiery dragon breath, other creature-generated

fires, and spell-related fires such as burning hands and fireball) cause only 50% of their

normal damage. Additionally, creatures within the area of effect receive a +4 bonus to

saving throws made vs. fire attacks, regardless of whether the attacks originate inside or

outside the warded area.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Fire purge has no effect on fires that are within the area of effect when the spell is

cast, (i.e., it does not extinguish existing fires).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are the priest's holy symbol and a scorched sliver of wood.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Fire purge can be cast as cooperative magic. If a number of priests cast this spell

simultaneously, its effectiveness is significantly increased. The duration of the spell is

then equal to 1 turn per level of the most powerful priest plus 1 turn for every other

contributing priest. The area of effect is a square whose sides equal the number of priests

times 10 yards (thus, six priests could create a 60-yard by 60-yard square of protection).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Focus</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Invocation) </p>

<p class=MsoPlainText>Sphere: All </p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 10 feet <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 1 day </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell creates the necessary conditions for devotional energy to be used. For faith

magic to work, the priest must create a focus to harness the necessary devotional energy.

This spell creates that focus. A focus cannot function without a source of devotional

energy.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The focus gathers devotional energy and reshapes it in order to amplify other spells

cast by the priest (or priests). The same energy keeps the focus in existence. If the spell is

cast and there is no immediate source of devotional energy within 100 feet, the focus

immediately fails.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Once created, most foci cannot be moved. This condition and the need for a constant

supply of devotional energy tends to limit the use of foci to temples, churches,

monasteries, shrines, and seminaries--permanent structures where followers of the

religion gather on a regular basis. Sometimes a focus is created for a special gathering

such as a holy day, conclave, grand wedding, or yearly festival.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Not all foci are identical. The particular form of the focus depends on the power and

nature of the spell being amplified. All foci can be seen by detect magic. There are three

basic types of foci: site, item, and living.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Site foci are connected to a place, whether a room, building, field, or forest. Once

cast, the foci cannot be moved. It causes no disturbance in the surroundings; it is invisible

and intangible.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Item foci are centered on a single object. Customarily, this object is large and

immovable, such as an altar, but it is possible for the focus to be as small as is practical.

The item can be as elaborate or plain as desired, but should have some significance to the

religion.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Living foci are the rarest of all types. In this case, the focus is created on a living

plant, animal, or person. Detect charm reveals the person is somehow enchanted,

although not under the influence of a typical charm spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The type of focus created (site, item, or living) depends on the religion and nature of

the spell amplified. These choices are listed in Table 3: Focused Spell Effects.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Casting the focus spell is a long and complicated process, accompanied by many

ceremonies and rituals. During the day spent casting the spell, the priest will need the

assistance of at least two other priests of the same faith. These aides need not memorize

the spell (or even be capable of casting it). Their duty is to provide the extra hands and

voices needed at specific points of the casting. A large number of worshipers must also

be present since the focus requires their energy. Not surprisingly, the casting of this spell

is often incorporated into important holy festivals or special occasions.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The duration of the focus is one year. If the devotional energy falls below a minimum

level, the spell ends sooner. A focus requires the devotional energy of at least 100 devout

worshipers. Lay monks (those dedicated to the religion but not priests) count as two

worshipers, while priests (of any level) count as ten. A focus could be maintained by a

congregation of 100, a monastery of fifty, or a seminary of as few as 10 priests (or any

combination of the above). The focus must receive this energy for at least 10 hours out of

every day. If these conditions are not met, the focus weakens. The area of effect of the

amplified spell decreases by 20% each day until it fades away completely.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Once the focus is created, the priest or priests have 1 turn in which to cast the desired

spell upon the focus. A focus can amplify only one spell, and each item, creature, or place

can receive only one focus. Spells that can be cast upon a focus are listed on Table 3.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Table 3: FOCUSED SPELL EFFECTS</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Spell<span

style='mso-tab-count:2'> </span>Possible Focus Type</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Anti-animal shell<span style='mso-tab-count:2'> </span>S/I/L</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Anti-plant shell<span style='mso-tab-count:2'> </span>S/I/L</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Bless<span style='mso-tab-count:2'> </span>S/I</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Control temperature, 10' radius<span style='mso-tab-count:2'> </span>S\*</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Control winds<span style='mso-tab-count:2'> </span>S/I\*</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span><span style='mso-spacerun:yes'> </span>Cure disease<span

style='mso-tab-count:2'> </span>I/L</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Cure blindness or deafness<span style='mso-tab-count:2'> </span>I/L</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Detect poison<span style='mso-tab-count:2'> </span>S/I</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Detect lie<span style='mso-tab-count:2'> </span>I</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Detect magic<span style='mso-tab-count:2'> </span>I</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Dispel evil<span style='mso-tab-count:2'> </span>S/I</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Endure cold/endure heat<span style='mso-tab-count:2'> </span>S\*</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Know alignment<span style='mso-tab-count:2'> </span>I/L</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Negative plane protection<span style='mso-tab-count:2'> </span>S/I</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span><span style='mso-spacerun:yes'> </span>Protection from evil<span

style='mso-tab-count:2'> </span>S/I</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Protection from lightning<span style='mso-tab-count:2'> </span>S</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Protections from fire<span style='mso-tab-count:2'> </span>S</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Purify food and drink<span style='mso-tab-count:2'> </span>I</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Remove fear<span style='mso-tab-count:2'> </span>S/I/L</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Remove curse<span style='mso-tab-count:2'> </span>S/I</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Repel insects<span style='mso-tab-count:2'> </span>S/I</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Resist fire/resist cold<span style='mso-tab-count:2'> </span>S</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Speak with animals<span style='mso-tab-count:2'> </span>S/I/L</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span><span style='mso-spacerun:yes'> </span>Tongues<span

style='mso-tab-count:2'> </span>S/I</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>True seeing<span style='mso-tab-count:2'> </span>S</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>\* The caster must state a desired range (temperature, wind strength, etc.) within the

spell's normal limitations at the time it is cast.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Once the spell is cast, the normal duration and area of effect for that spell are ignored.

The focus begins to increase these factors of the spell's power. After one day, the

amplified spell reaches its full area of effect. Thereafter, it remains over that area until the

focus fails.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The area affected by the focus (and its amplified spell) depends on the level of the

caster. The spell expands in a radius from the focus, 20 feet per level of the caster,

although it can deliberately be created smaller. Within that area of effect, the amplified

spell exerts its normal effect. A 13th-level priest could create a focus up to 260 feet in

diameter.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are many, including special vestments, incense, oils, waters,

and other equipment the DM deems appropriate. The cost of these materials is never less

than 1,000 gp plus 100 gp per level of spell being amplified. These items are given up as

offerings to the deity (perhaps to be distributed to the poor), and new ones must be

obtained each time the spell is cast.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Fortify - Healing</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy) </p>

<p class=MsoPlainText>Sphere: Healing </p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 6 </p>

<p class=MsoPlainText>Area of Effect: 1 creature touched <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This is a simple cooperative magic spell. Only one priest can cast the spell, but like

mystic transfer, another priest is required for the spell to have any effect. Through this

spell, the priest improves the quality of another priest's healing spells.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>For the fortify spell to work, it must be cast simultaneously with a cure light wounds,

cure serious wounds, or cure critical wounds. The priest casting fortify must lay his hand

on the priest attempting the cure. When both spells are cast, additional energy flows

through the second priest and into the creature being healed. Fortify automatically causes

the cure spell to function at maximum effect. Thus, a cure serious wounds would

automatically heal 17 points of damage and a cure critical wounds would heal 27 points

of damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is the priest's holy symbol.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Genius</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination) </p>

<p class=MsoPlainText>Sphere: Thought </p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 5 </p>

<p class=MsoPlainText>Area of Effect: Caster <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell is similar to idea, except that the priest's player can ask the DM one

question about any event occurring at the moment. The question must be somehow

related to evaluation of the current situation, such as "What are these monsters?"

Speculation about the future, such as "What's on the other side of the door?" is not

permitted.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>As with idea, the DM must be careful in adjudicating this spell. The answer to the

question should always be relevant and correct, although not necessarily complete, and

should not be unbalancing to the situation. The answer can also be cryptic, in the form of

a riddle or rhyme, depending on the DM's assessment of the situation. In general, the

answer will be a single word or a short phrase of no more than five words.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a gem of at least 50 gp value. This spell can be cast only

once in any 12-hour period. Subsequent attempts to cast the spell result in no answer.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Inverted Ethics</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Chaos </p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 120 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn <span style='mso-tab-count:2'>

</span>Casting Time: 1 </p>

<p class=MsoPlainText>Area of Effect: Specia <span style='mso-tab-count:

2'> </span>Saving Throw: negates </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell reverses the ethics of a person or group of people. While under the

influence of this spell, a creature behaves in a manner opposite to the way he normally

would behave. Thus, a shopkeeper influenced by inverted ethics will think it perfectly

normal for someone to pick up an item from his shop and walk out the door without

paying for it. If someone tried to pay for an item, he would be insulted. If the spell is cast

on a shopper in a store, he would find it natural to steal the item, thinking that he is

behaving in a proper way. If the spell is cast on a professed thief, he will no longer steal,

choosing to pay for his goods instead.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Inverted ethics does not cause a creature to actively commit evil deeds (or good

deeds). Thus, an affected creature will not go on a shoplifting rampage; he will steal only

as the opportunity presents itself.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell affects one character per level of the caster within a 20' radius. Each target

of the spell is allowed a saving throw vs. spell to avoid the effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a miniature golden balance (i.e., similar to the scales of

justice).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Join With Astral Traveler</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Astral </p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When a priest casts the 7th-level astral spell, he leaves his physical body in

suspended animation while his astral body travels. By touching the comatose body and

casting join with astral traveler, a priest can cause his own astral body to leave his

physical body in suspended animation. His astral body then travels along the silver cord

of the originally projected priest. The caster joins the projected priest as if he were part of

the original casting of the astral spell; i.e., his own silver cord is connected to the priest's

silver cord, and he is dependent upon the originally projected priest.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A priest who casts the 7th-level astral spell can project as many as seven other

creatures along with himself. However, priests casting join with astral traveler are an

exception to this limit. Any number of priests may join another priest in the Astral plane

by use of this spell</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Leadership</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm, Alteration) Reversible </p>

<p class=MsoPlainText>Sphere: War</p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: Special <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: special </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell can be cast in one of two variations. The first, appropriate for battlefield

use, has a range of 240 yards, duration of 1d4+6 turns, and a casting time of 1 turn. The

priest can cast the spell on any single individual (a commander or hero) within his line of

sight.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>While under the influence of this spell, the subject's command radius is increased by

50% (round fractions up).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The reverse of this variation, doubt, requires the target to make a saving throw vs.

spell. If failed, doubt halves the command radius (round fractions down) of the targeted

individual for 1d3+4 turns.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component for this variation is a pinch of steel dust.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The second variation must take place in or within 100' of a place of worship officially

dedicated to the casting priest's deity. Both the priest and the individual to be affected

must be present. The casting time is 5 turns and involves an intricate ritual and many

prayers. At the conclusion of the spell, the subject's command radius is doubled. This

effect lasts 2d12 hours.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The priest can cast either aspect (but not both at once) on himself. No individual can

be the subject of more than one casting of this spell at one time, whether different aspects

or cast by different priests. If more than one spell is attempted on the individual, only the

most recent casting takes effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component for the second variation is the priest's holy symbol.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Mental Domination</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Thought</p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 50 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 3 rounds/level <span style='mso-tab-count:2'>

</span>Casting Time: 4 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: negates </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell is similar to the wizard spell domination in that it establishes a telepathic

link between the priest and the subject through which the priest can control the subject's

bodily movements. There are some significant differences between the spells, however.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Elves and half-elves have no innate resistance to this spell. Priest and subject need not

share a common language. The priest can force the subject into combat, but the subject's

attack rolls suffer a -2 penalty. The priest cannot force the subject to cast spells or use any

innate magical or magiclike abilities. The priest can force the subject to speak, although

the priest cannot inject a full range of emotions into the subject's voice (everything said

by the subject is in a monotone).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell gives the priest no access to the subject's thoughts, memory, or sensory

apparatus. Thus, the priest cannot see through the subject's eyes. To control the subject,

the priest must be within the range of the spell and must be able to see the subject.

Breaking either of these conditions causes the spell to terminate immediately.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell requires a moderate level of concentration by the priest. While maintaining

this spell, he can move or enter combat, but cannot cast another spell. If the priest is

wounded, rendered unconscious, or killed, the spell immediately terminates.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the priest is 10th level or lower, he or she cannot force the subject to perform

particularly delicate actions, such as picking a lock. At 11th level or higher, however, this

restriction is removed. The priest could thus force a thief to pick a lock. Any such

delicate actions suffer a -15% penalty (or -3 on 1d20) to reflect the "remote control"

nature of the action.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a mesh of fine threads that the priest loops around the

fingertips of one hand and manipulates in the way that a puppeteer controls a puppet.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Modify Memory</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Time</p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 30 feet <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Permanent <span style='mso-tab-count:2'>

</span>Casting Time: special </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: negates </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell enables the caster to reach into the subject's mind and modify up to five

minutes of his memory in one of the following ways:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Eliminate all memory of an event the subject actually experienced. This spell cannot

negate charm, suggestion, geas, quest, or similar spells.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Allow the subject to recall with perfect clarity an event he actually experienced. For

instance, he could recall every word from a five-minute conversation or every detail from

a passage in a book.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Change the details of an event the subject actually experienced.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Implant a memory of an event the subject never experienced.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Casting the spell takes one round. If the subject fails to save vs. spell, the caster

proceeds with the spell by spending up to five minutes visualizing the memory he wishes

to modify in the subject. If the caster's concentration is disturbed before the visualization

is complete, the spell is lost.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Modified memory will not necessarily affect the subject's actions, particularly if they

contradict his natural inclinations. An illogical modified memory, such as the subject

recalling how much he enjoyed drinking poison, will be dismissed by the subject as a bad

dream or a memory muddied by too much wine. More useful applications of modified

memory include implanting memories of friendly encounters with the caster (inclining the

subject to act favorably toward the caster), changing the details of orders given to the

subject by a superior, or causing the subject to forget that the caster cheated him in a card

game. The DM reserves the right to decide whether a modified memory is too nonsensical

to significantly affect the subject.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Probability Control</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Numbers</p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 30 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 4 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: negates </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell allows the priest to increase or decrease by a small margin the probability

of success for one action. This action can be anything that requires a die roll--an attack, a

saving throw, an attempt to use thieving skills, an ability check, or even an attempt to

successfully teleport on target. The action must be something performed by a single

creature.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The basic modification is 15% (15 on 1d100 or 3 on 1d20), plus an additional 5% per

five levels of the caster. This modification can be either positive or negative, as deemed

by the spellcaster. Thus, a 10th-level priest can modify a subject's saving throw or attack

roll by +5 or -5, or a thief's "climb walls" roll by +25% or -25%. The priest may cast this

spell on himself.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>For a noncombat action such as an attempt to climb a wall, the priest simply casts the

spell on the subject immediately before the action is attempted, informing the DM

whether the modification is positive or negative. To use this spell in combat, the priest

must specify the action to be affected (e.g., the target's next attack roll) and whether the

modification will be positive or negative. The spell remains in effect until the subject

attempts the specified action or until a number of rounds equal to the caster's level passes.

If the latter occurs, the spell ends without effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Once the spell is cast, the priest does not need to maintain any level of concentration;

the spell will function even if the casting priest is killed before the spell takes effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The subject of the spell has no way of knowing whether any modification made by

this spell is positive or negative (or even whether he was the subject of the spell at all).

Thus, a lying priest could claim to raise a thief's chance of climbing the wall, while

actually lowering it. The thief would be none the wiser. However, an unwilling subject of

this spell receives a normal saving throw to negate its effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are a small cube of a thickened sugar-and-milk mixture and

a cubic die of matching size. Both are consumed in the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Rapport</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination, Alteration) </p>

<p class=MsoPlainText>Sphere: Thought </p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 30 yards <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 turn+1 round/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell is a deeper and more intense version of telepathy. It allows the priest to

communicate silently and instantly with a single willing subject. Participants may share

deeper thoughts than with telepathy, including emotions and memories. Each participant

sees, hears, and otherwise senses everything experienced by the other, although such

vicarious experiences feel diluted and cannot be mistaken for direct sensations.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The participants can quickly share such personal concepts as plans, hopes, and fears,

but they cannot share skills or spells. Thus, it is impossible to communicate the procedure

for casting a particular spell or for picking a lock.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Communication through rapport is approximately 15 times faster than verbal

communication. As with telepathy, the priest can establish separate "channels" to

multiple individuals; each such linkage costs one casting of the spell. There is no

"crosstalk" between the channels, however.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Rapport cannot be used on unwilling subjects.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Solipsism</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Thought</p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 10 yards/level <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 100 sq. ft.+100 sq. ft./level <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This unusual spell is similar to phantasmal force and other illusion magic, except that

the priest who casts the spell is the only creature who automatically believes the results of

the spell. The spell creates the illusion of any object, creature, or force, as long as it is

within the boundaries of the spell's area of effect. The illusion is visual and tactile (that is,

it can be seen and felt), but no other sensory stimuli are created.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Solipsism is the opposite of normal illusions in that anyone other than the caster must

make an active effort to believe (rather than dis believe) the illusion. Characters trying to

believe the reality of a solipsistic illusion must make a saving throw vs. breath weapon,

modified by the magical defense adjustment for Wisdom. A successful save means that

the character believes the illusion and it is part of reality for him. A failed save means

that the character cannot convince himself of the illusion's reality, and the illusion has no

effect on him. A character can make a single attempt to believe each round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Unlike true illusions, the image created by this spell does more than just duplicate

reality. The image formed is real for those who believe in it. The illusion has all the

normal properties that its form and function allow. Thus, a solipsistic bridge spanning a

chasm could be crossed by the priest and those who believed. All others would see the

priest apparently walking out onto nothingness. Likewise, a solipsistic giant would cause

real damage to those who believed it.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The illusion remains in effect for as long as the priest continues to concentrate on it,

until the priest is struck in combat, or until he is rendered unconscious. The level of

concentration required is not extreme; the priest can move normally and may engage in

combat, but is unable to cast any spell while maintaining a solipsistic illusion.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Solipsism can create only illusions that are external to the priest. Thus, the priest

cannot create an illusion that he is the size of a giant, is unwounded, or has sprouted

wings.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are a lotus blossom that the priest must swallow and a bit of

fleece.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Tanglefoot</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration, Abjuration) Reversible </p>

<p class=MsoPlainText>Sphere: War</p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 240 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 2 turns/level <span style='mso-tab-count:2'>

</span>Casting Time: 2 turns </p>

<p class=MsoPlainText>Area of Effect: 100 sq. yards/level <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell temporarily doubles the movement cost of one region of ground. Units

allied to the priest are unaffected and movement is made at normal cost; only enemy units

suffer the penalty.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A variety of effects result from the spell depending on the terrain: grass twists

hinderingly around troops' ankles, swamp becomes more viscous, rocks and gravel shift

underfoot, etc.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell affects only units--that is, groups of soldiers moving in regular or irregular

formation. The spell does not affect individuals or monsters moving and operating alone.

(When using the BATTLESYSTEM rules, figures that represent individual heroes are

not affected by this spell.)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When casting this spell, the priest must have an uninterrupted line of sight to the

terrain to be affected. The priest can choose the shape of the area, up to the maximum

area of effect. This spell can create only one continuous area of tanglefoot. There is no

way of detecting that a particular area is under the influence of this spell simply by

looking at the area. Detect magic will reveal that the area is magically affected.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The reverse of this spell, selective passage, cuts the movement cost of an area in half

(round fractions up) for friendly units. Again, individual heroes and creatures are not

affected by this spell (which means that advancing troops must be careful not to leave

their leader behind!).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a drop of molasses for tanglefoot, and a pinch of

powdered graphite for selective passage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Thought Broadcast</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Thought </p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 30 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn+3 rounds/level <span style='mso-tab-count:2'>

</span>Casting Time: 5 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: negates </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell turns the subject into a "thought broadcaster." For the duration of the spell,

everyone within 30 yards of the subject senses the subject's thoughts, making it

impossible for him to lie, keep secrets, conceal motives, etc. The subject is not

automatically aware that his thoughts are being sensed. Everyone who senses these

thoughts, on the other hand, knows their source.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell causes the broadcast of only surface thoughts and motivations, not

memories. There is no need for a common language between broadcaster and receivers;

for this purpose, thoughts are considered to be symbolic, not dependent on language. The

detail level of the thoughts is insufficient for others to learn specific skills from the

subject. Thus, if the subject casts a spell, everyone within range knows what spell is

being cast before it takes effect, but no one learns any knowledge about how the spell is

cast.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the broadcaster is invisible or hiding in shadows, the broadcast functions normally,

and all receivers are aware that someone is in the vicinity whom they cannot see. While

receivers cannot pinpoint the broadcaster's location, the broadcaster's thoughts will

inevitably reveal his general position ("Oh no, he's looking right at me," etc.). A character

hiding in shadows will be automatically detected, while attacks against an invisible

broadcaster suffer a -2 penalty, rather than the normal -4. This spell totally negates the

chance of surprise by the broadcaster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The subject must have an Intelligence score of 1 or more to become a broadcaster,

and must have a "normal" mind as understood by PCs. Thoughts that are broadcast can be

received only by individuals with Intelligence scores of 3 or better. An unwilling subject

receives a normal saving throw vs. spell to avoid the effects. A willing subject can waive

this saving throw.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is small balloon that the priest inflates upon casting. This

balloon is consumed in the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Tree Steed</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration, Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Travelers </p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 10 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hour/level <span style='mso-tab-count:2'>

</span>Casting Time: 4 </p>

<p class=MsoPlainText>Area of Effect: One log or plank <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell enchants a log, plank, or similar piece of wood to become a temporary

steed. The log or plank must be at least one foot wide, three inches thick, and three to ten

feet long. Any type of wood is suitable.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When the spell is cast, the log sprouts four wooden, horselike legs. The tree steed

may be ridden like a normal horse and may be used to carry equipment. The tree steed

can carry up to 600 pounds of riders and gear before breaking. If the tree steed breaks

under the weight of the riders or gear, the enchantment instantly ends and the tree steed

again becomes a normal (although broken) log or plank.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The tree steed obeys all of the caster's verbal commands to move, slow, speed up,

stop, and turn. It has a movement rate of 12 on land. It can move in the water (Sw 6),

floating on the surface and paddling with its legs. The tree steed must remain within 10

yards of the caster in order to move; if the distance between the tree steed and the caster

exceeds 10 yards, the tree steed stops until the caster is again within range.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The tree steed will not fight for the caster and is incapable of any action other than

movement. The tree steed does not become fatigued and does not eat. It has all the

vulnerabilities of normal wood, including fire, and can be damaged by both magical and

physical attacks. It has AC 8 and 20 hit points.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are a log or plank of suitable size and a horseshoe.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Uplift</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: All</p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,M</p>

<p class=MsoPlainText>Duration: 1 turn <span style='mso-tab-count:2'>

</span>Casting Time: 12 hours </p>

<p class=MsoPlainText>Area of Effect: One priest <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Uplift bestows increased spellcasting ability on one priest, including additional spells

per level and use of spells beyond the caster's normal level. This cooperative spell

requires two priests who must spend the day casting this spell. During the casting, the

priests must decide which additional spells (of all levels) are desired. Upon completion of

the casting, the priests touch palms, and the priest of higher level receives a charge of

magical energy. This charge temporarily boosts the level of the priest for spellcasting

purposes. The amount of increase is one level per five levels of the lower level caster

(fractions rounded up). If both priests are of equal level, the casters must decide who

benefits from the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell grants the priest the spellcasting ability of the new level. It does not

improve hit points, attack rolls, or other abilities. If the increase allows more spells per

level, the additional spells are instantly placed in the character's memory. A priest is also

enabled to cast spells normally beyond his level. Range, duration, area of effect, and

other variables are all based on the character's temporary level.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The increased effect lasts only 1 turn. At the end of the turn, all additional spells are

lost and the character reverts to his normal level.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>As an example, consider a party with a fallen comrade. The two priests in the party

are 7th and 8th level, both unable to cast raise dead. After a night's rest, each priest adds

uplift to his memorized spells. After casting the spell, the 8th-level priest suddenly gains

the casting abilities of a 10th-level priest, including the ability to cast raise dead. At the

end of one turn, the priest's abilities revert to 8th-level.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Casting this spell is an arduous task, causing a severe drain on the priests. When the

spell expires, the uplifted character suffers 2d6 points of damage from mental exhaustion.

This damage cannot be healed by any means until the character has had at least eight

hours of rest.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are the priests' holy symbols and an offering worth at least

500 gp from each priest.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Weather Stasis</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Sphere: Wards, Weather</p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 30 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hour/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: 10-foot cube/level<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Weather stasis maintains the weather conditions prevalent in the area of effect when

the spell is cast. The spell affects a cube whose sides equal the caster's level times 10 feet

(a 10th-level caster could affect a 100' x 100' x 100' cube).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>An area protected by weather stasis is unaffected by temperature variations in the

surrounding environment. The spell also acts as a shield against rain, snow, and hail,

which cannot enter the protected area. If conditions of precipitation existed in the area of

effect when the spell was cast, the identical weather will continue for the duration of the

spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>For example, weather stasis is cast in an area where the temperature is 75 F. and no

precipitation is falling. Half an hour later, the temperature drops to 60 degrees and rain

begins to fall. The protected area remains dry and the temperature stays at 75 degrees. If

the spell had been cast while rain was falling in the area of effect, rain would continue to

fall for the duration of the spell, even after it stopped raining in the surrounding area.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>All physical objects other than rain, snow, and hail can pass into the protected area.

All creatures and characters can move freely into and out of the area. The spell does not

prevent water-based spells or water-based creatures (such as water elementals) from

operating in the area.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell protects against both natural and magically generated weather. Night and

day pass normally in the protected area, although temperature variations associated with

night and day do not occur.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are the priest's holy symbol and a drop of rain.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Age Object</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) Reversible </p>

<p class=MsoPlainText>Sphere: Time </p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 10 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Permanent <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 1 cubic foot/level <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>With this spell, the caster can cause an amount of nonliving, nonmagical matter to age

dramatically. Matter can be aged up to 20 years per level of the caster. The following

table gives typical results of 100 years of aging for various objects, arranged in order of

descending severity:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Object<span

style='mso-tab-count:2'> </span>Result of Aging</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>diamond<span style='mso-tab-count:2'> </span>none</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>silver<span style='mso-tab-count:2'> </span>becomes tarnished</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>masonry<span style='mso-tab-count:2'> </span>cracks and weakens</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>iron<span style='mso-tab-count:2'> </span>rusts and corrodes</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>parchment<span style='mso-tab-count:2'> </span>cracks, turns brittle</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span><span style='mso-spacerun:yes'> </span>wood<span

style='mso-tab-count:2'> </span>rots, crumbles, turns to sawdust</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The caster controls the extent of the aging; thus, he could age a book so its pages

become yellowed and brittle but stop short of causing the book to crumble to dust. As a

guideline, each additional 100 years of aging causes an increasingly severe reaction.

Thus, after 200 years, parchment might become little more than powder, while iron might

begin to flake away at a touch.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Many items (especially gems) show little reaction to age. The DM must adjudicate all

effects.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are a flask of seawater and a piece of coal.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The reverse of this spell, youthful object, returns an object ravaged by the effects of

time to its original condition; thus, rusty iron becomes strong and shiny, crumbled

masonry becomes firm, and rotten wood becomes solid. The age of matter can be reduced

by 20 years per level of the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components for youthful object are a piece of eggshell and a hair from

the head of a human or humanoid infant.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Barrier of Retention</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Sphere: Wards </p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: Special <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: 10'-cube/level<span style='mso-tab-count:

2'> </span>Saving Throw: negates </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell creates a one-way invisible force field around the area of effect. The spell

creates one 10' x 10' x 10' cube for every level of the caster. These can be arranged into

any rectangular shape the caster desires</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Intruders entering the protected area suffer no ill effects, but the barrier of retention

prevents them from leaving. The spell affects all creatures who fail a saving throw vs.

spell. The caster can pass in and out of the barrier freely.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Intruders trapped by the barrier of retention can cast spells out of the barrier and can

use spells such as teleport to escape the protected area. Objects cannot be hurled out of

the barrier but can be carried out by an escaping creature. Dispel magic and similar spells

negate the barrier.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a small cage made of silver wire. The caster must walk

around the perimeter of the area of effect when casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Blessed Abundance</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration) </p>

<p class=MsoPlainText>Sphere: Creation</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Permanent <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 1 cubic foot/level <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell allows a priest to duplicate a specified amount of animal or vegetable

matter. Magical items and minerals (including rocks, metals, and gemstones) cannot be

duplicated. Although organic materials (such as food or living plants) can be duplicated,

living creatures cannot be copied by this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The caster can create 1 cubic foot of material per his experience level. The material to

be duplicated must be equal to or less than 1 cubic foot in size or volume. For example, a

9th-level priest can create up to 9 cubic feet of animal or vegetable matter. Using a loaf of

bread 1 cubic foot in size, he can produce nine such loaves; using a bucket of apples

totaling 1 cubic foot in volume, he can create nine such buckets.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is the priest's holy symbol.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Champion's Strength</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Law</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 2 </p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Champion's strength bestows one member of a group with attack and damage

bonuses from the rest of the group. The recipient of the spell can then fight as the group's

champion.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell draws bonuses from one person for every two levels of the priest. All

characters involved must be within a 30'-radius of the priest. At the time of casting, the

priest designates the recipient of the spell and the contributors. All characters who

contribute to the spell must do so willingly.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When the spell is completed, the designated character (the group's champion) gains

any non-magical bonuses to THAC0 and damage possessed by the characters who

contributed to the spell. Characters without bonuses or with combat penalties could

conceivably be included in the spell; such characters count against the maximum number

of creatures that can be affected. Penalties are likewise applied to the champion;

contributors to this spell must be chosen carefully.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The bonuses gained through this spell are added to the character's own bonuses (if

any). The champion channels the energy of others through himself, improving his

fighting ability.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The champion must be in the line of sight and within 30 feet of the characters aiding

him. Characters who contribute their bonuses must concentrate on the champion for the

duration of the spell. If this concentration is broken (by moving more than 10 feet per

round, fighting, being struck, or losing sight of the champion), that character's

contribution is immediately lost.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell expires when the last character contributing power to the champion ceases

concentration.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A champion may benefit from only one champion's strength spell at one time.

Contributors can aid only one champion at one time.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a chain of five gold links worth at least 1,000 gp.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Chaotic Commands</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Chaos</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 3 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Chaotic commands renders a creature immune to magical commands. Taunt, forget,

suggestion, domination, geas, demand, succor, command, enthrall, quest, exaction, and

other spells that place a direct verbal command upon a single individual automatically

fail.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In addition, anyone casting one of these spells on a creature protected by chaotic

commands must save vs. spell. Failure means that the caster must obey his own magic;

the spell's effect has backfired on the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a piece of eelskin.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Clear Path</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) Reversible </p>

<p class=MsoPlainText>Sphere: Travelers</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hour/level <span style='mso-tab-count:2'>

</span>Casting Time: 5 </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell clears away weeds, stones, and other debris in a 10-foot-wide path

extending 10 feet in front of the caster. The caster can create a continuous path for the

duration of the spell, clearing a 10-foot-square ahead of him as long as he continues to

move forward. The spell affects jungles, forests, rocky ground, and snow.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The result of the cleared path is that movement costs are reduced by half. This is

reflected in a reduction of the penalty against movement in rough terrain. (See Table 74

of the Dungeon Master's Guide for terrain costs for movement.) For example, if clear

path is used in heavy jungle, the movement cost is reduced from 8 to 4. In no case can

clear path reduce movement cost below 1.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Clear path has no effect on rivers, lakes, or other bodies of water, nor does it affect

quicksand, lava, or similar natural obstacles. It also has no effect on magically-created

terrain or manmade barricades.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A priest using the clear path spell can be tracked easily. Tracking proficiency is not

required.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are a knife blade and a straw from a broom.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The reverse, clutter path, causes weeds, small stones, and similar debris to litter a 10-

foot path extending 10 feet behind the caster. This hides a trail, making tracking more

difficult. The caster can create a continuous path for the duration of the spell. The chance

to successfully track on a cluttered path is reduced by 50%.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are a handful of pebbles and a handful of weeds.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Cloud of Purification</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Evocation) </p>

<p class=MsoPlainText>Sphere: Elemental Air, Water</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 30 yards <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 round/level <span style='mso-tab-count:2'>

</span>Casting Time: 5 </p>

<p class=MsoPlainText>Area of Effect: 20-foot cube<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell creates a billowy cloud of magical vapors that moves in the direction of the

prevailing wind at a rate of 20 feet per round. A strong wind (greater than 15 miles per

hour) breaks it up in 4 rounds, and a greater wind (25 MPH or more) prevents the use of

the spell. Thick vegetation disperses the cloud in 2 rounds.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The cloud of purification transmutes organic filth, garbage, and vermin (mice, rats,

rot grubs, and so on) into an equal quantity of pure water. For example, a nest of rot

grubs caught in the cloud would "melt," becoming small puddles of clean water. If the

spell is cast over a body of water, the cloud merges with a portion of the water equal to its

own size, transmuting any filth, microbes, small fish, or other "impurities" into clean

water.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The cloud's vapors are heavier than air, so they sink to the lowest level of the land

(even down holes in the ground). Thus, this spell is perfect for cleansing a sewer or well.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell in no way affects magical creatures or creatures larger than a normal rat.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Consequence</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination) </p>

<p class=MsoPlainText>Sphere: Numbers, Divination</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell allows the priest to determine how one recent event fits into the "grand

scheme." By casting this spell, the priest can determine whether the sequence or situation

that gave rise to the specific event is complete or whether it is ongoing; whether it was a

significant or insignificant event in the larger picture; or whether it will continue to have

repercussions for the participants.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Using his knowledge of circumstances, the DM communicates these facts to the

caster's player. This "arcane message" is normally straightforward and easy to

understand, but in the case of highly complex circumstances, the message might be

cryptic. In any case, the message will always be truthful.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>As an example, consider a priest and his party who are on a holy quest to retrieve an

item of power. On the way to the location of this item, the party is ambushed by evil

creatures from the Inner Planes but manages to defeat them. Concerned that these

creatures might be outlying guards protecting the item of interest, the priest casts

consequence, hoping for guidance. The DM knows that these creatures have nothing to

do with the quest; the encounter was coincidental. However, the surviving monsters will

soon be returning with reinforcements to avenge their dead. Therefore, the DM tells the

priest's player, "To your goals these have no place, but still they can cause more woe."</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Casting this spell "taints" subsequent castings of the same spell within a 24-hour

span. A second attempt within this period always results in the same message as the first,

regardless of the true situation. If a second priest casts the spell within 24 hours of

another casting, he receives an accurate reading.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is three special coins or dice made of platinum (total value of

at least 1,000 gp), which the priest tosses in his hand while concentrating on the spell.

The coins or dice are not consumed in the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Disguise - Priest</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Illusion/Phantasm) </p>

<p class=MsoPlainText>Sphere: War</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 200 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/3 levels <span style='mso-tab-count:2'>

</span>Casting Time: 2 turns </p>

<p class=MsoPlainText>Area of Effect: One unit up to 300 individuals <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell changes the appearance of a single unit so it resembles another unit. The

disguise can cause the affected creatures to appear to be of another class, nationality,

rank, race, alignment, or military affiliation (i.e., a unit from one army may appear

wearing the armor and carrying the colors of another army). Disguise cannot change the

size category of the unit's members. Thus, a unit of humans may appear to be a unit of

elves, but may not appear as a unit of giants or halflings. The spell does not affect the size

of the overall unit; a unit of 50 creatures will still appear to be a unit of 50 creatures.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The disguised unit may appear to be carrying any melee or personal missile weapons

(e.g., axes, long swords, crossbows, etc.), and may appear to be wearing any type of

armor. In combat, however, the unit attacks and defends with its real weapons and armor

regardless of the gear they may appear to be carrying.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Disguise is most effective at long range. If another unit moves within 20 yards of a

disguised unit, it automatically sees through the illusion.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The caster automatically sees through the illusion. Members of the subject unit see no

change in their appearance. True seeing or similar magic is required for other individuals

to see through the disguise (unless they move within 20 yards of the unit).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are a fine silk veil and a length of woven platinum wire.

The wire is consumed during the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Easy March</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Invocation) </p>

<p class=MsoPlainText>Sphere: Travelers</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 50 feet <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 day/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: 1 creature/level <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell enables a number of creatures equal to the caster's level to force march for

a number of days equal to the caster's level. Creatures affected by easy march can travel 2

times their normal movement rate without any risk of fatigue; thus, they are not

required to make a Constitution check at the end of the day.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>All creatures affected by this spell suffer a -1 penalty to their attack rolls for the

duration of the spell; this modifier is not cumulative (that is, a party experiencing its

second day of easy march suffers only a -1 penalty). The modifier cannot be negated by

resting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Easy march has no effect on modifiers to movement due to terrain, fatigue, weather,

or other normal factors. (Refer to Chapter 14 of the Player's Handbook for more about

force marching.)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a piece of shoe leather.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Elemental Forbiddance</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Sphere: Wards, Elemental--Air, Earth, Fire, Water</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: Special <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: 5'-cube/level <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell prevents the entry of all elementals into the area of effect. Further,

elementals outside the area of effect cannot make physical attacks against those inside.

Spells and missile attacks can be cast into the area by elementals.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell affects a cube whose sides equal the caster's level times 5 feet (a 12th-level

priest could affect an area equal to a 60' x 60'x 60' cube).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Elemental forbiddance has no effect on elementals that are within the area of effect

when the spell is cast. If such elementals leave the area of effect, they cannot reenter.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are the priest's holy symbol and four glass beads, each of a

different color (green, blue, red, and yellow). The priest must pace out the perimeter of

the warded area at the time of casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Extradimensional Manipulation</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Numbers</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 10 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 2d12 rounds+4 rounds/level <span style='mso-tab-count:2'>

</span>Casting Time: 5 </p>

<p class=MsoPlainText>Area of Effect: One extradimensional space up to 20 feet x 20 feet <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell allows the priest to alter the characteristics of certain extradimensional

spaces such as those created by rope trick and similar spells or those contained in items

like bags of holding or portable holes.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Extradimensional manipulation can increase or reduce the size of a single

extradimensional space. The amount of increase or decrease depends on the level of the

caster:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Level<span

style='mso-tab-count:2'> </span>Multiplier</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Up to 10<span style='mso-tab-count:2'> </span>x2</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>11 to 16<span style='mso-tab-count:2'> </span>x3</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>17 or above<span style='mso-tab-count:2'> </span>x4</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This means that a 10th-level priest can double the capacity of a bag of holding or

decrease it to half its normal size. A 15th-level priest can triple the capacity or reduce it

to one-third capacity.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the size and capacity of an extradimensional space is decreased, any contents of the

space that exceed the current capacity are expelled (determined randomly). These

contents are expelled from the space in the same way they originally entered it, if that

path is still open. If the path is closed, as it would be if a bag of holding were tied shut or

a portable hole were folded up, the "extra" contents are expelled into the Astral plane.

Any items in an enlarged space when the spell duration expires suffer the same fate.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Placing an extradimensional space inside another such space, such as placing a bag of

holding inside a portable hole (see the Dungeon Master's Guide), is a dangerous

undertaking. Extradimensional manipulation may be cast for the purpose of removing

this danger. When used in this manner, the size of the space cannot be affected. However,

while this version is in effect, the affected extradimensional space can be placed within

another such space (or another extradimensional space may be placed within the affected

space) with no adverse consequences. If one space is within the other when the spell

expires, the usual consequences ensue immediately.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the space to be affected is being maintained by a spellcaster, as in the case of a rope

trick, that spellcaster receives a saving throw to resist the manipulation. If the space is

created by a magical item, however, no saving throw is allowed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a strip of gold tissue worth at least 5 gp that is twisted into

a Moebius strip. The strip is consumed in the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Extradimensional Pocket</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Numbers</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1d12 rounds+2 turns/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell allows the priest to create a single extradimensional space or pocket like

the one inside a bag of holding. The spell must be cast on a container such as a sack, bag,

or backpack. Once under the influence of the spell, the container opens into a

nondimensional space and is much larger inside than its outside dimensions. The

container always weighs a fixed amount, regardless of what is put inside. This weight and

the capacity of the extradimensional space depend on the level of the caster:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Level Apparent Weight Weight Cap. Volume Cap.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>9-13 15 lbs 250 lbs 30 cu.ft.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>14-16 25 lbs 500 lbs 70 cu.ft.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>17-19 35 lbs 750 lbs 100 cu.ft.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>20+ 60 lbs 1,000 lbs 150 cu.ft.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the container is overloaded or if it is pierced by a sharp object, the bag immediately

ruptures and the contents are lost into the Astral plane. Any items within the bag when

the spell duration ends are also lost in the Astral plane.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components, in addition to the container, are 200 gp worth of powdered

diamond and a sheet of platinum worth 500 gp. The platinum sheet must be inscribed

with a drawing of a Klein bottle (a paradoxical figure with only one surface--the threedimensional

analogue of the Moebius strip). The diamond dust is consumed during the

casting--the platinum sheet is not.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Grounding</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Sphere: Wards</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 30 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: 10-yard square/priest<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Grounding offers protection against normal and magical electrical attacks within the

area of effect. The protected area and creatures within it suffer no damage from normal

electrical attacks (such as those caused by lightning bolts in a thunderstorm and

nonmagical creatures such as electric eels). Magical electrical attacks (including lightning

bolt breath weapons) cause only 50% of their normal damage. Additionally, creatures

within the area of effect receive a +2 bonus to saving throws made against electrical

attacks, regardless of whether the attacks originate inside or outside the warded area.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are the priest's holy symbol and a coil of silver wire.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Illusory Artillery</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: War</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 300 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: 30 yard x 30 yard square <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell creates a vivid illusion of incoming artillery fire (ballista bolts, catapult

stones, etc.) at a target indicated by the caster. The illusion is complete, comprising both

audial and visual elements. It is impossible for victims to determine where the missiles

were fired from; creatures under attack notice the missiles only when they are about to

strike.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The missiles never actually strike--they vanish inches above the victims' heads and do

no damage. The illusion is so terrifying, however, that victims must immediately make a

morale check. The first time a group or unit is the target of this spell, this morale check is

made with no modifier. The second and subsequent times that the same unit is attacked

with this spell, the unit receives a +1 bonus to its morale score (for checks against this

effect only) unless the unit has been the target of real artillery fire in the interim. In this

case, the bonus does not apply.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a small, empty cylinder made of brass.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Impeding Permission</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Law</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 150 yards <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 3 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: Neg. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell may be cast only on creatures with Intelligence of 2 or greater and the

ability to communicate with the caster. The spell interferes with the victim's ability to

make decisions. It prevents the victim from performing any action without first gaining

the permission of the caster or a character designated by the caster. The victim will heed

only the person designated by the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Before the victim undertakes any action, he must gain permission. He will not follow

through with an action until he gains permission. If permission is denied, the victim

cannot act until he thinks of an alternate action and gains permission for that action.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Every round, the victim must decide his action for that round; at the victim's

initiative, he must ask permission to perform his action. If permission is denied, the

victim can take no other action that round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The only actions exempt from the need for permission are involuntary actions such as

breathing.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Asking and gaining permission takes only a short amount of time in most cases. A

simple request, such as asking for permission to swing a sword in the middle of combat,

can be accomplished quickly. Complicated requests, such as getting permission to act on

a complicated plan, will naturally take more time. The DM may consider adding a

modifier to the victim's initiative roll in such cases.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Meld</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment) </p>

<p class=MsoPlainText>Sphere: Charm</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 10 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 12 hours <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: One priest <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This cooperative spell requires only one priest to cast it, but can be cast only on

another priest of the same faith. The recipient of the spell must voluntarily surrender

himself to the spell. The recipient becomes a host for the caster. While the recipient does

not lose his own persona or ability to act, the host can be dominated by the caster at any

time. For the most part, this domination is complete.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>For the duration of the spell, the caster is essentially detached from his own body. He

can neither move nor act on his own. His mind is connected to the host's. He sees, hears,

smells, tastes, and otherwise senses everything the host does. He can telepathically

communicate with the host. Once the spell is completed, there is no limit to the range

over which it can function. However, both the caster and host must remain on the same

plane. Since the spell relies on telepathic communication, thin lead sheeting will

effectively block the connection.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When desired, the caster can dominate the host. When this happens, the host's own

mind is pushed to the background and the caster's personality dominates. The host's

personality, memories, proficiencies, and spells are temporarily replaced by those of the

caster. While occupying the host, the caster can cast any spell he himself has memorized,

provided that the necessary components are on hand. These spells function exactly as if

the priest had cast them from his own body.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The caster can return control to the host at any time, restoring the character's abilities

and personality without harm.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell is not without limitations and risks. The domination must be voluntary. If

the host resists the casting of the spell, it automatically fails. Once the spell is in effect,

the host can attempt to resist the domination. He is then allowed a saving throw. If

successful, the spell immediately ends.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Whenever the host suffers damage, the caster must make a saving throw vs. death to

maintain the spell. If the save is failed, a wave of pain is transmitted to the priest, causing

1d6 points of damage and canceling the spell. If the host should die, the caster must make

a system shock roll with the risk of suffering instant death.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a chalice worth no less than 1,000 gp. This chalice must

be given as a gift to the host (who cannot return it to the donor for any reason).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Memory Wrack</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration, Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Thought</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 10 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 2 rounds/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: Neg. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This nasty spell "disconnects" the subject's short-term and long-term memory. While

the spell is in effect, the subject is incapable of storing information in long-term memory.

Every moment is virtually an independent event for the subject; he or she can remember

recent events, thoughts, and sensations for no more than a few seconds (the amount of

time they remain in short-term memory).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Memories of events that happened before the onset of the spell are not affected at all;

these are safely stored in long-term memory. This means that the subject can cast any

spells memorized before the memory wrack took effect, but he is likely to have difficulty

casting the spell as described below.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The subject of this spell has a limited ability to act. He is restricted to one action at a

time and must concentrate mightily to keep the situation and any planned actions in shortterm

memory. As long as the subject is able to maintain concentration, he may act

normally within these limits.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the subject is distracted (he is struck in combat, affected by a spell, startled,

surprised, or a similar event occurs), he forgets everything that occurred from the onset of

the spell to the moment of distraction. The subject must re-evaluate the situation as if it

had just come to pass.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Consider the following example. The subject of the spell is a soldier assigned to

guard the entrance to a building. The priest arrives and casts memory wrack on the guard.

The guard has no problem remembering his orders, since he received them before the

onset of the spell. He also remembers the arrival of the priest. The priest now tries to

convince the guard that he is authorized to enter the building. The guard refuses him

entry. The priest now picks up a rock and throws it at the guard, striking him and

distracting him. The guard forgets everything that happened between the onset of the

spell and the moment the rock struck. He forgets that the priest has already tried to con

him and that he threw a rock at him. He must reevaluate the situation as though the priest

had just arrived. The priest is free to make another attempt at entering the building.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When the spell expires, the subject remembers nothing that happened while the spell

was in effect, possibly leading to amusing consequences ("By the gods, how did I get

here?").</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a ruby of at least 200 gp value, which is crushed during

the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Mindshatter</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Thought</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 3 yards/level <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: Neg. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell allows the priest to create one specific form of insanity in the subject. Five

forms of insanity are possible through this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Schizophrenia: This form of insanity is characterized by personality loss. The subject

has no personality of his own, so he selects a role model and makes every possible

attempt to behave like that character. The chosen role model will be as different from the

subject as possible. (Thus, an insane wizard might begin to follow the habits of a

warrior.) Obviously, a warrior who believes himself to be a wizard will be unable to cast

spells (he might think that he's casting spells, or he might construct a sophisticated series

of excuses explaining why he's "not in the mood for magic" at the moment). A character

who emulates a member of another class does not gain any of the skills of that class and

makes all attacks and saving throws as appropriate to his true class. Certain consequences

might arise if the character's emulation causes him to break restrictions of his class. For

example, a priest emulating a warrior might break his deity's prohibition against edged

weapons, or a paladin might emulate a Neutral Evil thief. Both will suffer the appropriate

consequences as if they had been compelled to violate their beliefs while charmed. Such

characters will certainly have to atone for their actions once they return to normal.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Dementia praecox: The subject is totally uninterested in any undertaking. Nothing

seems worthwhile, and the individual is lethargic and filled with tremendous feelings of

boredom and dissatisfaction. No matter how important the situation, it is 50% likely that

the subject will ignore it as meaningless.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Delusional insanity: The subject is convinced that he is a famous figure: a monarch,

demi-god, or similar personage. Characters who fail to recognize the subject with the

honor he deserves incur great hostility or disbelief. The subject acts appropriately to a

station that he does not hold. He directs orders at real and imaginary creatures and draws

upon resources that do not exist.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Paranoia: The subject is convinced that "they" (whoever they are) are spying on him

and plotting against him. Everyone around the subject, even friends and allies, is part of

the plot. If any other character acts in a way that the subject can interpret as reinforcing

this delusion, the subject has a 20% chance of reacting with violence.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Hallucinatory insanity: The subject sees, hears, and otherwise senses things that do

not exist. The more stressful the situation is to the subject, the more likely he will

hallucinate. Although most hallucinations are external to the subject (that is, he perceives

creatures, objects, and conditions that do not exist), there is a 10% chance that any

hallucination will involve the subject's self-perception. For example, the subject might

suddenly believe and act as if he had sprouted wings, grown to giant size, etc.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When this spell is cast by a priest of 13th level or lower, the DM chooses or randomly

selects one of these forms of insanity (and should feel free to invent other interesting

symptoms). If the priest is 14th level or higher, he can personally select the form of

insanity to afflict the subject.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>While under the effect of this spell, the subject can cast spells and use innate powers;

the use of these abilities will be in accordance with the symptoms of the insanity,

however. Player characters affected by this spell should be encouraged to role-play the

appropriate effects to the limit.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The duration of this spell depends on the sum of the subject's Intelligence and

Wisdom scores. A saving throw is allowed on a periodic basis depending on this total.

The spell is broken if a successful saving throw is rolled. Refer to the table that follows.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Int+Wis<span

style='mso-tab-count:2'> </span>Time Between Checks</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>8 or less<span style='mso-tab-count:2'> </span>1 month</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>9 to 18<span style='mso-tab-count:2'> </span>3 weeks</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>19 to 24<span style='mso-tab-count:2'> </span>2 weeks</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>25 to 30<span style='mso-tab-count:2'> </span>1 week</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>31 to 35<span style='mso-tab-count:2'> </span>3 days</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span><span style='mso-spacerun:yes'> </span>36 or more<span

style='mso-tab-count:2'> </span>1 day</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The effects of this spell can be removed by a limited wish, wish (or equally powerful

magic), or by a heal spell cast for this specific purpose.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a small bust of a human head, about 3" in height, made

from fine, delicate china. The priest shatters this bust during the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Repeat Action</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Time</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 30 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 5 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: Neg. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell compels its victim to repeat the action of the previous round. The result of

the repetition is always identical to the original result.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>For example, if a character fired an arrow and inflicted 4 points of damage, a repeat

action spell will cause him to fire a second arrow that will also inflict 4 points of damage.

As long as the victim of the first arrow is within range, the subject affected by repeat

action will adjust his aim and fire the second arrow at him. If the victim of the arrow

moves out of range, the subject will fire his second arrow in the direction of the recipient.

If the recipient is out of sight, the subject will fire in the direction of the recipient's

original location.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The subject of a repeat action spell must be capable of performing the indicated

action a second time. If a character has no arrows in his quiver, he cannot fire an arrow. If

a wizard were ordered to repeat a spell, he would attempt the spell only if he had the spell

memorized and had sufficient material components. If a subject discovered a gem during

a given round, repeat action will only compel him to hunt again; he will not recover

another gem unless a second gem is actually present.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>An unwilling subject is allowed a saving throw vs. spell to resist the effects of repeat

action.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are two identical glass spheres, each an inch or less in

diameter.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Shrieking Walls</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment) </p>

<p class=MsoPlainText>Sphere: Wards</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 day/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: 20'-cube<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell enchants any single room no larger than the area of effect. When any

creature larger than a normal rat (larger than one-half cubic foot or weighing more than

three pounds) enters the room, shrill shrieks begin to emanate from the walls. The shrieks

persist for 2-5 (1d4+1) rounds. The walls do not undergo any physical change.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The shrieks can be heard only by creatures inside the room. Creatures hearing the

shrieks experience no ill effects on the first round, allowing them time to leave the room

or cover their ears. Silence, 15' radius protects against the effects.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Creatures who remain in the room during the second or subsequent rounds of the

shrieks who have not protected their hearing are penalized as follows:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Creatures whose levels or Hit Dice are greater than the level of the caster are stunned

for 2-8 (2d4) rounds.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Creatures whose levels or Hit Dice are less than or equal to the level of the caster

become deaf for 1-4 hours, suffering a -1 penalty to surprise; deafened spellcasters have a

20% chance of miscasting any spell with a verbal component.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are a small golden bell and a bee's wing.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Thoughtwave</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination) </p>

<p class=MsoPlainText>Sphere: Divination</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 1 </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This cooperative spell can be cast by either a single priest or a group of priests.

Thoughtwave allows the priest to send a short but powerful message to one or more

specific individuals, informing them of his situation and general location. The spell

instantly generates a powerful mental impulse indicative of the caster's general mental

state--anger, fear, pain, despair, etc.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The caster can designate as many as ten persons to receive this message, provided

they can all be specifically named or grouped in a general category. Thus, the caster

could designate a group of characters by name or could target "fellow priests,"

"superiors," "adventuring companions," "knights of Lord Harcourt," or "villagers of

Dopp." If more than ten individuals are in the group, those closest to the source will

receive the impulse.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>There is no range limitation to the spell, although it cannot be projected outside the

plane occupied by the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Creatures receiving the impulse automatically know who sent it (even if they have

never met the priest before) and gain a clear indication of the mood and situation of the

caster. Recipients also intuitively know the general source of the spell, although they are

unable to pinpoint rooms, dungeon levels, or landmarks. For example, a fighter could

suddenly be struck by an image of Father Rastibon, who is injured and in great pain

somewhere along the forest road. A priest might suddenly sense that his patriarch is being

tortured in the dungeons of Castle Varrack.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell can also be cast by more than one priest, allowing them to either contact

greater numbers of individuals or increase the intensity of the message. If greater

numbers are desired, ten characters are contacted per priest involved in the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Increasing the intensity of the message makes it more compelling. Doubling the

intensity (requiring at least three priests) causes the message to act as a suggestion. In this

case, the effect is limited to a single target. Tripling the intensity (requiring at least five

priests) gives the spell the force of a quest. This effect is also limited to a single target. In

both cases, the target is allowed a saving throw to avoid the effect of the suggestion or

quest.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Time Pool</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination) </p>

<p class=MsoPlainText>Sphere: Time</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell allows the caster to cause a mirror, a pool of water, or any other reflective

surface to reveal a specific event from the past. The image provides a perfectly clear

picture with normal sounds, as if the caster were present at the scene. The image

continues for the duration of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Time pool will not reveal images from other planes of existence.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell's success is not automatic. The caster must know the general nature of the

event he wishes to view (i.e., "Show me the murder of King Thamak"). The caster's base

chance of viewing the desired scene is 50%, modified as follows, to a maximum of 90%:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Add 5% for each point of the caster's Wisdom above 15.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Add 20% if the caster has successfully used time pool to observe the same event

before.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Only one of the following may apply:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Add 20% if the event is one in which the caster participated.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Add 10% if the caster is well informed about the event.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Add 5% if the caster is slightly informed about the event.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The caster cannot communicate or otherwise interact with the image. Spells cannot be

cast into the time pool.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are a suitable reflective surface and a pinch of powdered

quartz.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Unceasing Vigilance of the Holy Sentinel</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Guardian</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hour/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: 5-foot-radius sphere <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell enhances a priest's ability to guard a person, place, or object. The spell's

effect must be centered on a specific area, for it creates an invisible spherical boundary

up to 10 feet in diameter. The effect is not mobile; it cannot move with a living creature.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>While within the area of effect of this spell, the priest (and only the priest) gains

several special abilities:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>His sense of sight is magically enhanced. He can see through normal darkness and

can see invisible creatures and objects. He cannot see through solid objects, however, and

the range of his magical sight is limited to 60 feet.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The priest has no need for food, water, or rest. He does not feel fatigue and

regenerates 1 hit point per hour spent within the circle. However, he does not actually rest

and therefore cannot regain spells until he sleeps.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>He is totally immune to the effects of magical and natural fear, as well as sleep and

charm spells.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the priest leaves the circle, the spell is broken. When the spell ends, the priest must

rest for 1 turn per hour (or portion thereof) spent in the circle. If the priest is forced into

action (by being attacked, for example), he can move at only half his normal movement

rate, has an Armor Class penalty of -2, an attack penalty of -2, and loses all Dexterity

combat bonuses.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>To cast this spell, the priest must trace a circle of sigils and runes 10 feet in diameter

using a special ink containing the powder of a crushed sapphire (at least 1,000 gp value)

and a drop of holy water. This procedure takes 1 turn to complete.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Undead Ward</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration, Necromancy) </p>

<p class=MsoPlainText>Sphere: Wards</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: Special <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 2 turns </p>

<p class=MsoPlainText>Area of Effect: 5-foot cube/level <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell prevents most types of undead creatures from entering the area of effect (a

cube whose sides equal the caster's level times 5 feet--a 15th-level caster could affect a

cube whose sides equal 75 feet).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When an undead creature attempts to enter the protected area, the creature is affected

by the ward as if it were being turned by a priest two levels lower than the caster. The

casting priest need not have the ability to turn undead himself. Thus, an undead ward

created by a 10th-level priest would turn creatures as if by an 8th-level priest.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The results of the turning attempt are calculated normally. If a large number of

undead assault the warded area, not all of them are turned by the spell, since the normal

limitations apply. Undead who are unaffected by the turning attempt ignore the undead

ward for its duration. Undead within the area of effect when the spell is cast are not

affected. However, when such undead leave the area of effect, they are subject to the

effects of the spell if they attempt to reenter.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is the priest's holy symbol, which must be carried around the

perimeter of the area to be warded.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Age Creature</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) Reversible </p>

<p class=MsoPlainText>Sphere: Time</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Permanent <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: Neg. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell ages the targeted creature one year per level of the caster. Unwilling

subjects may attempt a saving throw to resist the spell. Subjects affected by age creature

must make a successful system shock roll to survive the change.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Subjects cannot be aged beyond their natural life spans. If the priest's level indicates

that a creature would be aged beyond this level, the creature is aged to one year short of

his maximum age. The spell cannot cause a subject to die.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Human and humanoid characters affected by the spell experience changes in

appearance associated with increased age, such as gray hair and wrinkles. More

significantly, they suffer losses in Strength, Dexterity, and Constitution when they reach

certain age levels. These are summarized in Table 12: Aging Effects in the Player's

Handbook. The Player's Handbook also provides rules for determining a character's base

age.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Nonmagical monsters can be affected by age creature. The DM determines a

monster's current age and natural life span based on its description in the MONSTROUS

COMPENDIUM or based on his own judgment. To determine the effects of aging on a

monster, assume the following: a monster is middle-aged when it reaches half its natural

life span; a monster reaches old age at two-thirds of its natural life span; a monster

reaches venerable age in the last one-sixth of its years. A monster suffers the penalties

which follow when it reaches these age levels. The penalties are cumulative and

permanent (unless the affected monster becomes younger).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Age<span

style='mso-tab-count:2'> </span>Penalty</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Middle Age<span style='mso-tab-count:2'> </span>-1 to all saving throws</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Old Age<span style='mso-tab-count:2'> </span>-1 to all saving throws, -1 to all attack rolls</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Venerable<span style='mso-tab-count:2'> </span>-1 to all saving throws, -1 to all attack rolls</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a pinch of powdered emerald.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The reverse of this spell, restore youth, permanently restores age that has been lost as

a result of magic (such as an age creature spell). Restore youth reduces the age of the

targeted creature by one year per level of the caster. The subject must make a successful

system shock roll to survive the change. Subjects who become younger regain the lost

ability scores described above. A subject cannot become younger than his actual age as a

result of this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a pinch of powdered ruby.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Crushing Walls</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment) </p>

<p class=MsoPlainText>Sphere: Wards</p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Permanent until activated <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell enables the caster to enchant a floor, ceiling, or single wall of a room to

crush intruders. The enchanted surface can be no larger than a square whose sides equal

the caster's level times 2 feet (a 13th-level priest could affect a 26' x 26' surface).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell activates 1d4 rounds after any creature other than the caster enters the room.

The intruder must be larger than a normal rat (larger than one-half cubic foot or weighing

more than three pounds). When activated, the enchanted surface moves toward the

opposite surface at a rate of 3 feet per round. Unless the spell is canceled by the caster,

the enchanted surface continues to move until one of the following events occurs:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A creature with sufficient Strength (minimum score of 19) stops the enchanted

surface from moving by succeeding a Strength check. Such a creature suffers no damage

from the enchanted surface. If the creature prevents the enchanted surface from moving

for three consecutive rounds, the wall returns to its original position and the spell is

negated. If multiple creatures attempt to stop the wall, the highest strength score is used

as a base score; one point is added to that score for every creature assisting. Thus, a

creature with 16 Strength assisted by three creatures could attempt to stop the wall.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A strong or heavy object made of stone, wood, or metal is placed in the path of the

wall. If the item survives a saving throw vs. crushing blow, the object successfully

braces the wall. If the object holds for three consecutive rounds, the surface returns to its

original position and the spell is negated. The DM must use discretion in determining the

types of objects that will brace the wall.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Dispel magic or a similar spell or magical item is used to cancel the crushing wall.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Creatures can avoid being crushed by using a potion of diminution, potion of gaseous

form, or other devices or spells that reduce size. The crushing wall almost never touches

the opposite wall, usually being stopped by debris. A gap of two inches or more usually

remains between the walls.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the wall is not stopped, it causes crushing damage to everyone in the room. All

creatures must make a saving throw vs. death. Those who fail are crushed to death. Those

who save successfully suffer 5d10 points of damage. When the wall can move no farther,

it returns to its original position and the spell is negated.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are a 1-inch iron cube and a walnut shell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Disbelief</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Thought </p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 round/level <span style='mso-tab-count:2'>

</span>Casting Time: 5 </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell allows the caster to temporarily convince himself that certain objects or as

many as four creatures within the area of effect do not actually exist. While disbelief

remains in effect, these objects or creatures cannot harm or hinder the caster. He can pass

through them as if they did not exist and takes no damage from their attacks or actions.

However, since these objects or creatures temporarily do not exist for the priest, he can

take no action against them. If the creatures attack, the caster receives no Dexterity bonus

to armor class (since this bonus represents dodging, and the priest is unable to dodge a

creature that does not exist for him).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The caster can attempt to disbelieve as many as four creatures within 60 feet of his

position at the time of casting. He disbelieves the same four creatures for the duration of

the spell. Alternatively, the priest can disbelieve any or all inanimate objects of up to 20-

cubic-yard volume (thus, he may disbelieve a 12 foot by 15 foot area of 3-foot-thick

wall). This volume must be centered on a point no more than 20 yards from the caster.

These two options are mutually exclusive; the priest can disbelieve only creatures or

objects, not a combination of both.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Disbelieving a creature includes all gear, equipment, or treasure carried or worn by

that creature; it does not include other objects that come into contact with that creature,

such as walls, doors, chairs, etc.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Disbelief is not automatic; it requires an extreme effort. To successfully disbelieve, the

priest must make a saving throw vs. paralyzation. A successful save means the priest has

disbelieved; an unsuccessful check means that the spell has failed and the priest has not

convinced himself of the creatures' or objects' non-existence.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>While this spell is in effect, the DM must record any damage suffered by the priest

from disbelieved creatures. When the spell ends, the caster makes a saving throw vs.

spell. If the saving throw is successful, the priest suffers only one-eighth of any damage

inflicted by the creatures (round all fractions down); if the priest fails the saving throw,

he suffers one-half of any damage inflicted (round fractions down).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Dragonbane</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Sphere: Wards</p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 10 yards/level <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1d4 rounds+1 round/2 levels <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 5'-cube/level <span style='mso-tab-count:

2'> </span>Saving Throw: Neg. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell prevents any dragon who fails its saving throw from entering the area of

effect. The spell affects a cubic area whose sides equal the caster's level times 5 feet;

thus, a 16th-level caster could affect a cube whose sides each equal 80 feet. The dragon

can cast spells, blast breath weapon, or hurl missiles (if possible) into the area of effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Dragons within the area of effect when the spell is cast are not affected. If such

dragons leave the area of effect, they must succeed a saving throw to reenter the area.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are the priest's holy symbol and a dragon scale.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell's effectiveness can be greatly increased with the casting of a focus spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Gravity Variation</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: War</p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 10 yards/level <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/3 levels <span style='mso-tab-count:2'>

</span>Casting Time: 2 turns </p>

<p class=MsoPlainText>Area of Effect: 120-yard x 120-yard square <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell changes the characteristics of a square region of terrain. The area can be no

more than 120 yards on a side. The priest can effectively turn a flat plain into a slope of

any direction, or may flatten an existing slope. The spell does not allow the priest to alter

the pull of gravity, however.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell lets the priest create or negate a height differential of as much as 20 feet (a

2" slope in BATTLE SYSTEM rules measurements) within the area of effect. This can

have various consequences; the best way to discuss the effects is by example.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Example 1: Two units face each other on a flat plain. The priest can alter the slope of

the terrain so that one unit is 2" of elevation higher than the other. The unit that is upslope

gains the combat benefits for higher ground, and the unit that is downslope must pay the

movement cost for moving uphill if it wishes to approach the other unit.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Example 2: One unit is on flat terrain; another unit, 6" away, is on a hill of 2"

elevation. Using this spell, the priest can effectively eliminate this difference in elevation

(raising the low ground or lowering the high ground). All combat and movement

involving these two units is then conducted as if there were no elevation difference (i.e.,

no movement penalty, no combat benefit for higher ground, etc.). Alternatively, the priest

could increase the height differential by 2". Combat and movement would now be

conducted as if the total difference in elevation were 4".</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Example 3: A unit faces a hill of 3" elevation. The priest casts gravity variation,

decreasing the effective elevation of the hill to 1". The unit pays a lower movement point

cost to climb the hill. Alternatively, if the unit facing the hill were an enemy unit, the

priest could increase the effective elevation to 5".</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The priest must specify the degree and direction of change at the moment of casting.

These parameters cannot be changed while the spell remains in effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Gravity variation can have dramatic effects on siege engines and towers. Most siege

engines can be moved only on the most gentle of slopes. By raising or lowering the

effective elevation of siege engines by 2", the priest can totally immobilize them by

positioning them on a slope too steep to negotiate. In the case of siege towers, there is a

50% chance that the structures will topple over (totally destroying them).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a tiny plumb bob; the plumb line must be made of

platinum wire while the bob itself must be a gem of at least 1,000 gp value. The device is

consumed in the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>The Great Circle</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) Reversible </p>

<p class=MsoPlainText>Sphere: Sun</p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 round <span style='mso-tab-count:2'>

</span>Casting Time: 6 turns </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The great circle is a powerful cooperative spell that can be used only by four or more

priests, each casting the spell simultaneously. Because of the nature of this spell and its

casting time, it is often used to cleanse grounds in preparation for the construction of a

temple or sanctuary.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When casting the great circle, the priests stand in a circle of no more than 20-foot

diameter. Each faces inward; when the spell is completed, each priest faces outward,

directing the energy of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When the casting is complete, the spell takes the form of a radiant halo of golden

light 20 feet above the ground. This halo quickly expands in a shimmering wave. It can

pass through objects, with small arcs of the halo disappearing momentarily and

reappearing on the far side. As the halo moves, it generates a high-pitched hum that

varies in pitch, almost like a chorus. The halo moves slowly at first, but builds speed,

reaching its maximum range at the end of one round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The radius of the golden halo is dependent on the number of priests casting the spell.

Each priest adds 60 feet to the radius. Thus, four priests could generate a halo that

extends 240 feet in all directions from the circle of priests. Theoretically, there is no limit

to the number of priests who may contribute to this spell, but the need for the priests to be

within a 20-foot diameter circle sets a practical limit of 20 casters.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The halo is pure energy tapped from the Positive Material plane. It causes harm to

undead and evil beings within the area of effect. Undead creatures of 8 or fewer hit dice

are instantly destroyed and are not allowed a saving throw to avoid the effect. More

powerful undead suffer 1d8 points of damage per caster. A successful saving throw vs.

death magic reduces this damage to half. Creatures of evil alignment suffer 1d6 points of

damage per caster (a saving throw is allowed for half-damage).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The reverse of this spell, the black circle, creates a ring of shimmering black energy.

Paladins and priests of good alignment suffer 1d10 points of damage per priest in the

circle. All other good creatures suffer 1d4 points of damage per caster. Affected creatures

are allowed a saving throw vs. death magic to reduce the damage to one-half.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Group Mind</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination, Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Thought </p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 turn+1 round/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 30-yard-diameter circle<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell is a deeper and more extensive version of rapport, in that it lets the priest

communicate silently and instantly with several willing subjects. The number of subjects

(in addition to the priest) depends on the caster's level:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Level<span

style='mso-tab-count:2'> </span>Number of participants</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>13 and below<span style='mso-tab-count:2'> </span>2</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>14-16<span style='mso-tab-count:2'> </span>4</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>17<span style='mso-tab-count:2'> </span>6</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>18<span style='mso-tab-count:2'> </span>7</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>19+<span style='mso-tab-count:2'> </span>8</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>As with rapport, the spell lets the participants share thoughts, emotions, and

memories. Each participant sees, hears, and otherwise senses everything experienced by

the other, although such "vicarious" experiences feel weak and cannot be mistaken for

direct sensations. Participants can shut off these experiences at will if they find them

confusing or distracting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The participants can share such personal concepts as plans, hopes, and fears, although

they cannot communicate complex or detailed information. It is impossible to

communicate the procedure for casting a spell or picking a lock.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Communication through group mind is approximately 30 times faster than verbal

communication. The priest can maintain only one group mind spell at any time; thus, he

cannot communicate with multiple groups.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell cannot be used on unwilling subjects.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Land of Stability</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Sphere: Wards</p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 10 yards/level <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 day/level <span style='mso-tab-count:2'>

</span>Casting Time: 6 </p>

<p class=MsoPlainText>Area of Effect: 10-foot-cube/level <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Land of stability protects the area of effect and all creatures and objects within it from

the following natural disasters:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Earthquakes--vibrations do not affect the warded area and fissures will not open

beneath the warded area;</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Floods--the warded area remains dry, even if submerged;</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Windstorms--the warded area suffers no damage from strong winds and objects

cannot be blown into the warded area;</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Lava and ash eruptions--lava and ash flow around the warded area; and</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Avalanches--stones and snow will not fall on the warded area.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Land of stability offers no protection against magically-generated disasters or spells

that duplicate natural disasters. Disasters in progress in the area when the spell is cast are

not affected.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell affects a cubic area whose sides equal the caster's level times 10 feet; thus,

a 15th-level caster could affect a 150' x 150' x 150' cube.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are the priest's holy symbol and a pinch of volcanic ash.</p>

</FONT><B></body></desc></spell>

<spell><name>Legal Thoughts</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Law</p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 10 yards <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Permanent <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: Neg. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A priest casting this spell forces the victim of the spell to follow one specific law. The

priest may choose any law prevalent in the area in which the priest and the victim

currently reside. Thus, if a city has no laws about murder, the priest cannot command the

person not to kill.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The victim of the spell is forced to obey the letter of the law to the best of his ability.

Thus, if a victim were commanded not to commit murder, he would go to any length to

avoid murdering someone.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Since the essence of this spell is tied to legal (and not moral) interpretation, characters

may find loopholes that will allow them to work around the law in specific cases or to

ignore the law in light of extenuating circumstances.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When casting the spell, the priest must speak the law to the recipient in such a way

that he can hear it. The victim is allowed a saving throw vs. spell to avoid the effect. If

the save is failed, the victim will never willingly violate the stated law as long as the spell

is in effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Legal thoughts can be negated by dispel magic. The victim of this spell never

perceives anything wrong with adhering to the law, and therefore never seeks to have the

spell removed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Monster Mount</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Travelers</p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 30 yards <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 hour/level <span style='mso-tab-count:2'>

</span>Casting Time: 6 </p>

<p class=MsoPlainText>Area of Effect: 20-foot radius circle <span style='mso-tab-count:

2'> </span>Saving Throw: Neg. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell compels one or more living creatures to serve as mounts for the caster and

his companions. The spell affects up to 10 Hit Dice or levels of creatures with

Intelligence of 4 or lower. Creatures used as mounts must be of suitable size to carry at

least one rider; smaller creatures can be used as pack animals.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Each intended mount receives a saving throw vs. spell. Creatures failing their rolls

become docile and obedient, allowing riders to mount them, and moving at the speed and

direction indicated by the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>To maintain the enchantment, the caster must remain within 10 yards of one of the

affected creatures, and each affected creature must remain within 10 yards of another.

The affected creatures will do nothing for the caster other than carrying riders and gear;

they will not fight (although they will fight to defend themselves), nor will they

intentionally endanger themselves. Any overtly hostile act by the caster or a rider against

any mount breaks the enchantment for all the mounts.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When the enchantment ends or is broken, the creatures take no action for one round,

then behave as their natural instincts direct.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Physical Mirror</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Numbers</p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 30 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1d4+8 rounds <span style='mso-tab-count:2'>

</span>Casting Time: 6 </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell causes a localized folding of space. The folded space takes the form of an

invisible disk up to 20 feet in diameter. Any missile weapon or spell that intersects this

disk is instantaneously reversed in direction. Melee factors such as speed, range, and

damage are unaffected; the direction of the object or force is simply rotated through a 180

degree arc. The sender of the spell or missile finds himself the target of his own attack.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The physical mirror operates from only one direction; that is, only one side of the

mirror reflects attacks. The caster of the mirror may direct spells and missile attacks

normally through the space occupied by the mirror.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In the case of physical attacks, the attacker must roll to hit himself (without the armor

class benefits of Dexterity or shield). Spells turned back may require the caster to make a

saving throw vs. his own spell. In both of these cases, range is important. If the distance

between the initiator of the attack and the physical mirror is more than twice the range of

the attack, the attacker is safe; the attack has insufficient range to travel from the attacker

to the mirror and back again.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When the priest casts the spell, he must specify the location and orientation of the

physical mirror disk. Once it is created, the disk cannot be moved.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If two physical mirror disks touch or intersect, they destructively interact and both

immediately vanish. The resulting "ripples" in the space-time continuum are exceedingly

destructive and inflict 3d10 hit points of damage on any creature within 35 yards (a

saving throw is allowed for half-damage). This always includes the casters of the physical

mirror spells.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a tiny mirror of polished platinum, worth at least 500 gp.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Reverse Time</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Time</p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 30 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1-4 rounds <span style='mso-tab-count:2'>

</span>Casting Time: 6 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: Neg. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell is similar to the 9th-level wizard spell time stop. When reverse time is cast,

time stops within a 30-foot diameter of the subject. All creatures and items in the area of

effect stand motionless, rivers stop running, and arrows hang suspended in the air. Any

creature, person, or object entering the area of effect is likewise frozen in time. The caster

is affected if he is within the area of effect, unless he is the subject of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>An unwilling subject is allowed a saving throw vs. spell; if successful, the spell is

immediately negated. Otherwise, the victim is forced to relive all the actions taken in the

previous 1-4 rounds in reverse. Beginning with the most recent round, the subject moves

backward, arrows fired by the subject return to his bow, and so on. All effects of these

actions are negated. At the end of the spell's duration, normal time resumes and all

creatures immediately continue their activities, picking up right where they had stopped.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Consider the following example. A party is battling a spellcasting red dragon. In the

first round, the dragon breathes fire, roasting the party's wizard. The rest of the group

attacks and injures the dragon. On the second round, the dragon bites and kills the group's

thief. More damage is caused to the beast, but it is still alive in the third round, when it

uses magic missile to kill the ranger. At this point, the priest casts reverse time on the

beast. Fortunately, it fails its saving throw and is forced to reverse the last four rounds.

While everyone else freezes, the dragon goes into reverse. The magic missiles zoom back

to the dragon (and it regains the ability to cast that spell), it "unbites" the thief (removing

that damage from the character), and then inhales its fiery breath (leaving the roasted

wizard alive and uncooked). The dragon is then reversed through one more round--the

round before it encounterd the party. The spell then ends and actions resume.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The dragon must now roll for surprise since it is encountering the party for the first

time. The party is immune to surprise, since it was fighting the beast previously. All

damage suffered by the dragon remains, since these actions were caused by the group and

not the beast.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is an etched silver arrow bent into a circle. The arrow must

be no more than 3 inches long and worth no less than 500 gp. The arrow is destroyed in

the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Seclusion</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Numbers </p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 3d12 rounds+4 rounds/level <span style='mso-tab-count:2'>

</span>Casting Time: 6 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: Neg. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell encloses one individual in an extradimensional space. Creatures to be

affected must be of size M or smaller. The space can contain only one creature,

regardless of size. The priest may use the spell on himself or any creature he touches.

Unwilling targets are allowed a saving throw vs. spell to avoid the entrapment.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>While inside the space, the enclosed character is invisible and totally undetectable by

any form of scrying. Powerful magic such as contact other plane will indicate that the

character is "elsewhere," but will give no more information.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The creature within the extradimensional space can see and hear everything that

occurs around him. However, he cannot cast spells, and no action of his can affect anyone

or anything in the "real world."</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>While occupied, the extradimensional space is totally immobile. If the caster chooses

to occupy the space, he can pass in and out of the space at will. Other creatures can leave

or reenter the space only if the caster allows it. To an outside observer, an enclosed

character who exits the space simply appears from nowhere.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the space is occupied when the spell terminates, the occupant is immediately

ejected back into the real world and suffers 1d6 hit points of damage in the process.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Any time the extradimensional space is empty, or when the occupant is someone

other than the priest, the space follows the priest around. Thus, the priest may seclude a

comrade in the extradimensional space, walk past some guards into a building, then

release the comrade.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If any other form of extradimensional space (such as a bag of holding ) is taken into

the space created by seclusion, both spaces are ruptured and all contents are expelled onto

the Astral plane. Extradimensional manipulation can temporarily prevent this.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are a tiny crystal box of the finest workmanship (worth at

least 1,500 gp) and a gem of at least 250 gp value. The gem is consumed in the casting;

the box is not.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Skip Day</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Invocation/Evocation) </p>

<p class=MsoPlainText>Sphere: Time</p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 10-foot radius <span style='mso-tab-count:

2'> </span>Saving Throw: Neg. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When this spell is cast, all persons and intelligent creatures within 10 feet of the

caster are instantly transported 24 hours into the future. Creatures outside the area of

effect will believe that the affected characters have disappeared. Unwilling creatures can

attempt a saving throw vs. spell to resist the effect of skip day.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>No time passes for creatures affected by skip day; they are in the exact condition that

they were in before the spell was cast. They are fatigued, have recovered no hit points,

and carry the same spells. Wizards must wait for actual time to pass before they can

memorize spells.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The affected creatures remain in the same location as they were before skip day was

cast. Their immediate environment is likely to have changed; for instance, fires have

burned out, enemies who were attacking have departed, and weather has changed for

better or worse.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Although skip day is a possible substitute for teleporting out of a dangerous situation,

it is not without risk; characters could reappear in a situation more threatening than the

one they left behind (for instance, a forest fire may have started or a pack of hungry

wolves may have arrived).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Sol's Searing Orb</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Invocation) </p>

<p class=MsoPlainText>Sphere: Sun</p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 30 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 6 </p>

<p class=MsoPlainText>Area of Effect: One gem <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell must be cast upon a topaz. When the spell is complete, the stone glows

with an inner light. The gem must be immediately thrown at an opponent, for it quickly

becomes too hot to hold. (The acts of casting and throwing occur in the same round.) It is

not possible for the priest to give the stone to another character to throw.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The stone can be hurled up to 30 yards. The priest must roll normally to hit; he gains

a +3 bonus to his attack roll and suffers no penalty for nonweapon proficiency. In

addition, the glowing gem is considered a +3 weapon for determining whether a creature

can be struck (creatures hit only by magical weapons, for example). There is no damage

bonus, however.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When it hits, the gem bursts with a brilliant, searing flash that causes 6d6 points of

fire damage to the target and blinds him for 1d6 rounds. The victim is allowed a saving

throw vs. spell. If successful, only half damage is sustained and the target is not blinded.

Undead creatures suffer 12d6 points of damage and are blinded for 2d6 rounds (if

applicable) if their save is failed. They receive 6d6 points of damage and are blinded for

1d6 rounds if the save is successful.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the gem misses its target, it explodes immediately, causing 3d6 points of damage

(or 6d6 against undead) to all creatures within a 3' radius. It blinds them for 1d3 rounds

(1d6 rounds vs. undead). All victims are allowed a saving throw vs. spell, with success

indicating half damage and no blindness. The DM should use the rules for grenade-like

missiles found in the Dungeon Master Guide for determining where the stone hits.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a topaz gemstone worth at least 500 gp.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Spiritual Wrath</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Invocation) </p>

<p class=MsoPlainText>Sphere: Combat</p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 300 yards <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: 1/2 </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This powerful cooperative spell is rarely invoked since it requires the concerted effort

of six or more high-level priests. The casting effort severely weakens the priests,

discouraging casual use of this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>To cast the spell, six or more priests must be within a 15-foot radius. Each priest must

cast spiritual wrath at the same time. Before beginning the spell, the priests must decide

upon the area of effect. The spell causes 10d6+1d6 points of damage per priest casting

the spell. (The minimum damage, therefore, is 16d6.) Creatures within the area of effect

are allowed a saving throw vs. spell to reduce the damage to half.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell strikes as a great wave of force that descends from the sky. Small objects

must save vs. crushing blow. Structures suffer damage as if hit by a heavy catapult

(2d12). The force of this spell often raises a great cloud of dirt and dust, obscuring the

area for 1d4+1 rounds.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell's area of effect is determined by the number of casters. Each priest

contributes 10 feet to the radius of the spell. Six casters would create a spell with a radius

of 60 feet. No more than twelve casters can cooperate to cast this spell (maximum of

22d6 damage and a 120-foot radius area of effect). This converts to an 8-inch circle in the

BATTLESYSTEM rules ground scale.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell is difficult to cast, physically taxing the spellcasters so much that each

caster suffers 3d10 points of damage from the effort. There is no saving throw allowed to

avoid this damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Age Dragon</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Time</p>

<p class=MsoPlainText>Level: 7 </p>

<p class=MsoPlainText>Range: 30 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: One dragon <span style='mso-tab-count:

2'> </span>Saving Throw: Neg. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell allows the caster to cause any dragon to temporarily gain or lose one age

level per five levels of the caster. For instance, a 14th-level caster could cause a dragon to

gain or lose two age levels; a mature adult dragon could be temporarily transformed into

a young adult dragon or into a very old dragon. A dragon's age cannot be reduced below

hatchling or increased beyond great wyrm.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Unwilling dragons are allowed a saving throw vs. spells with a -4 penalty to avoid the

effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A dragon affected by age dragon temporarily acquires the armor class, hit points,

spell abilities, combat modifiers, size, and other attributes of his new age level. The

dragon retains his memories and personality. At the end of the spell's duration, the dragon

returns to his normal age level.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the dragon suffered damage while experiencing his modified age, these hit points

remain lost when he resumes his normal age. If the dragon loses more hit points at his

modified age than he has at his actual age, he dies when the spell expires. For example, a

young adult bronze dragon with 110 hit points is aged to a mature adult with 120 hit

points. The dragon suffers 115 hit points in combat. Unless the dragon is healed of 6

points of damage before the spell expires, the dragon dies at the end of the spell since his

damage is greater than his actual hit points.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If a dragon is killed while under the effect of age dragon, he is dead at the end of the

spell's duration.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a handful of dirt taken from a dragon's footprint.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Breath of Life</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromantic) Reversible </p>

<p class=MsoPlainText>Sphere: Necromantic</p>

<p class=MsoPlainText>Level: 7 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hour/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This powerful spell enables the caster to cure many persons (even an entire

community) who are afflicted with a nonmagical disease. The priest need not touch or

even see the diseased people for the spell to be effective, although recipients must be

within the area of effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell does not cure all diseases in the community at one time; the caster must

specifically state which disease is to be eliminated (black plague or yellow fever, for

example) with each casting of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When the spell is cast, the priest exhales a sweet-smelling breath. This forms into a

breeze that radiates outward, forming a circle that expands in a 50-yard radius per hour.

During this time, the caster must remain at the center of the area of effect. For example,

after 12 hours, the breath of life would cover a circle 1200 yards in diameter (600-yard

radius). The breath is of a magical nature rather than a physical nature; therefore, it is

unaffected by prevailing winds.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The breeze blows through the community, instantly eliminating the specified disease

from all afflicted citizens. The breath of life spell does not destroy parasitic monsters

(such as green slime, rot grubs, and others), nor does it cure lycanthropy or other magical

afflictions. The spell does not prevent recurrence of a disease if the recipients are again

exposed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are the priest's holy symbol and a cone of incense that has

been blessed by the highest priest of the character's religion.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The breath of death, which produces a foul-smelling wind, is the reverse of this spell.

Victims who fail a saving throw vs. death magic are afflicted with a nonmagical, fatal

disease. To determine the results of this spell, the DM should roll saving throws for major

NPCs in the area of effect. The effect on the rest of the community can be calculated as a

percentage, based on the saving throw.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Infected creatures do not heal hit points until the disease is cured. The disease is fatal

within 1d6 weeks (the duration varies from person to person).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are the priest's holy symbol and a handful of dust taken

from a mummy's corpse.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Divine Inspiration</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination) </p>

<p class=MsoPlainText>Sphere: Thought, Divination</p>

<p class=MsoPlainText>Level: 7 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 5 </p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell is a more powerful version of the genius spell. The priest's player may ask

the DM one question about the current situation or about events that will occur within the

next five rounds. Questions about the future must relate to external events, such as "Will

the guards respond to the sentry's yell?" Questions cannot refer to the outcome of combat,

such as "Will we win the battle?" The priest's player is allowed to use this spell to ask the

DM for advice. In this case, the spell is the equivalent of asking the gods, "Okay, how do

we get out of this one?"</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Like the genius spell, the DM must be careful in adjudicating this spell. The answer

to the question is always relevant and correct, although not necessarily complete. The

answer can also be cryptic, in the form of a riddle or rhyme, depending on the DM's

assessment of the situation and how potentially unbalancing the answer might be. In

general, the answer will be a short phrase of no more than eight to ten words.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a gem of at least 500 gp value. This spell can be cast only

once in any 24-hour period.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Hovering Road</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning) </p>

<p class=MsoPlainText>Sphere: Travelers</p>

<p class=MsoPlainText>Level: 7 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell enables the caster to create a magical 10-foot-wide road extending 10 feet

in front of him. The caster can create an unbroken road for the duration of the spell,

creating a 10-foot area ahead of him as long as he continues to move forward.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The road is approximately one foot thick and hovers in the air. It has the texture and

color of black granite. Characters and creatures can move on the hovering road at their

normal movement rate, ignoring the effects of surrounding terrain.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The hovering road must originate from a solid surface. Once anchored, the caster

controls the contour of the road, causing it to rise and fall as he wishes. The road can thus

be used to traverse rivers (if the road is anchored on the shore), swamps, and similarly

hostile terrain. The caster can cause the hovering road to rise over a jungle or cross a

chasm.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The road has AC 0. It is impervious to non-magical weapons. If the road suffers 100

points of damage (from magical weapons or other magical forces), it dissipates in a black

mist; all those on the road fall to the ground below.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Unless the road is destroyed, the entire hovering road remains intact from beginning

to end for the duration of the spell, even if the caster is killed or incapacitated. At the end

of the spell's duration, the entire road dissipates.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are a chunk of black marble and a loop of gold wire.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Illusory Fortification</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Illusion/Phantasm) </p>

<p class=MsoPlainText>Sphere: War</p>

<p class=MsoPlainText>Level: 7 </p>

<p class=MsoPlainText>Range: 240 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 10 turns </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The ritual required to cast this spell is time-consuming and extremely complex. As its

name implies, illusory fortification creates an illusion of a wall of heavy stonework up to

30 feet tall and 160 yards long, topped with crenellations. The illusory wall can be of any

color and apparent age, potentially allowing the caster to match the false wall with the

real walls of an existing castle. The illusory wall must be continuous (it cannot form two

or more shorter walls), but it can follow any corners or bends that the caster desires.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In addition to the wall, the spell creates the illusion of constant movement among the

crenellations, as if defending troops were moving atop the wall. The formation of the

crenellations makes it impossible for a distant observer to determine exactly how many

and what types of defenders are present on the illusory fortification.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The illusory wall remains in existence for 2d12 hours unless the spell is terminated

earlier.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell has one very significant limitation: it is strictly two-dimensional and is

visible from only one side (the side that the caster deems to be the "outside"). When

viewed from the outside, the wall appears real; when viewed from the end, from above,

or from the "inside," the wall is totally invisible except for a faint outline of the shape of

the wall. This means that friendly troops, concealed from enemy view by the illusory

wall, can see their opponents clearly. The wall is most effective if friendly troops are

informed of the wall's presence and are careful not to walk through the illusion. Such an

occurrence does not end the spell, but it will probably advise the enemy of the nature of

the wall.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Spells cast at the wall and shots fired at the illusory fortification by siege engines

appear to strike the wall and inflict normal damage. In reality, the missiles or spells pass

through the illusion, possibly striking troops or real fortifications beyond. Such "hits" do

not disturb the illusion.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>As soon as an enemy unit moves within 10 yards of the illusory fortification, the spell

terminates and the wall vanishes.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>There are two ways in which the spell can be terminated before it expires. First, the

priest can terminate the spell at any time. Second, if a friendly unit makes an attack,

whether melee or missile combat, through the illusory wall from the "inside" to the

"outside," the spell terminates instantly.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Once the illusory fortification has been created, the priest does not need to

concentrate on the wall. The spell remains in effect even if the casting priest is killed in

the interim.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are the priest's holy symbol, a handful of stones, powdered

mortar, and a gem worth at least 3,000 gp. All components except the holy symbol are

consumed in the casting.</p>

</FONT><B></body></desc></spell>

<spell><name>Mind Tracker</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination) </p>

<p class=MsoPlainText>Sphere: Divination</p>

<p class=MsoPlainText>Level: 7 </p>

<p class=MsoPlainText>Range: Special <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The mind tracker is a magically-created creature which exists only on the Ethereal

plane. It is called into existence when the first portion of this spell is cast.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When seen (which is seldom), the mind tracker has an indistinct body. It seems to be

a near-solid coalescence of the vaporous atmosphere of the Ethereal plane itself. It is a

roughly elliptical body with three or more limbs protruding at seemingly random

locations. The number and size of these appendages shifts slowly, however, as new ones

appear from the mist and old ones disappear. The body of the creature averages 2 feet

across and 3 feet long, though this, too, tends to vary from minute to minute. The mind

tracker has no discernible eyes, ears, nose, or other organs. It cannot be engaged in

combat; if attacked, it simply disappears, to reappear after the danger has passed, or

somewhere else entirely if its quarry has moved on.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The ceremony which creates the mind tracker takes one turn to perform. Its material

components are a whiff of the Ethereal plane's atmosphere and the brain of a lizard.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Once the tracker is manifested, it must be assigned a quarry within one hour. If no

quarry is designated, the tracker dissipates and the spell is wasted.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>To assign a quarry to the tracker, the priest must have the quarry within his sight. This

includes magical sight such as true seeing, but not remote sighting devices such as crystal

balls. With the quarry in sight, the priest mouths the final phrases of the spell. From that

point on, the mind tracker is mentally tethered to the victim. It follows its quarry (staying

always in the Ethereal plane) wherever it goes. It constantly relays information about the

subject to the priest: what it is doing, where it is. The priest does not actually see an

image of the quarry, he receives `reports' from the mind tracker. These reports contain

only such information as the tracker can gather by looking. It cannot identify people the

quarry is talking to, but can describe them in great detail. Nor can it hear anything the

quarry or anyone else says, or read writing, but it recognizes and can report the fact that

speaking or reading is happening.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>While the tracker is dogging its quarry, its presence can be felt as an eery, creepy

sensation of being watched. If the victim makes an initial save vs. paralyzation, each of

the following stages lasts three hours instead of two. For the first two hours, the quarry

has a general feeling of ill ease. In the third and fourth hours, the victim is distracted and

nervous, and suffers a -1 penalty on all saving throws. In the fifth and sixth hours, the

victim is convinced someone or something is following him and suffers a -3 penalty on

saving throws and a -2 (or -10%) penalty on all other dice rolls. After six hours the victim

is near his breaking point. He is unable to concentrate to cast spells or use any of his

class's special abilities. All die rolls have a -5 (or -25%) penalty. After eight hours, he

must make a saving throw vs. paralyzation. If he fails, he collapses, fevered and delirious.

This state persists until the tracker ceases to exist.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The mind tracker continues to exist for as long as the priest remains conscious of its

input. If the priest is knocked out or falls asleep, or simply dismisses his creation, the

tracker dissipates.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Shadow Engines</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Illusion/Phantasm) </p>

<p class=MsoPlainText>Sphere: War</p>

<p class=MsoPlainText>Level: 7 </p>

<p class=MsoPlainText>Range: 240 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 8 turns <span style='mso-tab-count:2'>

</span>Casting Time: 3 turns </p>

<p class=MsoPlainText>Area of Effect: 180-yard x 180-yard square <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell creates the illusion of as many as four siege engines. The casting priest may

choose from ballistae, siege towers, catapults, rams, or any combination thereof. Like the

creatures created by the spell shadow monsters, these illusory engines have at least a

tenuous reality and can inflict damage on enemies.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Shadow engines are accompanied by illusory crews of the appropriate number and

race. The engines can move at a rate of 20 yards per turn and are unaffected by terrain

considerations. (The caster can choose to slow them when passing through rough terrain

to aid the illusion of reality.)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Shadow engines cannot carry real troops. They can be fired at the same rate as real

engines of the appropriate type, but a hit causes only one-half the damage normal for that

type of engine (round fractions down).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A shadow engine remains in existence until the spell duration expires, until an enemy

unit approaches within 10 yards, or until it suffers damage from an enemy missile attack.

When any of these conditions occur, the engine vanishes. If a single spell has created

multiple engines, only the engine struck vanishes; the others remain.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The crew associated with a shadow engine must remain with that engine; it cannot

move more than 5 yards away from the engine itself.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Shadow engines can move independently of other engines created by the spell as long

as they remain within the area of effect and remain within 240 yards of the caster. The

caster must maintain concentration to control the shadow engines. He cannot cast any

other spells, and he is limited to a movement rate of 6. If the caster is struck for damage,

the shadow engines vanish.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a finely detailed miniature model of a siege engine (of any

type), which is consumed during the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Spacewarp</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Numbers</p>

<p class=MsoPlainText>Level: 7 </p>

<p class=MsoPlainText>Range: 50 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level <span style='mso-tab-count:2'>

</span>Casting Time: 7 </p>

<p class=MsoPlainText>Area of Effect: 50-foot-diameter sphere <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>According to one view of the universe, what we perceive as gravity is actually a

localized warping of the fabric of space-time. The spacewarp spell creates a temporary

but very intense warping in a limited area.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When the priest casts this spell, he selects a specific point to be the center of effect.

This point may be anywhere within 50 yards of the caster, including in midair.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When the spell is completed, this center of effect gains a gravity field equal to the

force felt at the surface of the earth. In other words, gravity is centered at this point;

everything within 50 feet of this center that is not attached to something immovable will

fall toward the selected point.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This localized gravity affects only loose objects and creatures capable of movement

(i.e., not trees, whose roots are buried in the ground). It does not affect the ground itself--

soil, plants, desert sand, lake water, etc. are immune to the effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>An object falling toward the center of gravity gains speed exactly as it would if it

were falling toward the ground. When the object reaches the center, it instantly ceases its

movement. If objects are already at the center, newly arriving objects will slam into them,

causing normal falling damage (1d6 per 10 feet) to the newly arriving objects. Objects

previously at the center must save vs. paralyzation or suffer half that amount of damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Consider the following example. An orc is 10 feet away from the center of effect

when the spell is cast. He falls 10 feet to the center and stops. His companion, a bandit, is

30 feet from the center. It takes him longer to fall to the center, so the orc is already there

when he arrives, and the two characters collide forcefully. The bandit suffers 3d6 hit

points of damage--the falling damage associated with a 30-foot fall. The orc must save

vs. paralyzation or suffer half that amount.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Other things are caught in the effect as well. The bandit's horse was 50 feet away

from the center of effect, so it arrives at the center after the orc and the bandit. It falls 50

feet, suffering 5d6 points of damage, and potentially inflicting half that amount on both

the orc and the bandit.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The center of effect can be anywhere within 50 yards of the priest. Possibly one of the

most destructive uses of this spell is to cast it directly on an enemy creature. Everyone

and everything within 50 feet of that creature falls toward him and strikes him, inflicting

damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When the spell terminates, gravity returns to normal. If the spell has lifted any

characters or objects off the ground, they immediately fall back to the ground, suffering

the appropriate amount of falling damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are a lodestone and a sphere of obsidian, both of which are

consumed in the casting.</p>

</FONT><B></body></desc></spell>

<spell><name>Spirit of Power</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Summoning, Invocation) </p>

<p class=MsoPlainText>Sphere: Summoning</p>

<p class=MsoPlainText>Level: 7 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hour <span style='mso-tab-count:2'>

</span>Casting Time: 3 turns </p>

<p class=MsoPlainText>Area of Effect: The casters <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This cooperative spell is rarely used or spoken of, since its requirements are strict and

the outcome is uncertain. The spell must be cast by six priests of the same faith. All six

must touch hands at the time of casting. At the completion of the spell, the priests fall

into a trance. The life essences of the priests leave their bodies and merge at a point

within 10 feet of the casters. The spirits of the priests meld together to form the avatar of

the priests' deity.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In this manner, the six characters become a single being with all the powers and

abilities allowed to that avatar. The only stipulation is that the priests' deity cannot have

created all avatars allowed to it at that moment. If this has happened, the spell fails and

the priests are drained as described below.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the spell succeeds, the priests have completely given their wills over to their deity,

essentially forming the vessel into which it funnels power. In becoming the avatar, the

priests retain the ability to make most of their own decisions. (The six must work in

harmony or allow one of their number to decide all actions.) However, the deity can

assume direct control of the avatar at any time it desires--the avatar is, after all, an earthly

manifestation of the deity.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Although the spell has a duration of one hour, the deity is not obliged to release the

priests at that time. If the priests are not released at the end of the spell's duration, they

instantly die. A deity can choose to sacrifice its priests in order to maintain its avatar on

the Prime Material plane. Such a cruel and unjust action is almost never undertaken by

good deities or those that have any respect for life, free will, or mercy. For dark and

sinister gods, the question is much more uncertain. If a deity chooses to maintain the

avatar longer than one hour, control of the avatar instantly and permanently passes to the

DM. (Clearly, a DM should seldom if ever exercise this power.)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>While the priests are formed into the avatar, their bodies remain in a death like trance.

The priests have no idea what might be happening to their real bodies (unless the avatar

can observe them). Any damage to a priest's body requires an instant system shock roll. If

successful, the damage is recorded normally, but the damage does not take effect until the

spell ends (at which point the priest will almost certainly die). If the system shock roll is

failed, the character instantly dies and the spell ends. Characters who die in this manner

cannot be raised, resurrected, or reincarnated. They have been taken to the ultimate

reward (or punishment) for the service they have rendered. If the bodies are moved from

their positions, the spell ends.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Even if the deity releases the priests, they are left severely drained. All spells

memorized are lost until the priest can rest and perform his prayers once again. The

physical drain leaves each priest with only 1 hit point upon awakening, regardless of the

number of hit points the character had when the spell was cast. Since damage suffered

during the spell takes effect instantly, any priest who is hurt dies immediately (although

quick action by others might save him).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Each priest who survives the spell will be bound by a quest (a duty that must be

completed in exchange for calling upon their god).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is an offering appropriate to the deity. The DM determines

the exact nature of this offering.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Tentacle Walls</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment) </p>

<p class=MsoPlainText>Sphere: Wards</p>

<p class=MsoPlainText>Level: 7 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 50-foot cube <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Tentacle walls enables the caster to enchant a single room whose volume is less than

or equal to the area of effect. The spell activates 1d4 rounds after any creature other than

the caster enters the room. The intruder must be larger than a normal rat; that is, it must

be larger than one-half cubic foot or weigh more than three pounds.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When the spell is activated, six black, leathery tentacles sprout inside the room; the

tentacles are evenly divided among the room's surfaces (for instance, if the room is a

cube, one tentacle sprouts from the floor, one sprouts from the ceiling, and one sprouts

from each of the four walls).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The whip-like tentacles grow to the length of the room and swing wildly. Each round,

a tentacle has a 30% chance of striking a random creature in the room, inflicting 1d6

points of damage (save vs. spell for half damage). Each tentacle has AC 0 and 25 hit

points. When a tentacle is reduced to 0 hit points, it disappears in a puff of black smoke.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If all creatures are killed or withdraw from the room, the surviving tentacles

withdraw, disappearing into the walls. If the spell is activated again, six tentacles

reappear; new tentacles are created to replace any destroyed previously. As long as one

tentacle survives an encounter, the tentacles will continue to be replaced. Only when all

six tentacles are destroyed is the spell permanently negated.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is the dried tentacle of an octopus.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Timelessness</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Numbers</p>

<p class=MsoPlainText>Level: 7 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 day/level <span style='mso-tab-count:2'>

</span>Casting Time: 7 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: Neg. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell totally stops the flow of time for a single individual. All signs of life stop

and the subject is incapable of any movement or thought. While the spell is in effect, the

subject is totally immovable and cannot be affected by any physical or magical forces.

Weapons simply bounce off the subject as they would bounce off the hardest stone.

Spells, including dispel magic, are totally incapable of affecting the subject in any way.

The subject does not age.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Aside from the fact that the subject remains visible, frozen in place like a statue, he is

effectively no longer part of the universe. (DMs may rule that the most powerful of

magics, such as wishes, and creatures of demigod or higher status can affect the subject.)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When the priest casts the spell, he or she states the duration for which the spell will

remain in effect (the maximum is one full day per level of the caster). Once the spell is

cast, this duration cannot be changed; the priest cannot terminate the spell before the

stated time has elapsed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the subject is unwilling to be affected by the spell, the priest must touch the victim

for the spell to take effect; the subject receives a normal saving throw to resist the effects.

A willing subject need not make a saving throw.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The priest may cast this spell on himself if desired. This spell can provide a powerful

defensive maneuver; while the spell is in effect, the subject is totally invulnerable.

Timelessness is also an effective form of long-term imprisonment, as long as the priest is

around to cast the spell again at the appropriate time.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This is an exceptionally powerful spell. Casting it puts a significant strain on the

priest. Each time he casts timelessness, the priest must make a system shock roll. If the

priest fails this throw, he or she permanently loses 1 point of Constitution.

The material components are a gem worth at least 1,000 gp and a small cylinder of

obsidian. Both are crushed during the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Uncontrolled Weather</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning) </p>

<p class=MsoPlainText>Sphere: Chaos </p>

<p class=MsoPlainText>Level: 7 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: 4d4 square miles <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell allows the caster to summon weather that is either appropriate or

inappropriate to the climate and season of the region. The summoned effects are always

dramatic--cool breezes or light fog will not appear. Instead, torrential floods will assault a

desert, a heat wave will rage in polar wastelands, and tornadoes and hurricanes will rip

across gentle landscapes. A blizzard might spring up in summer or a tornado might

materialize in the winter.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spellcaster has no influence over the weather pattern that emerges. He cannot

control the area of effect or the duration of the weather.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Four turns after the spell is cast, the trend of the weather will become apparent--a

sudden chill, gust of wind, overcast sky, etc. The uncontrolled weather arrives on the fifth

turn. Once the weather has arrived, it cannot be dispelled. If the spell is canceled by the

caster before the beginning of the fifth turn, the weather slowly reverts to its original

condition.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The effects of the spell are the decision of the DM. The effects should be grand and

impressive. Following are suggested effects of the weather.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Torrential Rain/Blizzard: Visibility is reduced to 100 yards or less; travel is nearly

impossible due to water or heavy snow on the ground.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Storm/Hurricanes: All flying creatures are driven from the skies; trees are uprooted;

roofs are torn off; ships are endangered.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Heat Wave: Intense heat immediately causes ice bridges to melt; avalanches of snow

and ice roll down mountains.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The DM determines the area of effect randomly. The maximum duration of the spell

is one turn per level of the caster; however, the DM may cancel the effect after a shorter

time.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Abundance</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Creation, Plant</p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Permanent <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By casting an abundance spell, the priest quickens the ripening of a harvest or the

growth of woodland. Fields of crops in the affected area will grow, ripen, and be ready

for harvest in a single day. Seed must be sown any time before the casting of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>An area of woodland will grow as if it had grown for 25 years in one day plus five

years per day for another three days. There must be soil capable of supporting the

woodland for the growth to remain healthy.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The priest must stand anywhere within the area to be affected. The priest designates

the exact size and shape of the area in the casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The area of effect is 10 square miles for ripening a harvest and 25 square miles for

woodland growth. This spell does not create effects such as entanglement or enlargement

of the flora within the area of effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Animal Horde</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning) </p>

<p class=MsoPlainText>Sphere: Animal, Summoning </p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 day <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: 10-mile radius <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This potent spell summons a number of animals to the priest. For each level of the

priest, a number of animals totaling 10 hit dice appear.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The Power who grants the spell enables the priest to know exactly what types and

numbers of animals are within the area of effect. The priest may specify the numbers of

animals he wants; for instance, a 16th-level priest could summon 60 HD of wolves, 40

HD of bears, and 60 HD of wolverines. The animals will begin arriving in one round and

will be assembled at the priest's location at the end of three turns.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The animals will not fight among each other even if they are natural enemies.

Monsters (dragons, gorgons, hell hounds, etc.) cannot be summoned with this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The summoned animals will aid the priest in any means of which they are capable.

They will enter battle, protect the priest and his companions, or perform a specified

mission until the priest dismisses them or the spell expires. During this time, the priest

can automatically communicate with his animals.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>At the end of the spell, the animals instinctively return to their lairs. For the first three

turns after the spell expires, the animals will not attack the caster, his companions, or

other summoned animals. After this time, the animals will behave normally.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Circle of Sunmotes</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration, Invocation/Evocation, Necromancy) </p>

<p class=MsoPlainText>Sphere: Sun</p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: 200 yards <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 3 turns <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 60-foot-radius hemisphere <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By casting circle of sunmotes, the priest creates a hemispherical shell filled with

sparkling, glowing motes of bright sunlight. A one-foot radius globe of sunlight appears

at the height of the caster's head in the exact center of the circle.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Creatures within the area of effect who are friendly to the cleric experience the

glowing motes as warm, invigorating, inspiring, and healing. They are healed for 1d6 hit

points, gain the benefit of an aid spell for 1 turn after the circle of sunmotes is created,

gain +1 bonuses to all attack and damage rolls, and gain a +2 bonus to morale.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Enemies of the priest experience the same sunmotes as blinding, burning, and

damaging. They must save versus spell or be blinded for 1 turn after the sunmotes are

created. Each enemy is struck by a small fiery mote causing 1d4+1 points of damage (no

saving throw is allowed, but creatures with magical fire resistance suffer only half

damage), and suffers a -2 penalty to morale.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Companions of the cleric who step within 10 feet of the glowing miniature sun at the

center of the effect are healed of 1d8+2 hit points. This affects each creature only once

during the spell's duration.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Enemies of the priest who come within 10 feet of the minisun are burned for 1d8+2

points of fire damage. No saving throw is allowed, but creatures possessing magical

resistance against fire suffer only half damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Companions of the priest who are outside the area of effect view enemies within the

circle as if they are affected by golden faerie fire. Creatures affected by the faerie fire

suffer a -2 penalty to armor class from attacks by creatures outside the circle.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Enemies of the priest outside the circle view the priest's allies as if obscured by a

blinding light and suffer a -2 penalty to missile attacks against them.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Conformance</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning, Invocation) </p>

<p class=MsoPlainText>Sphere: Law </p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 6 turns <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 80-foot-diameter sphere <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The conformance spell has a simple principle with a profound effect: probable events

always manifest.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In game terms, this means that events with a probability of 51% or better always

occur. Thus, if a saving throw of 9 is required to avoid an effect, no roll is necessary; the

save is automatically successful. If a warrior must roll 10 or better to hit an enemy, he

automatically hits.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Conversely, improbable actions (those with less than a 50% chance) always fail. If a

warrior must roll 12 or better to hit an enemy, he automatically fails. If a thief's chance to

hide in shadows is 49%, he automatically fails.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>There are two conditions that affect this spell. First, a prayer spell is continuously

operative in the area of effect, shifting the balance of combat probabilities toward the

favor of the priest who casts this spell and his companions. Second, probabilities of

exactly 50% always shift in favor of the spellcasting priest. For example, if a roll of 11 or

better is needed to save against a spell effect, this is a 50% chance for success. In such

cases, the priest and his friends always make the save and enemies always fail.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell is particularly potent if bless and chant spells are cast in the area of effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Elemental Swarm</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning) </p>

<p class=MsoPlainText>Sphere: Elemental, Summoning</p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: 240 yards <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 6 turns <span style='mso-tab-count:2'>

</span>Casting Time: 3 turns </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell enables the caster to open a portal to one elemental plane of his choice (as

appropriate for his patron Power). He can then summon elementals from that plane.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>After the first turn of casting, 3d3 elementals of 12HD each appear; after the second

turn, 2d3 elementals of 16HD each appear; after the third turn, 1d3 elementals of 20HD

each appear. Each elemental has at least 5 hit points per hit die. The elementals remain

for six turns from the time they first appear.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>These elementals will obey the priest explicitly and cannot be turned against the

caster. The priest does not need to concentrate to maintain control over the elementals.

They cannot be dismissed with spells such as dismissal; the elementals remain for the

duration of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Etherwalk</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Astral, Travelers</p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: Special <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 5 rounds </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: Neg. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By casting this spell, the priest transports himself and as many as 50 followers (who

must join hands at the time of casting) to the Border Ethereal. Unwilling creatures are

allowed a saving throw at a -4 penalty to avoid transportation.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell then allows the priest and his party to make as many as three round-trip

journeys to and from the Inner Planes. It then allows them to return to the Prime Material

plane.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Travel rates in the Ethereal plane are at four times normal speed. Travel times for

locating or searching along curtains are all at the minimum time possible. Encounters

with monsters occur at one-fifth the normal frequency. The priest and his party are not

affected by the ether cyclone.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell expires when the priest and his party return to the Border Ethereal from an

inner plane for the third time. They are then instantly transported to the Prime Material

plane.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Fear Contagion</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Sphere: Charm, War</p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: 240 yards <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A priest casting fear contagion selects a single creature to be the focus of the spell.

The creature is affected by magical fear and receives no saving throw to avoid the effect.

All creatures within 10 yards of the target creature must make a saving throw versus spell

with a -4 penalty; failure indicates that they are also affected by fear.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If BATTLESYSTEM rules are used, the spell forces the affected unit to make a

Morale Check at a -6 penalty. If this roll fails, the unit automatically routs.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Creatures affected by fear will flee in a direction away from the spellcaster for as long

as they are able to run (refer to Chapter 14 of the Player's Handbook for rules). Such

creatures will then spend one full turn cowering after being forced to rest. During this

time, affected creatures suffer -4 penalties to attack rolls, and all dexterity bonuses are

negated.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When using BATTLESYSTEM rules, fear-struck creatures are permitted rally tests

with a -3 penalty and must engage in rout movement until they rally. However, a rally

test is not permitted until two turns of rout movement have been completed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>As creatures run in fear, their fear is contagious. Any creature that comes within 10

yards of a creature affected by this spell must make a saving throw (no penalties) or be

forced to flee from the spellcaster. In BATTLESYSTEM rules, creatures make a

standard Morale Check with a -3 penalty.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Creatures affected by fear no longer cause fear in others after they have passed one

mile from the original center of the spell effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Health Blessing</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy) </p>

<p class=MsoPlainText>Sphere: Healing, Necromantic</p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: 100 yards <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 day/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 50 creatures <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Health blessing provides a number of human, demi-human, or humanoid creatures

with protection against ill health; it also enables subjects to heal others.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Recipients of a health blessing are immune to nonmagical disease, gain a +4 bonus to

saving throws versus poison and death magic, and can cast cure light wounds on

themselves once per day for the duration of the spell. In addition, a recipient of health

blessing can heal one other creature per day as a paladin does by laying hands. The

healing conferred is 1 hit point per level or hit die of the healer.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Highway</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration, Evocation) </p>

<p class=MsoPlainText>Sphere: Travelers </p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 day <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: 1,000 square yards <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The highway spell creates a shimmering plane of force that acts as a magical

conveyor for the priest. By standing at the forward edge of the 10 x 100 yard plane, the

priest and as many followers as can fit onto the square can travel as outlined below.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The highway travels 30 miles per hour (MV 88) over all terrains. The priest sets the

height of the highway in a range from 1 foot to 100 yards above ground level. The

highway moves as the priest wills; if the priest wishes to fix a destination in his mind, the

highway will take the shortest route to that destination until the priest changes the course

in his mind.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The highway cannot be used offensively. It will automatically travel over or around

obstacles such as buildings and large creatures. It protects creatures traveling on it from

adverse effects of the elements (ice, rain, gales, etc.). The highway can hover in place, but

hovering can be achieved only at a height of 12 inches above ground level.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When the spell expires or the destination is reached, the highway gently lowers the

priest and his party to the ground. The priest may order the highway to drop off creatures

and collect others at intermediate destinations, although the priest who cast the spell must

remain on the highway or it will disappear.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Imago Interrogation</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination, Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Astral, Divination, Time </p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The imago is a mental image--a form of mental magical body. After casting this spell

(requiring 1 turn), the caster falls asleep. After 1d6 turns of sleep, the imago of the priest

begins to travel. The imago is not subject to any forms of attack and has no effective

attacks.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The imago may travel to as many as four different locations separated by any

distance, even across the planes and/or backward in time. At these locations, the imago

may interrogate the imagos of as many as 10 other sentient creatures (other than Powers),

compelling them to reply truthfully to its questions. A maximum of 40 questions may be

asked during the spell duration.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Asking one question and listening to the reply takes 4 rounds of time in the caster's

world. Each planar/time jump lasts 3 turns in that world.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Imago communications are telepathic. The questions must be able to be answered in a

sentence of reasonable length, or the interrogated creature becomes confused and cannot

answer.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The imagos of interrogated creatures will have no recollection of their interrogations.

As a result, history cannot be changed through backward time travel using this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Implosion/Inversion</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Invocation) </p>

<p class=MsoPlainText>Sphere: Numbers, Combat </p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: 120 yards <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: One or more creatures <span style='mso-tab-count:

2'> </span>Saving Throw: Neg. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By use of this spectacular spell, the priest rearranges the extradimensional and spatial

geometries of the molecules of one or more creatures. The result is that the rearrangement

of the target creature causes it to implode (collapse inward upon itself) or invert (its

insides become its outsides and vice versa).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The result is usually inversion, unless the target would not be adversely affected by

this process (e.g., a slime, ooze, golem, elemental, etc.). In this case, implosion takes

place. In either case, the effect kills/destroys the target instantaneously unless it makes a

successful saving throw versus death magic at a -4 penalty.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The priest can affect one creature per round with this spell. After each round, the

priest must make a Constitution check. If this fails, the priest is overwhelmed with the

effort of sustaining the spell, at which time the spell terminates, leaving the priest

fatigued (the equivalent of being stunned) for 1d4 rounds. The maximum possible

duration of the spell is 3 turns.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Interdiction</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Sphere: Chaos, Law, Wards</p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: 240 yards <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 day <span style='mso-tab-count:2'>

</span>Casting Time: 2 turns </p>

<p class=MsoPlainText>Area of Effect: 200-foot cube/level <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This powerful spell affects all enemies of the spellcasting priest who enter the area of

effect. The spell inflicts a -2 penalty on saving throws, a -1 penalty to armor class, and a -

1 penalty to attack and damage rolls. Creatures friendly to the cleric gain corresponding

bonuses--+2 to saving throws, +1 to attack and damage rolls, and a bonus of 1 to AC.

Additional effects are possible, depending on the Power granting the spell; effects must

correspond (or at least not conflict) with the spheres the priest normally uses. Multiple

effects are possible.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The variation for the Sphere of Wards requires that each hostile creature entering the

area of effect make a saving throw vs. spells with a -4 penalty or suffer 4d6 points of

damage. An affected creature must then flee the area; it is unable to return. The creature

must make a second saving throw vs. spell with a -4 penalty as it leaves the area or be

blinded until magically cured.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The variation for the sphere of Law requires that a hostile creature make a saving

throw every time it wishes to change an action. Thus, if a creature wishes to stop running

and draw a weapon, a successful save is needed or the creature continues to run. Actions

that cannot be continued (e.g., firing an arrow if the archer has no more arrows) are

repeated as empty automatisms. In addition, creatures hostile to the priest automatically

fail saving throws against Enchantment/Charm spells cast by the priest.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The variation for the Sphere of Chaos requires that hostile creatures make saving

throws vs. spells at -4 or be affected by confusion (as per the spell). Affected creatures

have a 5% chance per round of suddenly being attacked by a phantasmal killer.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>All creatures who enter the area of effect are subject to the effects of the spell. All

effects except blindness cease 3 rounds after an affected creature leaves the area.

Creatures reentering the area of effect must make new saving throws.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Mindnet</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination, Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Thought</p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 12 turns <span style='mso-tab-count:2'>

</span>Casting Time: Special </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The priest casting a mindnet spell establishes a telepathic link with as many as 10

other creatures who may be separated from each other by as much as 10 miles. Thus, a

chain of creatures 100 miles long could be established.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The Power granting this spell has the final word on the individuals who may be

included in the spell. Most commonly, the spell will be cast to include individuals

familiar to the caster. However, depending on the purpose of the spell, the Power may

allow a stranger known to the caster only by name to be included in the mindnet.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Unwilling creatures must make a saving throw at a -4 penalty to avoid being included

in the mindnet.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Casting the spell requires one round per two creatures in the mindnet. The spell's duration

begins after all affected creatures have been linked. Characters of any class may take part

in this linkage, benefiting from several effects.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>First, each member of the mindnet benefits from Intelligence, Wisdom, and Dexterity

bonuses. The bonuses are equal to the bonuses held by the member of the mindnet with

the highest ability score. For example, if five creatures in a mindnet have Wisdom scores

of 15, 15, 16, 17, and 18, each creature would make saving throws, ability checks, and

the like as if he had a Wisdom score of 18. Bonus spells are not gained due to enhanced

Wisdom, however.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Second, spells may be pooled among the spellcasters within the mindnet. Any priest

may use a spell memorized by another priest with two conditions: the priest who has

memorized the spell must allow its use; and a priest "borrowing" a spell may use only

spells of levels he could normally cast. Such borrowing still causes the spell to be lost

from the mind of the caster who memorized it. A caster may not borrow spells outside his

normal class restrictions. Priests and wizards within a mindnet cannot mix their priestly

and wizardly spells, nor can a specialist borrow a spell from an opposition school.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Third, each member of the mindnet is in constant mental communication. Each

member knows what is happening at the locations of all other members.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Finally, twice per turn, the priest casting this spell can instantly teleport any person

linked by the mindnet to any other person who is also a part of the spell. This massive

effort results in a +4 penalty to any Constitution checks made by the priest.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The priest casting the spell cannot perform any other actions while the mindnet exists;

if he does, the spell is canceled. The priest must make a Constitution check at the end of

each turn in order to sustain the spell. A failed check cancels the mindnet. The spell can

last a maximum of 12 turns.</p>

</FONT><B></body></desc></spell>

<spell><name>Planar Quest</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Astral</p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 5 rounds </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: Neg. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By joining hands with as many as 12 companions and casting this spell, the priest

transports his party to any other plane of existence. The priest and his party may arrive at

a specific location in a plane (if one is known) or at an unknown destination. Travel time

to the destination, whether known or unknown, will always be at the minimum possible.

In an inner plane, a friendly guide will always be available to the priest. Hostile

encounters occur at one-fifth normal frequency.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Unwilling creatures are allowed a saving throw at a -4 penalty to avoid being

transported.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In the inner planes, the party is magically protected in any means necessary for

survival. The party does not need to eat, drink, or rest if conditions make these activities

impossible. Party members are immune to fire in the elemental plane of fire, and similar

immunities are granted by the Power in other planes as necessary. The party can move

through any terrain (including the elemental plane of Earth) at its normal movement rate.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In the outer planes, similar immunities apply. The priest is also granted a power

compass (described in Manual of the Plane). Hostile encounters in an outer plane occur

only half as often as normal.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The duration of this spell is decided by the Power who grants it. Normally, it is

sufficient to allow the priest and his party to undertake the quest that the Power has set

forth. When the quest has been completed successfully or has failed beyond recovery, the

priest and his party are returned to the Prime Material plane.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Preservation</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Sphere: Wards</p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: 480 yards <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: One structure <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell creates a powerful set of protective wards that operate on a single fortified

building, temple complex, tower, or similar structure. These wards protect the physical

integrity of the structure and prevent magical access.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A building protected by preservation suffers only 25% of normal structural damage

from sources such as siege engines, earthquakes (both natural and magical), and powerful

weather-affecting spells. Spells which directly affect the physical integrity of the

structure (e.g., passwall, stone shape, transmute rock to mud) simply fail when cast on

the protected building.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Preservation creates a permanent protection from evil spell on the affected building.

Every surface of the building benefits from the effects of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Magical spells allowing access to the building fail. Thus, creatures attempting to

teleport or fly into the building are stopped. Birds and creatures with natural flight may

enter the building normally.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the building is a temple (or other consecrated building) dedicated to the Power that

granted the spell, all priests inside it gain the benefit of a sanctuary spell for the duration

of the preservation.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The preservation spell expires if the building is destroyed or after 60 days have

passed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Revelation</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination) </p>

<p class=MsoPlainText>Sphere: Divination</p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: Special <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 day <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The revelation spell grants the priest extraordinary divination powers. He gains the

following abilities that are effective to a range of 240 yards.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The priest gains true seeing as per the 5th-level priest spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The priest can see and identify all priest spell effects in the area (assume a line of

sight in a 60 arc).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The priest is instantly aware of any creature's attempt to lie to him.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The priest can communicate with animals, creatures, and monsters of all types. He

can communicate with any number of creatures, but may converse with only one at a

time.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The priest can communicate telepathically with humanoids.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The priest may use a suitable item as a crystal ball once per hour, as per the magical

item described in the DMG (including range). He gains a +20% bonus to all rolls to

determine success.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Reversion</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration, Invocation) </p>

<p class=MsoPlainText>Sphere: Time</p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 1 </p>

<p class=MsoPlainText>Area of Effect: 10-foot-radius sphere <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By casting this spell, the priest reverses certain recent events in the area of effect. The

spell affects only creatures friendly to the priest. The magic takes effect immediately after

the spell is completed rather than at the end of the round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>All damage suffered by the priest's allies during the previous turn is undone. This

includes energy drains, poison, and all special attack forms unless these resulted in

instantaneous death. Death from cumulative physical damage is undone, however. Any

creature brought back to life by the reversion spell is not required to make a resurrection

survival roll.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Any spells cast by the priest's allies during the previous turn are restored and may be

used again. This does not apply to magical or spell-like effects from magical items or

scrolls. Material components consumed in spellcasting during this time are also restored.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The reversion spell affects only creatures and characters. Equipment and magical

items are not affected.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Casting this spell ages the priest one year.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Robe of Healing</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment, Necromancy) </p>

<p class=MsoPlainText>Sphere: Healing</p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 hour <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: One robe <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell enchants the priest's robe or cloak, enabling him to walk among wounded

creatures and heal them. By touching the robe, a wounded creature is cured of 1d4+4 hit

points. As many creatures as can physically touch the robe within the spell duration can

be healed. A reasonable maximum is 20 creatures per round, allowing a total of 1,200

creatures to be healed. A creature can be affected only once per week by the robe of

healing.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Siege Wall</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration, Invocation) </p>

<p class=MsoPlainText>Sphere: Creation, Guardian </p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: 480 yards <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: One building<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A siege wall uses magical energy to fortify all external areas of a fortified building,

such as walls, battlements, drawbridges, and gates. External surfaces to be protected must

be contiguous.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The protective effects of the siege wall are compatible with BATTLESYSTEM

rules (see Chapter 7). Creatures assaulting the protected building have their movement

rates reduced by half when trying to scale the exterior surfaces (scaling ladders, etc.).

Attackers suffer a -2 penalty to damage rolls for missile fire.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Damage or AD caused by war machines is reduced by 2 die levels (if normal damage

is 1d12, 1d8 is rolled instead; if damage is 1d10, 1d6 is rolled; ballista has AD8).

Damage caused by crushing engines is rolled at -2 to the damage roll or ADs. Hits or hit

points of crushing engines are reduced by half.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>All enemies attacking a building protected by siege wall who enter an enclosed wall

space are out of command unless they are in the line of sight of their commander,

regardless of his control diameter.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>All exterior areas of the fortification have their hit points or Hits doubled (see Hits of

Building Features in BATTLESYSTEM rules).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The siege wall expires if the building is destroyed; it lasts a maximum of 24 hours.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Shooting Stars</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration, Invocation) </p>

<p class=MsoPlainText>Sphere: Combat, Sun, Weather</p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: 120 yards <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 40-yard radius <span style='mso-tab-count:

2'> </span>Saving Throw: 1/2 </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A priest casting shooting stars creates a violent turbulence in the air above the area of

effect, from which a number of fiery-orange, electrically-charged miniature fireballs

erupt and shower onto the ground. Within the area of effect, all creatures suffer 6d10

points of combined fire and electrical damage. A successful saving throw at a -4 penalty

indicates half damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In addition, four large shooting stars materialize within the area of effect. The priest

can individually target these at specific creatures. If creatures are not specified, the

targets are randomly selected. Each shooting star causes 48 points of damage on impact

(no saving throw is allowed). Any creature within 10 feet of impact suffers 24 points of

fire damage (half-damage if a saving throw at -4 is successful).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Sphere of Security</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration)</p>

<p class=MsoPlainText>Sphere: Protection</p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 6 turns <span style='mso-tab-count:2'>

</span>Casting Time: special </p>

<p class=MsoPlainText>Area of Effect: 10-foot-radius sphere <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Sphere of security protects the priest who casts the spell and his companions within

the area of effect. Enemy creatures within the area are unaffected.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The sphere grants affected creatures a +2 bonus to armor class, a +2 bonus to all

saving throws vs. magic, and 50% magic resistance. Casting this portion of the spell

requires 1 round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In addition, the priest can specify as many as four additional specific protection

effects from the List of Protection Scrolls in Appendix 3 of the DMG. Each additional

protection lengthens casting time by 1 round. The priest may create one effect per 5

levels of his experience, to a maximum of four effects.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Spiral of Degeneration</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm, Invocation) </p>

<p class=MsoPlainText>Sphere: Chaos, Thought</p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 6 turns <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 50-foot-diameter sphere <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This potent spell affects all creatures hostile to the priest within the area of effect. The

Power granting the spell causes the spell's effects to manifest in one of two ways: the

Chaos variation or the Thought variation.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In the Chaos variation, the fabric of reality is altered to change events. Magical items

dysfunction because the fabric of magical reality is changed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In the Thought variation, the thoughts of the victims of the spell are distorted and

altered so that they find themselves unable to function coherently and effectively.

Magical items dysfunction because the thoughts of their users are warped to either

convince them that the items cannot function or block thought so that proper commands

cannot be given.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The effects on the victims of the spell are the same for both variations. Each round,

there is a 50% chance that a degeneration effect will occur in the area of effect. When this

occurs, two events take place. First, spellcasters lose one spell from each level of spell

currently memorized (e.g., a spellcaster who has memorized three spells each from levels

1 through 3 loses one spell from each level for a total of three). Lost spells may be

regained normally through rest and memorization.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Second, magical items are affected in the following ways:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Weapons and armor lose one level of enchantment (a sword +3 becomes a sword

+2, etc.).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Magical items that carry charges (wands, rods, staves, etc.) are drained of 1d10

charges.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Magical items without pluses or charges must make a saving throw versus spell

(using the saving throw of their owner) or become nonmagical.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Potions lose all magic and scrolls lose one randomly determined spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Permanent magical items (swords, boots, armor, etc.) temporarily lose all effects

until the spell expires or until the items leave the area of effect and for 1d10 rounds

thereafter.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Single-use and charged items are permanently affected by this spell. A potion

destroyed by this spell remains useless even after the spell ends.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Within the area of effect, magical communication is impossible due to thought blocks

and chaotic effects. No communication magic (ESP, sending, etc.) will function; any

spellcaster trying to cast such a spell will be stunned for 1 round per level of the spell he

attempts to cast. A reverse of the tongues spell operates continuously in the area of effect.

Telepathic communication (e.g., with a familiar) is also impossible.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In the Chaos variation of the spell, the center of the area of effect moves 10' per

round. The direction is randomly determined using 1d8 roll and compass points (1N,

2NE, 3E, 4SE, 5S, 6SW, 7W, 8NW). The radius of the spell effect will never exclude the

priest who cast the spell; re-roll any result that leads to this occurrence.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Stalker</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning) </p>

<p class=MsoPlainText>Sphere: Creation, Guardian, Plant</p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: 30 yards <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A priest casting this spell conjures 1d4+2 plant creatures which have statistics

identical to shambling mounds of 11HD. These creatures will aid the caster in combat or

battle, perform a specific mission, or serve as bodyguards. The creatures remain with the

priest for seven days unless he dismisses them. If the stalkers are summoned only for

guard duty, however, the duration of the spell is seven months. In this case, the stalkers

can only be ordered to guard a specific site or location.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The stalkers gain resistance to fire as per shambling mounds only if the terrain is

suitable (marshy, close to a body of water, etc.)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Storm of Vengeance</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Evocation) </p>

<p class=MsoPlainText>Sphere: Elemental, War, Weather</p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: 400 yards <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 turn <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: 120-yard radius circle <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell requires the priest to concentrate and cast the spell for the full duration of

the spell. The casting time and duration are simultaneous; both activities occur in the

same turn.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In the first round of casting, the priest summons an enormous black storm cloud over

the area of effect. Lightning and crashing claps of thunder appear within the storm;

creatures in the area of effect must make a saving throw or be deafened for 1d4 turns.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>On the second round, acid rains down in the area, inflicting 1d4+1 points of damage.

No saving throw is allowed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>On the third round, the caster calls six lightning bolts down from the cloud. Each is

directed at a target by the priest (all may be directed at a single target or they may be

directed at six separate targets). Each lightning bolt strike causes 8d8 points of damage (a

successful saving throw indicates half damage).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>On the fourth round, hailstones rain down in the area, causing 3d10 points of damage

(no saving throw).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>On the fifth through tenth (and final) rounds, violent rain and wind gusts reduce

visibility to five feet. Movement is reduced 75%. Missile fire and spellcasting from

within the area of effect are impossible.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The sequence of effects ceases immediately if the priest is disrupted from spellcasting

during the 1 turn duration of the spell. The priest may opt to cancel the effects at any

time.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Transformation</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration, Enchantment, Illusion) </p>

<p class=MsoPlainText>Sphere: Numbers</p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 3 turns <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 100-yard-radius sphere <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The transformation spell allows the priest to alter extradimensional and relative

geometries within the area of effect. This enables the priest and his companions to use

extradimensional links to facilitate rapid movement as follows.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>All allies of the priest are able to blink (as per the 3rd-level wizard spell) once per

round, with the ability to select the direction of movement.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>As many as 10 creatures (designated by the priest at the time of spellcasting) can use

the teleport without error spell. They may teleport anywhere within the area of effect of

the transformation spell once during the duration of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>As many as 10 creatures (specified by the priest at the time of spellcasting) gain

abilities as if wearing boots of striding and springing for the spell duration.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>At any time during the spell, the priest and as many as 10 other creatures can be

affected as per a shadow walk spell. Creatures to be affected must stand in a circle and

touch hands. As soon as the priest who cast the transformation spell leaves the area of

effect via the shadow walk, all other effects of the transformation are canceled.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Undead Plague</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy)</p>

<p class=MsoPlainText>Sphere: Necromantic</p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: 1 mile <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 2 rounds </p>

<p class=MsoPlainText>Area of Effect: 100-yard square/level <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By means of this potent spell, the priest summons many ranks of skeletons to do his

bidding. The skeletons are formed from any and all humanoid bones within the area of

effect. The number of skeletons depends on the terrain in the area of effect; a battlesite or

graveyard will yield 10 skeletons per 100 square yards; a long-inhabited area will yield

three skeletons per 100 square yards; and wilderness will yield one skeleton per 100

square yards.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell's maximum area of effect is 10,000 square yards. Thus, no more than 1,000

skeletons can be summoned by this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The skeletons created by this spell are turned as zombies and remain in existence until

destroyed or willed out of existence by the priest who created them.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Warband Quest</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Charm, War</p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: 240 yards <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 200 creatures <span style='mso-tab-count:

2'> </span>Saving Throw: Neg. </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A priest may cast warband quest on any group of 200 creatures who are capable of

understanding his commands. The creatures are then affected in a manner similar to the

5th-level priest spell, quest. Unwilling creatures are allowed a saving throw with a -4

penalty to avoid the effects.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The specified quest must be related to the reason that the Power granted this spell

(perhaps a quest to slay or overcome a specified enemy).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Warband quest gives subjects of the spell a bonus of 2 hp per level of the caster

(maximum 20 hp). Subjects also gain the effects of a prayer spell and have Morale of 18

while on the quest. These benefits last for the duration of the spell; the spell ends when

the specified task is completed. A creature who abandons the quest is subject to the wrath

of his deity.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Ward Matrix</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Invocation/Evocation) </p>

<p class=MsoPlainText>Sphere: Wards</p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: Special <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 60 days <span style='mso-tab-count:2'>

</span>Casting Time: 6 turns </p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The ward matrix spell links as many as six locations within the Prime Material plane.

Only locations that have a functioning Wards spell may be linked. Ward matrix conjoins

the different Wards spells so that each linked site gains the protection of all other wards

in the network.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>From the place where the ward matrix is cast, magical connections spread to the other

designated sites. These can be seen with a true seeing or similar spell as tendrils of

magical energy running through the air just above ground level. The connections target

their destinations and move toward them at a rate of 40 miles per turn. They can evade

barriers such as anti-magic shells by moving above or around them. When the

connections reach their destinations, they multiply and spread to connect all other

locations in the network; this secondary linkage is established at a rate of 20 miles per

turn.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>From the place where the ward matrix is cast, magical connections spread to the other

designated sites. These can be seen with a true seeing or similar spell as tendrils of

magical energy running through the air just above ground level. The connections target

their destinations and move toward them at a rate of 40 miles per turn. They can evade

barriers such as anti-magic shells by moving above or around them. When the

connections reach their destinations, they multiply and spread to connect all other

locations in the network; this secondary linkage is established at a rate of 20 miles per

turn.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Wolf Spirits</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning, Invocation) </p>

<p class=MsoPlainText>Sphere: Animal, Guardian, Summoning</p>

<p class=MsoPlainText>Level: Quest </p>

<p class=MsoPlainText>Range: 30 yards <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 2 turns </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The priest casting this spell calls upon the "spirits" of wolves (or another animal, if

appropriate). The notion of wolf spirits is akin to the Wild Hunt of Celtic mythology: a

pack of enormous magical wolves led by a human master who range Celtic lands seeking

to destroy evil. The wolf spirits spell summons 2d4+2 such entities to serve the priest as

master</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Wolf spirits' statistics are as follows: AC -4; MV 36 Fl 36 (B); HD 5+5; #AT 1; Dmg

3d6; AL N; SZ M; ML 20; THAC0 14. They are immune to all forms of mind control,

illusions, gases, paralyzation, and spells which affect only corporeal creatures. They

cannot be harmed by weapons of less than +2 enchantment.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Wolf spirits can be instructed to perform a service in the manner of the animal

summoning spells. In this variation in the Animal and Summoning spheres, the spell does

not expire until the spirits have performed their commanded service, to a maximum

duration of 14 days. In the Guardian variation of this spell, the spirits can only be

commanded to keep watch over an area or creature. The spell lasts 100 days for this type

of service.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Detect Phase</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination, Dimension) </p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 2 rds./level <span style='mso-tab-count:2'>

</span>Casting Time: 1 </p>

<p class=MsoPlainText>Area of Effect: 10 x 60 ft.<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Creatures or objects that are phasedthat is, in the Border Ehtereal Planecan be detected by using this spell. The spell affects a path 60 feet long and 10 feet wide; any phased creatures or objects in this area are revealed as soft, blue glowing outlines visible to anyone in the vicinity. Creatures or effects detected by this spell include: phase spiders, ghosts in their ethereal state, characters or creatures employing oil of etherealness, psionic etherealness or phasing, and all other similar effects. Doorways or portals to extradimensional spaces are also detected, although anything hidden within remains unseen.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Detect phase does not reveal the location of creatures or objects concealed by magical invisibility or illusions. Note that detecting a phased monster doesnt necessarily give the caster the ability to attack it, but creatures such as phase

spiders lose any special surprise bonuses they may receive if they are detected by using this spell.

</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Detect Secret Passages and Portals</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination) </p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 turn <span style='mso-tab-count:2'>

</span>Casting Time: 1 </p>

<p class=MsoPlainText>Area of Effect: 10 x 10 ft. area/level <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell enables a wizard to detect secret doors, compartments, caches, and similar devices. Only passages, doors, or openings that have been deliberately constructed so as to escape detection are detected by this spella trap door buried beneath crates in a cellar, an illusionary wall, or an amulet left in a cluttered room would not be detected. The wizard affects an area of 10 feet square per level, so a 4th level wizard could search four sections of wall, floor, or ceiling. Any doorways or openings detected by this spell glow softly for one full turn. Its possible that a wizard might not find a secret compartment in the area of effect if the compartment is behind or under another object that covers it completely. This spell only detects the doorway or opening; the wizard may have to search for a mechanism or catch that opens the door.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Dictation</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Invocation/Evocation, Geometry) </p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: 10 ft. radius <span style='mso-tab-count:3'>

</span>Components: V,M</p>

<p class=MsoPlainText>Duration: 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 </p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell causes any words spoken by the wizard or anyone within 10 feet of him to appear on a piece of paper or the blank page of a book. It is useful for recording conversations, verbal agreements, interrogations, or even notes or observations if the wizard doesnt want to take the time to write them down himself. Generally, a person reading aloud takes about one to five minutes to read a page, depending on how many words are on a page.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Foreign languages are not translated, although foreign words are given the correct alphabetic spelling in the wizards native tongue; for example, the phrase cest la vie would appear as it does here, with no English translation, but a phrase or name in Arabic or Chinese would not be transcribed in those alphabets. Magical spells and invocations are not recorded, so this spell cant be used to create a backup copy of a scroll even as its read by the wizard, but a clever wizard may be able to record a magical items command word if an enemy within range uses it while the spell is in effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component for this spell is the blank page, scroll, or paper that the dictation will appear on. This must be prepared with a special wash of vinegar, which brings the cost to 10 gold pieces per page so readied</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Expeditious Retreat</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 3 rds. + 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 1 </p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The wizard Kerith was noted for his astounding lack of courage in the face of even the most insignificant dangers. He developed this spell early in his career to assist him in his frequent and precipitous withdrawals from combat. When cast, expeditious retreat provides the wizard with an amazing fleetness of foot, enabling him to run in great leaps and bounds. The casters movement rate is tripled for the duration of the spell, so a wizard with a movement of 12 would be able to run at a rate of 36 while the spell was in effect. In addition, the wizard can jump up to 5 feet in the air or make a 15 foot horizontal leap with ease. The wizard does not have to move while the spell is in effect, but if he moves at all, his unnatural speed and bounds prevent him from taking any other actions except for runningin other words, he cant take a half move and throw a missile, or charge, cast a spell, or do anything else except move.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The wizard cannot increase his movement further by any means, including additional movement affecting magical spells or items. Kerith was also noted for his cynical observation to a companion: I dont have to outrun the troll. I just have to outrun you.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Protection from Vermin</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 2 rds./level <span style='mso-tab-count:2'>

</span>Casting Time: 1 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell creates a magical barrier around the recipient, preventing the attacks of nonintelligent monsters of less than 1 Hit Die. Creatures in this category include normal centipedes, spiders, bats, and rats, but any monster with an Intelligence of low or better can ignore the spells effects</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The barrier extends about one foot from the protected characters body and moves with him; vermin cannot tolerate the auras touch and recoil from the character. Any attacks that require physical contact (bites, stings, claws, etc.) automatically fail, but a creature with a ranged attack can still attack the spells recipient.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell ends if the recipient attacks a creature he has been protected against, or tries to pin or trap the vermin by forcing the repelling barrier against them. The material component for this spell is a cone of pungent incense burned in a tiny bronze censer containing osquip ashes</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Ray of Fatigue</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy) </p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: 10 yds. + 5 yds./level <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 1 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: negates </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This nefarious spell affects the victims life energies, increasing any fatigue or exhaustion the victim currently possesses. Alert and well rested characters suddenly become tired and sluggish, and characters who are already fatigued may be reduced to near helplessness. In effect, the ray adds one level of fatigue or encumbrance to the victim. Moderately encumbered characters suffer a 1 penalty to attack rolls; heavily encumbered characters suffer a 2 penalty to attacks rolls and a +1 Armor Class penalty; and severely encumbered characters suffer a 4 penalty to attack rolls and a +3 Armor Class penalty. (Assume that monsters suffer a 1 penalty to their attack rolls and reduce their movement rates by 33%.) The victim is allowed a saving throw to negate the spells effects.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If you are using the fatigue rules from the Players Option: Combat & Tactics book, this spell operates in a slightly different mannerfresh characters become fatigued, gaining one level of encumbrance; fatigued characters become exhausted, gaining two levels of encumbrance; and exhausted characters collapse in a quivering heap, unable to move or attack.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Cat's Grace</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Level: 2 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hr./level <span style='mso-tab-count:2'>

</span>Casting Time: 2 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Just as a strength spell can increase a subjects physical power for a time, cats grace can enhance a subjects Dexterity. All abilities and skills that are Dexterity based may be affected by an enhanced Dexterity score, including a subjects reaction adjustment, missile attack adjustment, defensive adjustment, Dexterity based proficiency scores, and adjustments to thief abilities. The exact amount of Dexterity gained depends on the subjects class; multi classed characters use the most favorable die.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Class<span

style='mso-tab-count:2'> </span>Dexterity Gain</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Rogue<span style='mso-tab-count:2'> </span>1d8 points</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Warrior<span style='mso-tab-count:2'> </span>1d6 points</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Wizard<span style='mso-tab-count:2'> </span>1d6 points</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Priest<span style='mso-tab-count:2'> </span>1d4 points</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell cannot confer a Dexterity score of 20 or more, and it is not cumulative with any other Dexterity enhancing magical or psionic power. Subjects without Dexterity scores gain a 1 bonus to AC and a +1 to attack rolls with missiles for the duration of the spell. The material component for this spell is a few whiskers from an elven cat.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Displace Self</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration, Dimension) </p>

<p class=MsoPlainText>Level: 2 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,M</p>

<p class=MsoPlainText>Duration: 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 2 </p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Emulating the natural ability of the displacer beast, this spell causes the caster to appear to be about two feet away from his true location. Any creature making a melee or missile attack against the caster automatically misses with his first attempt and suffers a 2 penalty on all subsequent attack rolls. In addition, the wizard also gains a +2 bonus on saving throws for any spell or special attack aimed directly at him, not at any other characters or the area around him. The only spell that will reveal the casters true location is true seeing.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component for this spell is a small strip of leather made from displacer beast hide that is twisted into a loop.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Moon Rune</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration, Geometry, Artifice) </p>

<p class=MsoPlainText>Level: 2 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Permanent <span style='mso-tab-count:2'>

</span>Casting Time: 2 </p>

<p class=MsoPlainText>Area of Effect: Up to 1 sq. ft. <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By using this spell, the wizard can create an invisible mark or rune on any surface. This mark remains invisible until conditions specified at the time of the casting are met. For example, the wizard could specify that the runes are only visible by the light of the moon or by the light of a moon of a certain phase (half, full, etc.), when viewed by an elf, at sunset or sunrise, when viewed by a wizard, when the caster is present, and so on. The spell cannot be used to transcribe magical runes, signs, glyphs, or symbols, but as many as seven letters or marks can be drawn. Unlike a magic mouth spell, a moon rune is permanent and will appear any time its conditions are met.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In addition to appearing when the proper conditions are met, a moon rune also becomes visible if a detect magic, detect invisibility, true seeing, or other such spell or effect is used on it. A read magic spell will reveal the makers words, if any. Moon rune cannot be cast on a living creature. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A moon rune requires a special mixture of pigment including mithral filings or powder worth at least 100 gp.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Protection from Poison</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Level: 2 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 2 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>With this abjuration spell, the wizard provides a protective barrier similar to that created by the spells protection from evil or protection from vermin, warding the recipient against creatures that possess venom or poison of some kind. Poisonous monsters or poison using characters of 4 or less Hit Dice or levels are prevented from making physical contact with the spell recipient, while venomous creatures of 4+1 Hit Dice or poison using characters of five levels or more suffer a 2 penalty on their attack rolls against the protected character. Only injected or contact poisons from natural or innate sources (such as compounds made from plants or the venom from a snake) in a position to possibly injure the character are protected against; a thief carrying a vial of ingestive poison in his pouch is not counted as a venomous character while a character that is brandishing a poisoned short sword is counted as venomous. The spell recipient can still be poisoned by a spitting attack or a thrown dagger smeared with poison.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the spell recipient attacks a creature he has been warded against or uses the resistance of the spells aura to force his antagonist to give ground, the spell ends. Regrettably, reaching out to drink from a poisoned cup dispels the effect, so this spell offers no protection against ingested poisons. The spell functions normally if cast upon a poison using creature or character.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Wall of Gloom</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning, Shadow) </p>

<p class=MsoPlainText>Level: 2 </p>

<p class=MsoPlainText>Range: 30 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 2d4 rds. + 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 2 </p>

<p class=MsoPlainText>Area of Effect: Two 10 ft. cubes, + one 10 ft. cube/level (max. is 8 cubes) <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell creates a wall or barrier of ominous shadow in any area within the spell range. The wall of gloom does not obscure sight completely, but objects or creatures within the wall, or on its other side, are dim shadows that can barely be seen. Creatures attempting missile fire through the wall suffer a 2 penalty to their attack rolls. In addition, the supernatural cold and darkness of the wall of gloom may cause creatures moving through the wall to recoil in fear. Creatures of 4 Hit Dice or less who enter the wall must make a saving throw vs. spell or retreat for 1d3 rounds; creatures of 4+1 to 7 Hit Dice must save or hesitate for 1 round before entering the wall; and undead and creatures of 7+1 Hit Dice or more ignore the walls fear effects.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The wall can take any shape the caster desires, as long as it is at least 10 feet high and 10 feet thick. The material component is a bit of fleece from a black sheep and the eyelash of a revenant.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Lesser Sign of Sealing</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration, Geometry) </p>

<p class=MsoPlainText>Level: 3 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: S,M</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: One portal <span style='mso-tab-count:

2'> </span>Saving Throw: 1/2 </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By using this spell, the caster creates a magical ward that has two major effects; first of all, it affects a doorway or item that opens (a chest, for instance) as if it were a hold portal spell, keeping it securely locked and closed. Secondly, if the protected doorway is forced open by any means, magical or physical, the sign is not only destroyed, but also strikes the offending creature for 1d8 points of damage +1 point of damage per level of the caster. The duration of this spell is either one day per level of the caster or until discharged, whichever happens first. The exact form of energy is chosen by the caster when he creates the lesser sign; acid, cold, fire, electricity, or sonic disruption are popular choices.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The sign is not hidden or concealed in any way and is usually quite prominent on the item or portal it protects. The caster cannot specify particular creatures or conditions for the lesser signs operation; it functions against any creature that attempts to pass it (except for extraplanar creatures of 6 HD or more and wizards of higher level than the casterthey can merely ignore it as if it were not there). The sign cannot be dispelled by spells of lower spell levels such as knock, but the caster can remove it any time he chooses, thus ending the spell, or it can be defeated by an erase spell cast by a wizard of equal or higher level than the original caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component for a lesser sign can be a pinch of either powdered diamond (cold), ruby (fire), emerald (acid), pearl (sonic disruption, or sapphire (electricity), depending on the type of energy the wizard wishes the sign to employ. The value of the gemstone must be at least 100 gold pieces.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Protection from Amorphs</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Level: 3 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 2 rds./level <span style='mso-tab-count:2'>

</span>Casting Time: 3 </p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This abjuration resembles the spells protection from vermin or protection from evil, but in this case the caster is protected from the attacks of any of the various amorphous monsters, including slimes, jellies, oozes, puddings, cubes, and slithering trackers. In order to qualify as an amorphous creature, the monster must have an amorphous or fluid body, attack through acids or secretions of some kind, and be native to the Prime Material Plane (as opposed to extraplanar elementals and such creatures). The monster cannot stand the touch of the barrier surrounding the protected character, and its natural attacks automatically fail. If the monster has an innate ranged attack of any kind, these also fail.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the protected character makes an attack against the monster, or if he forces the barrier against the monster, the spell ends and he is no longer protected. The material component is a mixture of rare salts sprinkled in a small circle around the character to be protected.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Solvent of Corrosion</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning, Alchemy) </p>

<p class=MsoPlainText>Level: 3 </p>

<p class=MsoPlainText>Range: 10 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 3 rounds <span style='mso-tab-count:2'>

</span>Casting Time: 3 </p>

<p class=MsoPlainText>Area of Effect: 1 sq. ft./level <span style='mso-tab-count:

2'> </span>Saving Throw: 1/2 </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell conjures a corrosive, acidic slime of horrid strength on one surface or creature within the spells range. Up to one square foot of surface area per caster level can be affected, so a 5th level caster can affect 5 square feetenough to create a 2 foot by 3 foot hole in a door or wall, or thoroughly drench a man sized creature. The acid eats through 6 inches of wood, leather, or bone, 4 inches of stone, or 1 inch of metal each round. Against monsters composed of stone, metal, or wood, the solvent inflicts 1d3 points of damage per caster level per square foot affected in the first round, 1d2 per caster level in the second round, and 1 per two caster levels in the third and final round. Therefore, a 10th level wizard who strikes a treant with solvent of corrosion inflicts 10d3, then 10d2, and finally 5 points of damage. Each round, the victim is allowed a saving throw vs. spell for half damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Against flesh, the solvent is much less effective; it is caustic and burns painfully, inflicting 1 point of damage per caster level in the first round, but no further damage in the second or third round. However, the burning in the following rounds does inflict a 2 penalty to the victims attacks while the solvent is active. The solvent is extremely likely to cause extensive damage to the victims armor and equipment; item saving throws vs. acid may apply at the DMs discretion. If the armor or equipment is magical in nature, then the saving throw is made with the usual bonuses allowed to the magical item.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The great alchemist Vandarien developed his solvent to dissolve iron grates, stone and woodwork traps, and other such hazards. The solvents effectiveness against mineral or wood based creatures was a mere side effect of his research. The material component of this spell is a mixture of vinegar, water, and a drop of black dragon acid.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Wall of Water</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Invocation/Evocation, Elemental Water) </p>

<p class=MsoPlainText>Level: 3 </p>

<p class=MsoPlainText>Range: 30 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 3 </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell calls into being a curtain or field of water that remains intact and upright in defiance of gravity. The wall lasts as long as the wizard chooses to concentrate on maintaining it or one round per level if the wizard chooses not to concentrate on holding it together. The caster may shape the wall of water in one of three ways:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A. Water Curtain. In this form, the wizard conjures one plane of water, 5 feet square and 1 foot thick, per experience level; for example, a 5th level caster can create five 5 foot x 5 foot x 1 foot wall sections that would be enough to block an arched passageway 15 feet wide and 10 feet high with a curtain of water 1 foot thick. The curtains lower edge must rest upon the ground, but it need not be anchored on either side, and it remains cohesive and upright for the duration of the spell. Once raised, the wall cannot be moved.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>B. Hemisphere. In this manifestation, the wall of water forms a dome 1 foot thick over the caster, with an inner radius equal to 3 feet plus 1 foot per caster level; a 7th level caster could create a dome with a 10 foot radius. The wall must rest upon the ground. The dome is immobile.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>C. Sphere. If cast underwater, the caster may shape the wall of water into a sphere 1 foot thick, with an inner radius equal to 3 feet plus 1 foot per caster level (no air is in the sphere). The sphere is centered on the caster and moves with him.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In any form, the wall of water has two primary effects. First of all, missile fire through the wall is next to impossible, suffering a 4 attack penalty for each foot of thickness as well as a 1 damage penalty for every two feet of thickness. Creatures gain a +1 bonus to saving throws against attack spells that must pass through the wall. If the spell allows no saving throw, none is granted by the wall of water. Secondly, physical passage through the wall is hindered; any creature trying to pass through must take one full round to do so and becomes soaked to the skin in the process.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The wall of water can be defeated or bypassed by a number of spells or effects. At the end of the spells duration, the water loses its cohesiveness and collapses, which may surprise those sheltering under the hemisphere or standing next to the curtain. Note that the water itself may be fresh water (25% chance), salt water (50% chance), or brackish (25% chance), although the sphere will always be composed of the water type that surrounds it. The material component is a vial full of blessed spring water.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Conjure Elemental-Kin</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning, all Elemental, Geometry) </p>

<p class=MsoPlainText>Level: 3 </p>

<p class=MsoPlainText>Range: 60 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Like the conjure elemental spell, this summoning can be used to summon a creature from one of the four elemental planesa sylph from the plane of Air, a pech or sandling from the plane of Earth, a fire snake from the plane of Fire, or a nereid or water weird from the plane of Water. The wizard must decide which elemental kin he will conjure when he memorizes the spell since the components and procedures are different for each. An elemental specialist can conjure only from his own element.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Elemental kin can only be conjured if there is a good amount of their native element at hand; a good sized fire or a body of water is required for those elemental kin. In addition to this and either an aquamarine, amber, ruby or emerald gem worth 1,500 gold pieces, the wizard must also provide the spells material component, which varies by element:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Air Elemental kin: Burning incense</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Earth Elemental kin: Soft clay</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Fire Elemental kin: Sulphur and phosphorus</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Water Elemental kin: Water and sand</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The elemental kin is bound to obey the wizards commands and will not turn against him, but it is generally annoyed by its summoning and cooperates only as instructed. Given the chance, the creature will disappear and return to its home in the elemental planes; in order to prevent this, the wizard must concentrate on keeping the creature from leaving. (If the wizard is wounded or grappled, or casts another spell, his concentration is broken.) The elemental kin can be controlled or maintained at a distance of 30 yards per caster level.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The various elemental kin creatures are described in detail in the Monstrous Manual tome, under the heading Elemental. At the DMs option, other elemental creatures of 4 Hit Dice or less may be summoned with this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Improved Strength</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 4 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By casting this spell, the wizard can empower a creature with superhuman strength. Unlike the 2nd level strength spell, improved strength allows the recipient of the spell to ignore race or class restrictions on his maximum Strength score, possibly reaching scores as high as 25. The exact amount of strength gained varies by the recipients class group:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>Class<span

style='mso-tab-count:2'> </span>Strength Gain\*</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Warrior<span style='mso-tab-count:2'> </span>1d8+4 (max 25)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Priest<span style='mso-tab-count:2'> </span>1d6+4 (max 23</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Rogue<span style='mso-tab-count:2'> </span>1d6+4 (max 23)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>Wizard<span style='mso-tab-count:2'> </span>1d4+4 (max 21)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>\* Count each percentile bracket of exceptional strength as one point; the strength gain proceeds as 18, 18/01, 18/51, 18/76, 18/91, 18/00, 19, and so on.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Even if the recipient is not a warrior, he gains all the benefits of an exceptional Strength category; for example, if a thief with a Strength of 14 gained 7 points, he would possess a Strength of 18/76 for the duration of the spell. In addition to the attack and damage bonus, increased chance to open doors or bend bars, and increased carrying capacity, the spell recipient may temporarily gain the ability to throw boulders as a giant of equivalent Strength, as shown below:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Strength score Equivalent Giant Type Rock Hurling Range Damage</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>19 Hill giant 80 yards 1d6</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>20 Stone giant 100 yards 1d8</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>21 Frost giant 100 yards 1d8</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>22 Fire giant 120 yards 1d8</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>23 Cloud giant 140 yards 1d10</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>24 Storm giant 160 yards 1d12</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>25 Titan 200 yards 1d20</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When the spell ends, the recipient is struck by intense exhaustion; he can do nothing except rest for 1d3 full turns to recover his strength. The material component is a strand of hair from a giant.</p>

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<spell><name>Lesser Geas</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

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<p class=MsoPlainText> (Enchantment/Charm, Song) </p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 10 yards <span style='mso-tab-count:3'>

</span>Components: V</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 2 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: negates </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By means of this spell, the wizard places a magical command upon a creature of 7 Hit Dice or less to carry out some service, undertake a task, or refrain from some action or course of activity. The caster specifies the conditions of the lesser geas when he casts the spell; the victim must be intelligent, conscious, able to understand the caster, and not under the influence of any spells or effects that affect or control its mind. The lesser geas cannot compel a creature to kill itself or perform acts that will result in certain death, although the wizard can use the spell to coerce the subject into almost any other nondestructive course of action. The victim is entitled to a saving throw vs. spell to avoid the lesser geas, but suffers a 2 penalty on its save if the wizard is of higher level or Hit Dice, or a 4 penalty if the wizard is more than twice the victims level or Hit Dice.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The wizard must be careful in the wording of his lesser geas since the casting and fulfillment are tricky. The subject should be given a tangible, achievable goal, with clear courses of action available to him. Climb that mountain! or Tear that mountain down rock by rock! are legitimate geases, but a geas such as Become a mountain! is just not specific enough to work.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Similar to the 6th level spell geas, the lesser geas compels the subject to obey the wizards command. If the geased creature fails to follow the wizards instructions, it will grow sickeach week that passes, the creature loses one point from each ability score, 1 hit point per Hit Die, and suffers a cumulative 1 penalty to attack rolls and saving throws. These penalties cannot reduce an ability score to less than 3, reduce a creature to less than 1 hit point per Hit Die, or reduce its attacks and saves by more than 4 points. The lesser geas can be countermanded by a remove curse spell, or a limited wish or wish. However, if the subject entertains thoughts of removing the lesser geas, it will protect itself by giving the subject a warning headache. If the subject persists, then the sickness will begin.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Mordenkainen's Force Missiles</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Invocation/Evocation, Force) </p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 30 yds. + 10 yds./level <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 4 </p>

<p class=MsoPlainText>Area of Effect: 17 targets <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell creates a brilliant globe of magical energy that streaks forth from the casters hand to unerringly strike its target, much like a magic missile spell. The subject must be seen or otherwise detected in order to be targeted by this spell. The wizard creates one missile at 7th level and an additional missile at every third level after 7thin other words, two missiles at 10th level, three at 13th, four at 16th, and so on, to a maximum of seven missiles at 25th level. Each missile inflicts 2d4 points of damage to the target and then bursts in a 3 foot radius concussive blast that inflicts 1 point of damage per level of the casterfor example, a 12th level wizard could conjure two force missiles, each of which strikes for 2d4+12 points of damage. The victim may attempt a saving throw vs. spell to negate the concussion damage, but the impact of the missile itself allows no saving throw.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Just like magic missile, the force spheres may be directed at as many or as few targets as the caster likes. The missiles can easily damage or destroy inanimate objects, especially fragile or delicate items.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Psychic Protection</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration, Mentalism) </p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 3 rds./level <span style='mso-tab-count:2'>

</span>Casting Time: 4 </p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell provides the caster with a +6 bonus to saving throws (or allows a saving throw in the case that one is not normally allowed) against spells or effects that control or destroy his mind, including command, domination, feeblemind, hold magic jar, insanity, possession, and the psionic powers of domination, mass domination, and switch personality. Any attempt to subvert or destroy the wizards mind automatically fails, but the wizard is still vulnerable to spells or effects that influence his actions without taking control of his psyche. In other words, attacks that simply encourage the victim to act in a certain way or influence his perceptions do not trigger the magical warding of the spell. A partial list of spells, powers, and effects that are not defended against includes charm, suggestion, emotion, confusion, hypnotism, fear, antipathy, beguiling, Ottos irresistible dance, a mind flayers mental blast, and most psionic attacks.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component for this spell is a tiny figurine of the wizard, cast in iron.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Ultravision</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 2 hrs. + 1 hr./level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>An improved version of the infravision spell, ultravision allows the spell recipient to see perfectly in normal darkness, starlight, or moonlight to the full range of his unobscured daylight vision. (See Chapter 13 of the Players Handbook; in most outdoor settings, this means that the character can spot movement at 1,500 yards.) In underground settings, the spell enables the recipient to see up to 90 feet in nonmagical darkness. Magical darkness, fog, or smoke is less effective than normal against a character using ultravision; the spell permits the recipient to see at least 30 feet in magical darkness, and at least 10 feet in any kind of vaporous, foggy, or smoky atmosphere. Ultravision does not permit the recipient to spot invisible creatures, and it does not function in the presence of strong light sources (lanterns, torches, and so on).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component for this spell is a black agate worth at least 50 gold pieces.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Vitriolic Sphere</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

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<p class=MsoPlainText> (Conjuration/Summoning, Elemental Water, Alchemy) </p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 150 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 4 </p>

<p class=MsoPlainText>Area of Effect: 5 ft. radius <span style='mso-tab-count:

2'> </span>Saving Throw: 1/2 </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell conjures a one foot sphere of glowing emerald acid that the caster can direct to strike any target within range. When it reaches its target, the sphere explodes and drenches the victim in potent acid. The victim suffers 1d4 points of damage per caster level (to a maximum damage of 12d4) and may attempt a saving throw vs. spell for half damage. If the victim fails his saving throw, he continues to suffer acid damage in the following rounds, sustaining two less dice of damage each round. For example, an 8th level wizard inflicts 8d4 damage with this spell on the first round, 6d4 on the second round, 4d4 on the third round, 2d4 on the fourth round, and the spell ends in the fifth round. Each round, the subject is entitled to a saving throwthe spell ends when he succeeds, or when the acid damage runs its course. The acid can also be neutralized with soda, ash, lye, charcoal, or removed with a large quantity of water.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The vitriolic sphere also splashes acid in a 5 foot radius around the primary target. Any creatures within the splash radius must save vs. paralyzation or suffer a splash hit that inflicts 1d4 points of damage per every five caster levels. Splash hits do not cause continuing damage. The material component for this spell is a drop of giant slug bile.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Leomund's Hidden Lodge</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration, Enchantment/Charm) </p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 20 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1d4 hrs. + 1 hr./level <span style='mso-tab-count:2'>

</span>Casting Time: 2 turns </p>

<p class=MsoPlainText>Area of Effect: 30 sq. ft./level <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Similar in most regards to the 4th level spell Leomunds secure shelter, this spell offers one significant improvement: The shelter is perfectly camouflaged to blend in with whatever terrain or surroundings are appropriate. It may appear as a house sized boulder in rocky or mountainous areas, a sand dune, a deadfall, a small grassy knoll, or even a mighty tree. The spell also conceals all telltale signs of habitation, including any smoke, light, or sound coming from within the lodge. Creatures or characters who are exceptionally well tuned to their surroundings (elves, druids, rangers, and various sylvan monsters) may attempt a saving throw vs. spell to spot the hidden lodge if they pass within 30 feet; all other creatures cannot find the wizards refuge without the aid of true seeing or similar magic.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In all other respects, the hidden lodge resembles Leomunds secure shelter. The interior is level, clean, and dry, and the whole thing is sturdily constructed from timber, stone, or sod. It is secure against winds of up to 100 miles per hour, impervious to normal missiles, and the doors, windows, and chimney have the option to be wizard locked and guarded by an alarm spell. Simple furnishings include up to ten bunks, a small writing desk, a trestle table and benches, and an optional unseen servant to wait on the wizard. (If any of the optional secondary spells are added on to this spell, then the casting time goes up to one hour and adds a +3 modifier to the subtlety rating.)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are a square chip of stone, crushed lime, a few grains of sand, a sprinkle of water, and a splinter of wood, plus a crushed diamond worth at least 100 gold pieces. If the secondary spells are to be included, their material components are required also.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Proofing versus Combustion</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration, Elemental Fire) </p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Permanent <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The renowned fire wizard Daltim developed this spell some years ago to protect important items or structures against the various incendiary spells with which he was familiar. Proofing renders an inanimate object nearly impervious to fire, granting the affected item a +3 bonus to saving throws vs. magical fire (including a dragons breath), and a +6 bonus to saving throws vs. normal fire. This is cumulative with the saving throw bonus of a magical item, so a cloak of protection +4 could have a bonus of +7 to +10 on any item saving throws versus combustion effects. Remember that an item fails its saving throw on a natural roll of 1, regardless of any bonuses.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The item affected must be one discrete construction or object, although it can be articulated or composed of several parts (for example, a suit of armor, a catapult, a house, or a carriage). At 9th level, the wizard can proof an article of clothing or a small piece of furniture; at 12th level, a small vehicle or large piece of furniture; at 15th level, a small building or large vehicle; at 18th level, a medium building or a very large vehicle; and at 20th level or higher, a large building or small fortification. A character dressed in a completely proofed article of clothing (a large cloak) gains a +2 bonus to saving throws vs. fire.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component for proofing versus combustion is a fire brick made with the ashes left from a phoenixs fire. Seafaring wizards often use this spell to protect their vessels from hostile fireballs and various fire throwing devices.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Rusting Grasp</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration, Elemental Water, Alchemy) </p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 5 </p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By casting this spell, the wizard gains the power to corrode ferrous metals and alloys at a touch. Iron and iron based alloys such as steel, meteoric iron, mithral, and adamantite are affected, but noble metals such as gold, silver, and copper are not subject to reduction through rusting. Any ferrous metal touched by the wizard must make an item saving throw vs. disintegration (usually a 17 or better on a d20) or be destroyed. Magical arms or armor may apply their bonus to this save, so a sword +3 would gain a +3 to its roll. Other magical metal items may receive a +1 to a +6 bonus based on the DMs estimate of their power.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The wizard may employ rusting grasp in combat by simply touching the equipment of metal wearing characters or creatures. If he tries to touch the armor of a character, the wizard need only hit the opponents unarmored AC. If the armor fails its save, rusting grasp permanently destroys 2d4 points of AC through corrosion. For example, plate mail +3 (base AC 0) could be reduced to a base AC of 2 to 8 if it fails its item saving throw.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Weapons are more difficult to grasp; the wizard must make an attack roll against AC 4 (modified by the opponents Dexterity) in order to touch the weapon. If the weapon fails its saving throw, it is destroyed. Important note: The wizard must touch the weapon and not the other way around! Unlike a rust monster, he doesnt corrode weapons simply by being hit.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Against metallic creatures, rusting grasp functions like the priest spell cause serious wounds in that it inflicts 2d8+1 point of damage per successful attack. The spell lasts for one round per level, and the wizard can make one touch attack per round. The material component is an antenna from a rust monster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Tenser's Destructive Resonance</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Invocation/Evocation, Force) </p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 60 yds. + 10 yds./level <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 5 </p>

<p class=MsoPlainText>Area of Effect: 1 object <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When this spell is cast, a thin beam of destructive blue force springs forth from the casters fingertip and strikes any one object within range. The beam imparts an immense amount of energy to the object struck, causing it to spontaneously explode. Large, massive objects have more potential destructive energy than small, lightweight objects, but the wizard must hold the beam on the larger object for a longer time in order to cause detonation.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The beam has two principal effects: First of all, the object struck is disintegrated if it fails its item saving throw. Secondly, any creature near the destroyed item suffers damage proportional to the weight of the item detonated, plus blast damage of 1d6 points per two caster levels. Creatures caught within the blast radius may attempt a saving throw vs. paralyzation for half damage (1 point per caster level), but the base damage of the explosion may not be saved against. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Weight (lb) Resonance Time Base Damage Explosive radius</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>15 Instant 1d8 2 ft.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>625 Instant 1d12 3 ft.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>26100 One rd. 1d20 5 ft.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>101500 Two rds. 2d12 10 ft.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>5012,000 Three rds. 3d12 15 ft.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Objects more massive than 2,000 pounds are simply too big to detonate. Living flesh and enchanted objects or items are immune to the destructive resonance, but a wizard could choose to use Tensers destructive resonance on an object worn or carried by another creature. However, if he does so, the victim is entitled to a saving throw vs. spell to negate the beam entirely and prevent any damage at all, and then gains a save for half damage against the blast effect even if the beam succeeds in detonating his equipment.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component for this spell is a tiny orb of finely crafted gold with a small removable ring surrounding it that must be taken off as the spell is cast.</p>

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<spell><name>Prying Eyes</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination) </p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 1 mile <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hr./level <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: Creates 1d4+1 eyes/level <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell conjures a small horde of semitangible magical orbs or eyes that can be used to reconnoiter an area at the wizards command. Each of the eyes is about the size of a small apple and can see 120 feet (normal vision only) in all directions. In order to report their findings, the eyes must return to the casters hand to replay in the casters mind everything they have seen during their existence. The eyes are subject to illusions, darkness, fog, and any other factors that would affect the wizards ability to receive visual information about his surroundings. The eyes only see as a normal human wouldabilities and spell effects including infravision do not alter the eyes vision. It only takes the eye one round to replay one hour of recorded images.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The spell conjures 1d4 eyes, plus 1 eye per caster level. The eyes exist for up to 1 hour per caster level, or until they return to the wizard; after relaying its findings, an eye disappears. Each eye is AC 4, flies by levitation at a rate of 12, and has only 1 hit pointa single hit from any weapon or damaging spell destroys it. A successful dispel magic destroys all eyes caught in the area of effect. While the individual eyes are quite fragile, theyre small and difficult to spot, especially in conditions of poor visibility such as darkness, fog, or rain. Of course, if the eye is being sent into darkness, then its very possible that it could hit a wall or other similar obstacle and destroy itself. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When the wizard creates the eyes, he can specify any set of instructions or orders that he wishes, up to 25 words. Any knowledge the wizard possesses is assumed to be known by the eyes as well, so if the wizard knows what a typical Jakallian merchant looks like, the eyes do as well. Sample commands might be, Surround me at a range of 400 yards and return if you spot any dangerous creatures, or Spread out and search the town for Arweth; follow him for three turns, staying out of sight, and then return. Note that in the first command, the eye only returns if it spots a creature that the wizard would regard as dangerous; a seemingly innocuous peasant that is actually a shapechanged dragon wouldnt trigger the eyes return. In any event, if an eye is ever more than one mile distant from the wizard, it instantly ceases to exist. However, the wizards link with the eye is such that he wont know if the eye was destroyed or if it just wandered out of range.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Some command words can be used to abbreviate the directions. For example, surround me directs the eyes to form an equally spaced ring at whatever range is indicated, and then move with the wizard. As eyes return or are destroyed, the rest automatically space themselves to compensate. Spread out directs the eyes to move away from the wizard in all directions. Other commands that might be useful include having them form a line in a certain manner, making them move at random within a certain range, or have them follow a certain type of creature. The DM is the final judge of the suitability of the wizards directions.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a handful of crystal marbles.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Vile Venom</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning, Elemental Water, Alchemy) </p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 30 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hr./level <span style='mso-tab-count:2'>

</span>Casting Time: 5 </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By casting this inherently evil spell, the wizard conjures a small amount of deadly poison directly onto any weapon blades or other surface within the area of effect. The spell creates one dose per caster level; a single dose is sufficient to coat one size S weapon such as a dagger or an arrowhead, three doses can coat a size M weapon, and five doses can coat a size L weapon. The venom remains potent for up to one hour per caster level, although an envenomed blade remains so for only 1d3 successful attacks before the poison has been worn off. The potency of the venom varies by the caster level, as shown below.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Level Onset Time Strength</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>9th 212 rounds 20/1d3</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>12th 25 rounds 25/2d4</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>15th 12 rounds 30/2d6</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>18th+ Immediate death/20</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If a weapon coated with Vandariens vile venom successfully hits a creature, the victim must make a saving throw vs. poison or suffer the first damage figureif the caster was a 12th level wizard, this would be 25 points. (Naturally, this is damage above and beyond any caused by the weapon that injects the poison.) Even if he succeeds in the save, the victim still sustains a lesser amount of damage, as shown in the second figure.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Instead of creating an insinuative poison (one that is introduced to the body through a cut), the wizard can instead conjure the venom as a contact poison. A surface of about one half square foot per caster level can be affected. One square foot is enough to coat a doorknob, a sword hilt, the handle or clasp of a chest, or an object of similar size. The contact poison has the same effects as the insinuative venom, but the victim gains a +2 bonus on his saving throws. The contact poisons toxicity fades at the end of the spells duration.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a small vial of venom from a giant snake.</p>

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<spell><name>Dimensional Blade</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Invocation/Evocation, Dimension, Artifice) </p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 3 </p>

<p class=MsoPlainText>Area of Effect: 1 object<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell makes a single weapon incredibly sharp by reducing one of its physical dimensions to an infinitesimal measurement. The dimensional blade can slash through matter with as much effort as it takes to wave a stick through the air. Even stone and iron can be carved to pieces with ease. The spell can be cast on almost any hand held slashing (type S) weapon, as well as a few thrown weapons of this type, such as the chakram, shuriken, or a hand axe.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Against creatures, the dimensional blade ignores any portion of Armor Class derived from armor itself; only magical and Dexterity adjustments affect the opponents AC. For example, a warrior in chain mail +2 with a Dexterity of 17 is normally AC 0, but against the dimensional blade he only applies the 3 point adjustment for Dexterity and the 2 point magical adjustment, for a total AC of 5. Creatures wearing purely magical armor (such as bracers of defense) may keep the full magical adjustment. Monsters with thick or toughened hides, such as dragons, may lose part of the Armor Class at the DMs discretion. The weapon gains a +2 bonus to attack and damage rolls in any event, but the wielder ignores any Strength based combat adjustmentsmuscle power doesnt help the blade at all.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The dimensional blade is also quite effective against inanimate objects. Any object with a diameter or thickness smaller than the blades length must make a saving throw vs. disintegration when struck, or be cleanly severed in twain. Larger objects can be sawed through or sliced away at the rate of about 5 cubic feet per round. Its dangerous to attempt to disarm a dimensional blade; the weapon used must make an item saving throw vs. disintegration or be destroyed.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Finally, the blade is also effective against phased or ethereal creatures since part of its existence is forced into the Ethereal Plane. If the wielder has some way to detect creatures concealed in this way, the blade can strike and affect them normally, but without the power to negate Armor Class or other combat bonuses.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The wizard must touch the weapon to be affected by the spell, but afterward anyone may wield it. The material component for this spell is a razor thin shard of glass.</p>

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<spell><name>Etherealness - Wizard</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Dimension) </p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hr./level <span style='mso-tab-count:2'>

</span>Casting Time: 1 </p>

<p class=MsoPlainText>Area of Effect: Creature(s) touched<span style='mso-tab-count:

2'> </span>Saving Throw: negates </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By means of this spell, the wizard and up to six other creatures joined by linked hands become ethereal (along with their equipment). While ethereal, the group need not stay together. The groups presence can be detected only by detect phase, true seeing, or similar spells and effects. No physical, or magical attack can affect him, unless his assailant is ethereal as well (although some monsters, such as the basilisk, have gaze weapons whose power extends into the Ethereal Plane). The spell recipients are actually in the Border Ethereal and can still perceive their physical surroundings, but the world appears gray, misty, and indistinct to them. Note that as ethereal creatures can perceive the physical world here, a character could scout out his surroundings or make good an escape from the safety of the Border Ethereal.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The wizard and his companions may remain in the Border Ethereal for up to one hour per level; when the spell expires, they return to normal existence, although the wizard can choose to end the spell before its full duration. The wizard also has the option of moving himself or the group from the Border Ethereal into the Deep Ethereal, in which case they remain ethereal when the spell ends. He will have to use this spell again or find another way back in order to return to his home plane.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The wizard can attempt to use etherealness to banish an unwilling subject. He must make a successful attack roll in order to touch him, and the subject receives a saving throw vs. spell to negate the effect. An unwilling subject automatically remains in the Border Ethereal for an amount of time specified by the wizard at the time of the casting, but no more than one hour per caster level. When used like this, etherealness does not affect the caster, only the subject.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Greater Sign of Sealing</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration, Geometry) </p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: S,M</p>

<p class=MsoPlainText>Duration: Permanent <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A more potent form of the lesser sign of sealing, this spell allows the caster to guard an item or portal and prevent all other creatures from opening or passing through the sealed item or surface. The greater sign has several effects; first of all, it affects a doorway or item that opens (a chest, for instance) as a wizard lock spell. If placed in an open corridor or archway to prevent passage, the greater sign creates a magical barrier that repels all who try to pass.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Second, the greater sign greatly strengthens the physical structure of any door or item it is placed upon, granting a +6 bonus on any item saving throws and allowing the item or door to ignore 1 point of damage per caster level from any attack. For example, a greater sign cast by a 12th level wizard would reduce the damage of any blow or spell by 12 points, so a fighter armed with a broad sword (maximum damage of 8 points) could never hack through a door protected by the sign.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Finally, if the protected doorway or item is forced open or destroyed by any means, the sign itself is not only destroyed, but also releases a spell upon the offending creature. The spell held by the sign is cast into the ward when the greater sign is created, and any spell the caster has memorized may be used in this way, from a fireball or shocking grasp to a very nasty wish or polymorph. The range of the signs retributive spell is 10 yards per caster level, so it is possible to destroy the warding from a safe distance.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The sign is displayed in plain sight, and most wizards will recognize it for what it is. The caster cannot specify particular creatures or conditions for the signs operation; it functions against any creature that attempts to pass it, although the wizard can freely pass through his own sign without activating it. The greater sign can be removed by the caster, thus ending the spell, or it can be defeated by a limited wish or wish spell cast by a wizard of equal or higher level than the original caster; it cannot be dispelled.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component for a greater sign is a powdered diamond worth at least 1,000 gold pieces.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Superior Magnetism</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 30 yds. + 5 yds./level <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 rd./5 levels <span style='mso-tab-count:2'>

</span>Casting Time: 6 </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When this spell is cast, the wizard designates one inanimate object of stone, earth, or metal within the spells range to function as a powerful magnet, attracting all metal. The object affected can be no larger than a 10 foot cube, although a section of wall, floor, or ceiling about 10 square feet will work. Once magnetized, the object exerts a powerful attractive or repulsive force (casters choice) against objects of ferrous metal. The effects vary by the proximity of the metal objects to the center of magnetism, as shown below:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Distance to magnetism Movement rate per round Effective Strength Missile attack penalty</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>10 feet or less 40 feet 22 (Garg.) 40</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>20 feet or less 20 feet 20 (Huge) 20</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>30 feet or less 10 feet 18 (Large) 10</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>40 feet or less 5 feet 14 (Medium) 5</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>50 feet or less 2 feet 10 (Small) 2</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>60 feet or less 1 foot 4 (Tiny) 1</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The movement rate represents how fast objects are drawn to or repelled from the center of magnetism. If the creature or object in question is heavier than the magnetized item, the magnetized item does the moving instead. The effective Strength is the pull of the magnetism at that range; the size equivalent refers to creature sizes, not weapon sizes. (All human sized weapons are considered small or tiny for this chart). A character or creature carrying loose metal items or objects such as weapons, shields, helms, buttons, and so on must win an opposed Strength check (see Players Option: Combat & Tactics for information on opposed ability checks) in order to keep his possessions from being wrenched out of his grasp by the magnetism. Securing a weapon in its sheath, holding an item with both hands, and other precautions may give the character a +2 to +4 to his base ability score, at the DMs discretion.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Characters wearing metal armor must attempt an opposed Strength check to ignore the effects of the magnetism. If the character fails his Strength check outright, he loses his footing and flies towards or away from the object at the full rate indicated. He suffers full falling damage based on the speed with which he hits the item1d6 for every 10 feet of the movement rate, or half that damage if he is repelled and simply thrown back onto the ground. If the character passes his Strength check but is beaten by the magnetism roll, he is moved one foot for each point he lost by. Again, some precautions or assistance may help iron wearing characters in their Strength checks. For monsters, compare the creatures size to the effective size of magnetism.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>An armored character who is stuck to a surface or object loses any Dexterity adjustments to AC and cannot make any physical attacks. He can try to wriggle out of his armor and free himself, employ a magical item, or use psionic powers if he has any at his disposal.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Lodestone the fighter is charging a wizard when the dastardly felon magnetizes a sizable boulder about 30 feet from Lodestones present position. Lodestone carries a long sword, a shield, and wears plate mail; he has a Strength of 17. First, he checks to see if he holds onto his sword and shield, making two opposed Strength rolls. He loses the shield, but keeps hold of his sword. Now the DM checks to see if Lodestone resists the drag on his armor. At 30 feet, the magnetism has a Strength of 18. Lodestone rolls a 6, but the magnetism roll is a 12. Even though both Lodestone and the magnetism made their Strength rolls, the magnetism roll is higher than Lodestones roll and does not go over its target Strength score. As a result, Lodestone is dragged 6 feet closer to it. Next round, Lodestone tries again and blows his roll altogether, moving a full 10 feet closer. Now only 14 feet from the boulder, the magnetisms Strength is effectively a 20, which means Lodestone is in big trouble. If he blows his roll again the next round, hell go flying into the boulder at a rate of 20 feet/round, which will inflict 2d6 points of damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If a creature wins its Strength check, it can ignore the spells effects and move out of the zone of influence normally.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Sirellyns superior magnetism also affects the passage of iron or steel missiles, such as steel headed arrows or quarrels. Any missile that passes through the zone of influence suffers an attack penalty equal to the movement at the range indicated. For example, if the path of an arrow brings it within 40 feet of a magnetized object, the attack suffers a 5 penalty. Finally, it is possible for the casting wizard to be affected by this spell as well. As a result, the wizard had better make sure that hes out of the effective area of effect when casting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component for this spell is a small bar magnet, bent into a U shape and coated with mithral.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Trollish Fortitude</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

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<p class=MsoPlainText> (Necromancy) </p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 6 </p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This powerful spell imbues the caster with the physical fortitude and resilience of a troll. While the spell is in effect, the caster regenerates 3 hit points per round until he reaches his normal maximum. He also gains a trolls ability to ignore dismemberment, decapitation, and other horrible injuries that would normally incapacitate or kill him outright (although losing a limb may prevent the caster from taking certain actions, such as running, climbing, and other activities). Bleeding, wounding, being reduced to negative hit points, and other effects that cause the victim to lose hit points from round to round are ignoredthe caster instead regains 3 hit points per round, up to his normal maximum. If the caster is reduced to less than 0 hit points, he is incapacitated and must make a system shock roll or lose all of his highest level spells. The incapacitation lasts only until his regeneration restores him to 1 hit point or more; he can move, fight, and cast spells again as soon as his hit point total is positive.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Trollish fortitude does not provide the caster with any defenses against lethal poison, disease, and other effects that dont cause a loss of hit points. Hit points lost through level draining, vampiric touch, or vampiric regeneration cannot be regenerated since this represents damage to the victims life force, and not physical injury. In addition, fire damage and acid damage cannot be regenerated. While the spell is in effect, the caster can rejoin severed limbs simply by holding them in place, but if the spell ends while a limb (which were already moving toward him) is still separate from his body, he immediately suffers the full effects of the injury.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component for this spell is a shred of dried flesh from a trolls heart that must be pulverized into dust. The dust is then sprinkled on the caster.</p>

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<spell><name>Descent into Madness</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm, Mentalism) </p>

<p class=MsoPlainText>Level: 7 </p>

<p class=MsoPlainText>Range: 10 yds./level <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Permanent <span style='mso-tab-count:2'>

</span>Casting Time: 7 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: negates </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>More insidious and powerful than the feeblemind spell, descent into madness afflicts one creature with a random form of insanity. The spell can affect any creature with an Intelligence of low (5) or higher; however, a character or creature protected by a mind blank is immune to this spell. Creatures are entitled to a normal saving throw vs. spell to withstand the spell. The form of insanity caused by the spell is determined by a roll on the chart:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>D100 Roll<span

style='mso-tab-count:2'> </span>Insanity type</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>0115<span style='mso-tab-count:2'> </span>Delirium</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>1622<span style='mso-tab-count:2'> </span>Disorientation</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>2334<span style='mso-tab-count:2'> </span>Phobia</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>3540<span style='mso-tab-count:2'> </span>Paranoia</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>4144<span style='mso-tab-count:2'> </span>Alienation</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>4554<span style='mso-tab-count:2'> </span>Amnesia</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>5564<span style='mso-tab-count:2'> </span>Hallucinatory insanity</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>6569<span style='mso-tab-count:2'> </span>Melancholia</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>7074<span style='mso-tab-count:2'> </span>Dementia praecox</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>7583<span style='mso-tab-count:2'> </span>Mania</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>8489<span style='mso-tab-count:2'> </span>Hebephrenia</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>9095<span style='mso-tab-count:2'> </span>Catatonia</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>9600<span style='mso-tab-count:2'> </span>Homicidal mania</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The various types of insanity and their game effects are described under the Alienist in Chapter 6. The caster has no idea what kind of madness the spell inflicts on its victim, although he may be able to form an educated guess after observing the victim for a few rounds. Descent into madness accelerates the process of insanity radically, producing an advanced condition almost immediately; for example, a character rendered paranoid by this spell skips past suspicion and instantly regards his friends and allies as enemies of the worst sort. The victim has a small chance of recovering with the passage of time (as described under each type of insanity) but other than that the only ways to repair the effects of this spell are restoration, wish, or use of the psionic power psychic surgery.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a special cube of gold wire worth at least 500 gold pieces shaped to represent a tesseract, or four dimensional figure.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Neutralize Gas</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration, Elemental Air, Alchemy) </p>

<p class=MsoPlainText>Level: 7 </p>

<p class=MsoPlainText>Range: 60 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 1 </p>

<p class=MsoPlainText>Area of Effect: One 10 ft. cube/lvl <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By using this spell, the wizard renders inert and makes breathable any harmful vapors, gases, clouds, or fogs in the area of effect. This includes stinking cloud, cloudkill, solid fog, death fog, incendiary cloud, acid storm, gaseous breath weapons, spore or mold clouds, and similar spells and effects. Harmful gas or vapor is transformed into a common, harmless fog cloud of the same dimensions as the original effect, and then dissipates 1d3 rounds later. Creatures who were injured before neutralize gas is cast continue to suffer any effects from their previous exposurethe spell does not heal or counter existing damage, so a creature that is choking and gagging from a stinking cloud would receive no relief from this dweomer.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If cast in the same round of the effects appearance, neutralize gas may be used to counter gaseous breath weapons, spores, and molds by granting any creatures affected a +4 bonus to their saving throws and reducing any damage to one half or one quarter normal, depending on whether or not the victims make their saving throws. Air based creatures are not affected by this spell; neutralize gas only clears the air of any harmful inhalants. The material components are a bit of charcoal and some bark from a treant.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Persistence</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Invocation/Evocation) </p>

<p class=MsoPlainText>Level: 7 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 day/level <span style='mso-tab-count:2'>

</span>Casting Time: special </p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Related to both the contingency and permanency spells, persistence allows a wizard to cast a spell of 6th level or lower and then hold it until it is needed. There are two general uses for persistence: to use a personal spell effect as needed up to the maximum duration of the persistence itself, or to prepare an instantaneous spell and hold it ready until the caster wishes to use it.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A. Personal effect. Any spell that augments the wizards natural abilitiesdetect magic, protection from evil, jump, infravision, fly, wraithform, or other caster affecting spellscan be made persistent by use of this spell. The wizard casts persistence and then immediately follows with the desired spell. Instead of taking effect immediately, the magic of the persistence holds it ready for use by a simple act of will. The wizard can then turn on or turn off the girded spell as often as he likes over the course of the duration of the persistence. The duration of the girded spell only runs while the spell is active, so a 15th level wizard who makes a fly spell persistent will be able to use 1d6+15 turns of flight (the normal duration of fly) over the next 15 days (the duration of the persistence) as he sees fit.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This is especially useful because it allows the wizard to cast the girded spell and the persistence and have the girded spells effects available while he then memorizes another spell in place of the spell made persistent. It is also useful because the girded spell can be activated instantly by an act of will. The main difference between this spell and contingency lies in the fact that a persistent spell may be invoked several times (up to the limit of its normal duration) while a contingency functions once only.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>B. Held spell. Spells that have an instantaneous effect, such as most attack spells and some movement spells like teleport or dimension door, can be rendered persistent as well. The held spell may be activated or discharged at any time during the duration of the persistence, but its magic is then exhausted as if it had been cast normally. This resembles the effect of a contingency spell, but the effect has no predefined conditions and simply occurs when the caster wills it to.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Damaging or offensive spells that have a duration (for example, flaming sphere or wall of fire) cannot be rendered persistent. A wizard may have no more than one persistence spell active at any given time; if he girds a new spell while an old one is still persistent, the old spell is simply replaced by the new one. The material component is a crystal chalice of exquisite workmanship worth at least 2,000 gp. The material component of a held or girded spell is expended when the spell is made persistent.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Seven-Eyes</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration, Conjuration/Summoning) </p>

<p class=MsoPlainText>Level: 7 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 7 </p>

<p class=MsoPlainText>Area of Effect: Create 7 eyes <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell conjures into existence seven magical orbs that float above the casters head in a ring about 5 feet in diameter. The eyes remain for 1 round per level, or until the caster chooses to either expend the orb by using it in attack or defense. In addition, as long as at least one eye is still in existence, the caster gains 360° vision and can detect invisibility and detect phase at will, with a 60 foot range. The powers of each eye are described below.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Eye of the Mind. This orb protects the caster against mental attack, charm, or influence, including charm, beguiling, hold, and emotion effects. The first such attack is negated by the orb and destroys it in turn. If the wizard desires, the eye of the mind can instead be used to charm person like the 1st level wizard spell, although this also expends the orb.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Eye of the Sword. This eye deflects the first physical attack that endangers the caster, including hand held or missile attacks, and then disappears. The wizard can also employ the eye of the sword to create five magical blades that strike as magic missiles for 1d4+1 points of damage each. (Knockdown d6, medium (1 hit) impact)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Eye of the Mage. One manifestation of raw energy, such as lightning, fire, force, cold, or a similar effect, is absorbed by the eye of the mage. The eye can also project a 60 foot long by 5 foot wide lightning bolt that inflicts 4d8 damage (saving throw vs. spell for half damage) to all in its path. Either use expends the eyes power. (Knockdown d12, large (13 hits) electricity)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Eye of Venom. This eye can be used to halt any one attack or effect that could poison the caster. In the case of an attacker armed with an envenomed weapon, the caster may decide to expend either the eye of venom or the eye of swords in order to block the attack. The eye can also be used to poison one creature within 30 feet; the victim must make a saving throw vs. poison or die in one round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Eye of the Spirit. The first attack that affects the victims life energy, including energy drain, strength drain, cause wounds, trap the soul, magic jar, or death is parried by the eye of the spirit. The wizard may instead choose to expend the eyes power by casting enervation (see the 4th level wizard spell) upon one target within 30 feet.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Eye of Artifice. This eye deflects and is destroyed by the first attack directed at the caster from a magical device. If the attack also takes a form that may be blocked by another eye (for example, the bolt from a wand of lightning) the caster may choose which eye is expended. If used to attack instead, the eye of artifice functions as a dispel magic cast at 8th level.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Eye of Stone. This eye offers protection against the first attack that could petrify the caster and then vanishes. It can also be expended to cast hold person.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Although any number of eyes can defend the wizard in the course of a single round, only one eye may be used to attack per round. When the caster uses an eye to attack, he may not cast a spell, attack physically, or employ another magical item in the same round; willing the eye to discharge its energies requires his complete concentration. Eye attacks are considered to have an initiative modifier of 1 or a speed of very fast in the Players Option: Combat & Tactics initiative system.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is seven blessed gemstones worth at least 50 gold pieces each.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Analyze Dweomer</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination, Artifice) </p>

<p class=MsoPlainText>Level: 8 </p>

<p class=MsoPlainText>Range: 10 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 rd./2 levels <span style='mso-tab-count:2'>

</span>Casting Time: 8 hours </p>

<p class=MsoPlainText>Area of Effect: 1 object or creature <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell reveals to the caster all spells, enchantments, dweomers, and magical properties present in one creature or object. One property, spell, or power is revealed each round in approximate order of when the spells were cast or the properties were acquired. (If the DM doesnt know which spells were placed on the subject first, a random roll for order of discovery is fine.) The caster has a base 50% chance to discern the existence and identity of a particular spell or property, +2% per level to a maximum of 99%. The only enchantments that remain inscrutable to analyze dweomer are those surrounding artifacts or relics.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A 16th level wizard finds an unknown wand and decides to use analyze dweomer to study it. The DM knows that its a wand of fire, and he decides that the spells enchant an item, fireball, burning hands, and wall of fire were used to create the wand, in that order. In the first round, the wizard has an 82% chance to identify enchant an item; in the following round, an 82% chance to discover fireball; in the next round, an 82% chance to perceive burning hands; and so on, for all remaining enchantments. Note that the DM could have decided that any rare or unusual materials or processes used to create the wand would also be revealed as if they were spells.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>After the wizard analyzes one object or creature, the spell ends, even if its duration has not expired yet. Casting this spell is physically taxing; the wizard must pass a system shock check or be exhausted and unable to do anything but rest for the next 1d8 hours. While this spell is most frequently used in the comfort and safety of the wizards laboratory, a mage could also cast analyze dweomer to study the magical seals and barriers on a portal, to determine just how a companion has been cursed, or to examine a potential opponent for defensive spells.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component for this spell is a tiny lens of ruby or sapphire set in a small golden loop. The gemstone must be worth at least 1,000 gp.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Heart of Stone</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy) </p>

<p class=MsoPlainText>Level: 8 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 year <span style='mso-tab-count:2'>

</span>Casting Time: 1 day </p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This potent spell exchanges the necromancers own living heart for a finely crafted heart of perfect, unblemished stone that alters the very nature of the wizards body. As long as the heart of stone remains in effect, the caster need not fear attacks that pierce, slash, or cut him; he does not bleed and can ignore the most horrible injuries of this kind. The caster can also ignore most magical effects such as spells, magical devices, and innate spell abilities of less than 8th level. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In game terms, the character suffers only 1 point of damage from any type S or type P attack, plus any magical adjustment for the weapon. For example, if struck by a long sword +1, he would suffer only 2 points of damage. Strength and specialization bonuses are ignored. If the wizard is dismembered, he suffers no additional damage other than the inconvenience of having his limbs removed, and he can reattach a severed limb by holding it in place for one full turn. The heart of stone is also partially effective against type B attacks since it prevents bruising, swelling, and crushed blood vessels. Against bludgeoning weapons, the wizard only suffers half the normal damage. Cause wound spells always inflict minimum damage against a wizard protected by this spell. While the caster may not feel a sword in his rib cage, any damage sustained interrupts spellcasting.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In addition to resisting injury, the heart of stone also renders the character immune to fatigue and exhaustion, whether normal or magical. He also gains a +4 bonus to saving throws vs. petrification attacks.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>While the heart of stone is quite powerful, it has limitations. First of all, determined physical attack can eventually destroy the wizard despite his unnatural resistance to injurya mob of angry peasants with hatchets and spears can finish him off 1 point at a time if thats what it takes. Second, the heart confers no protection against other attack forms, such as fire, electricity, cold, acid, and so on, although any bleeding caused by a burn is ignored. Disintegration effects also affect the caster. Most importantly, the caster loses the ability to naturally recover from injury and no longer regains lost hit points with the passage of time. Healing spells, potions and items are reduced to their minimum effect, so a cure serious wounds (2d8+1 hit points restored) would only return 3 hit points to a wizard protected by heart of stone. However, limited wish or wish can be used to restore 1 hit point per level of caster or all but 1d4 hit points, respectively.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In addition to these disadvantages, heart of stone also renders the caster vulnerable in one other way: his own real heart can be destroyed, instantly slaying him. Naturally, the caster will want to take steps to hide and protect his true heart to prevent this from happening. The living heart continues to beat for the duration of the spell but requires no special receptacle or facilities to protect itthe caster could leave it lying on the floor, if he wished.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The heart of stone cannot be dispelled, although a more powerful negation magic such as Mordenkainens disjunction can bring the spell to an end. Stone to flesh also undoes the magic of the heart of stone. No matter how the spell is ended, the wizards own living heart instantly returns to its proper place, and the stone heart appears wherever the living heart was kept. At this time, any injuries the wizard currently has are multiplied by 1d6 as the wounds begin to bleed again. For example, a necromancer who was injured for 6 points of damage instead suffers 6d6 when the spell ends.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component for this spell is the stone heart itself. This must be a carved stone of quality (jade, obsidian, or gold veined marble would be appropriate) worth not less than 5,000 gold pieces. It must be prepared by use of the enchant an item spell. The stone is not consumed at the spells end and may be used again if it is undamaged.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Iron Body</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration, Elemental Earth) </p>

<p class=MsoPlainText>Level: 8 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 8 </p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell transforms the casters body into living iron, which grants him several powerful resistances and abilities. While the spell is in effect, the caster can only be injured by blunt weapons of +3 or better value, or monsters of 8+3 Hit Dice or more. Slashing weapons, falling, crushing, and constriction attacks of all types are completely unable to harm the caster, although an attack may knock him off balance or pin him beneath tons of debris. Spells or attacks that affect the subjects physiology or respirationfor example, poison, cloudkill, enfeeblement, contagion, or pain touchfail completely, since the caster has no physiology or respiration while the spell is in effect. Also, spells that have weight limits should be applied to the wizard as if he weighed over 3,000 pounds. The wizard ignores electrical attacks and saves at +4 against fire attacks. If he saves, he takes quarter damage; if not, he takes half damage. If hit with a rod of smiting, he takes 2d8+6 points of damage unless the attacker rolls a natural 20. If this occurs, then the damage is doubled.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In addition to the natural immunities of an iron body, the wizard enjoys powerful offensive abilities. His Strength score is raised to 20 (+3 to attack rolls, +8 damage) for the duration of the spell, and he can punch or bludgeon his enemies twice per round for 1d4 points of damage per blow, plus his Strength bonus. Unfortunately, his movement becomes slow and awkward, so he is reduced to a move of 3 and suffers a 2 penalty to his initiative rolls (or a reduction of his base phase by one step, in Players Option: Combat & Tactics). Most importantly, the wizards clumsiness and lack of breath prevent him from casting any spells while the iron body is in effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Iron body may create additional hazards for the wizard as the DM deems appropriate. For example, rust monsters are extremely dangerous to a wizard using this spell. Heat metal spells inflict double damage to the caster. And, naturally, the wizard sinks like a stone in wateralthough he could survive the crushing pressure and lack of air at the bottom of the oceanat least until the spell expired. Some magical items, such as potions or winded instruments, may be temporarily unusable as well.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component for this spell is a small piece of iron that once belonged to an iron golem.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Programmed Amnesia</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm, Mentalism) </p>

<p class=MsoPlainText>Level: 9 </p>

<p class=MsoPlainText>Range: 20 yards <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: Special </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This particular spell was the last and most powerful spell developed by the archmentalist Rheizom. It allows the wizard to selectively destroy, alter, or implant memories in the subject creature as he sees fit. He can completely reprogram a character, inventing a new persona, a new alignment, and assigning a new class as he sees fit. Only sentient beings can be affected; if the subject is not human, humanoid, or demihuman, he gains a +4 bonus on his saving throw.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>As described above, programmed amnesia can be used to achieve several different effects. The wizard may choose to make use of any or all of the effects listed below:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A. Memory erasure. Any or all memories possessed by the subject can be erased at the casters will, including knowledge of specific events, people, or places.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>B. Memory implant. The caster can create false memories in the subjects mind as he sees fit. Imaginary friends, events that didnt really take place, betrayals by people the subject regards as his friends, or the friendship of an enemy could all be implanted in the subjects mind.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>C. Skill erasure. The subject can be made to forget any or all class based skills or proficiencies, including all or part of his THAC0 (it resets to 20), thief abilities, spellcasting, turning undead, or any other ability that stems from knowledge. About the only characteristics that cant be affected by this usage of Rheizoms programmed amnesia are hit points, saving throws, and ability scores. A characters native language cannot be erased, either.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>D. Persona erasure. Combining the effects of a skill erasure and a memory erasure, this leaves the subject as a clean slate. Only his ability scores, hit points, saving throws, and native language remain. The character may assume any class or alignment available, beginning as a 1st level character just as if he had decided to dual class. (Even demihumans can dual class in this fashion, since they forget all skills of their previous class.)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>E. Persona implant. By erasing the existing personality and implanting a false set of memories, the wizard can build a new persona for the mind wiped character. In effect, he can decide what class, alignment, and personality the subject will assume after his persona erasure. If the new persona is an adventurer, the character dual classes, as described above.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>F. Programmed erasure. The subject can be programmed to suffer a memory, skill, or persona erasure when a certain event takes place. For example, the wizard could set the subject to be wiped clean as a slate when the subject receives a coded message or arrives at some destination. Optionally, the wizard can decide to have an erasure partially or totally lifted when the programmed condition comes to pass.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The casting time of this spell varies according to what effects the wizard wishes to impose on the subject. To cast just one of the listed effects, the wizard must spend two days secluded away from any distractionsa personal laboratory is a good example of a secluded place. In between the intense eight hour casting sessions, the wizard can sleep and eat in the area he chose to seclude himself in. If the wizard breaks his seclusion for any reason, the spell is lost. Also, for every effect over the first, another day (with its eight hour intense casting period) must be spent in seclusion.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The wizard must be able to see the spells subject. At the end of each day of casting, the subject makes a saving throw vs. spell to negate the effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Programmed amnesia is normally permanent, unless the wizard cares to specify a set of conditions or parameters that will end the effect (see F, above). Its effects can only be undone by a restoration or wish spell, or by successful use of the psionic science psychic surgery. A character who picks up new skills or class abilities while amnesiac must make a saving throw vs. spell when his own real memories return; if he fails, the skills he learned as an amnesiac are gone forever, replaced by his former abilities, but if he succeeds he retains any new skills, and may even choose to continue in his new class as a dual classed character. Dungeon Masters should keep in mind that an amnesiac character should still meet the new classs full prerequisites before he can become that class.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Obviously, this is a very powerful spell, and the DM should very carefully examine a PCs use of this magic. Dungeon Masters, take notethere are dozens of excellent plot vehicles hiding here if an NPC wizard uses this on a player character! Also, be aware that destroying a creatures personality and replacing it with one more amenable to the wizards designs is never a good act.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Sphere of Ultimate Destruction</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning, Dimension) </p>

<p class=MsoPlainText>Level: 9 </p>

<p class=MsoPlainText>Range: 5 yds./level <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 9 </p>

<p class=MsoPlainText>Area of Effect: Creates a sphere <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This awful spell brings into existence a short lived sphere of annihilation (as described in Appendix 3 of the DMG). The sphere is a black ball of nothingness about 2 feet in diameter that instantly and utterly destroys any matter that comes into contact with it. The sphere appears anywhere in the spells range and moves up to 15 feet per round as the wizard directs. If the wizard attempts to bring the sphere into contact with a living creature, the potential victim gains a saving throw vs. breath weapon to dodge aside, but a victim who is unaware of the spheres appearance or unable to move is destroyed without a saving throw.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Once conjured, the sphere of ultimate destruction may not move exactly as the caster wishes. The wizard has a 75% chance to control it, plus 1% per point of Intelligence over 12 and 3% for each point over 15. In other words, a wizard with an Intelligence of 18 would gain a +12% bonus to his chance to control the sphere. If the wizard fails to control the sphere in any given round, it automatically moves directly towards him at its maximum speed of 15 feet per round. Unlike the magical item, another wizard may not contest the casters control of a sphere of ultimate destruction unless the second wizard possesses a talisman of the sphere. (See the DMG.)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Should a gate spell be cast upon the sphere, there is a 50% chance that the sphere is destroyed, a 35% chance that nothing happens, and a 15% chance that a gap is torn in the spatial fabric, catapulting everything in a 180 foot radius to another plane of existence. If the sphere is touched by a rod of cancellation, a tremendous explosion inflicts 3d4 x 10 points of damage to everything within 60 feet as the two forces negate each other. No other spell or magical item has any effect on a sphere of ultimate destruction.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>There is a 5% chance that any particular manifestation of this spell does not cause a victims utter destruction but instead transports him to a random plane of existence. The conjuring wizard has no way of knowing whether he has destroyed his enemy or merely blasted him into some remote dimension. The material component of this spell is a dark crystal ball that has been on the Ethereal Plane and that can be comfortably held in two hands.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>As noted in the previous chapter, several new spell characteristics appear in the spell descriptions of this book. These include casting subtlety, sensory signature, critical strikes, and knockdown. Refer to page 136 for more information about these new characteristics.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Astral Celerity</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Astral</p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 hr./level <span style='mso-tab-count:2'>

</span>Casting Time: 4 </p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell enhances the casters movement capabilities in extraplanar settings by attuning him to his new surroundings. While very few 1st level priests find themselves in this situation, higher level characters often make use of this spell. Astral celerity doubles the characters movement rate on the Astral Plane; normally, characters move at a rate of 30 times their Intelligence score in feet per round, but this spell increases this to 60 feet times their Intelligence score. As an incidental benefit, the caster also attunes himself to the plane much faster and suffers no penalties for missile fire while astral.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>While astral celerity is most often used in the astral plane, it also offers a small benefit to ethereal characters, too: their movement rates are increased by 50%, so a character with a movement rate of 12 would enjoy a movement rate of 18 while this spell was in effect. Of course, time and distance have little meaning in the overall scheme of the Astral or Ethereal Planes, but relative speed could be very important in avoiding an unpleasant encounter or escaping from pursuit of some kind.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Battlefate</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Chaos</p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: 20 yds. <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 2 rds./level <span style='mso-tab-count:2'>

</span>Casting Time: 4 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell alters probability to favor one character or creature locked in battle. His opponent may stumble at an awkward time, a clumsy parry might catch the enemys weapon at just the right angle, or he happens to notice the foe moving in for a flank attack. The more powerful the priest, the more potent the aid; combat modifiers provided by battlefate equal +1 per three levels, so a 1st level caster provides a +1 bonus, a 4th level caster a +2 bonus, a 7th level caster a +3, and so on to a maximum of +5 for a 13th level priest. The exact form of the aid or assistance varies from round to roundroll a d6 to see which aspect of the subjects combat abilities are affected in any given round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>D6 Roll<span

style='mso-tab-count:2'> </span>Effect</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>1<span style='mso-tab-count:2'> </span>Nothing happens</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>2<span style='mso-tab-count:2'> </span>Defenses enhanced, apply bonus to subject AC</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>3<span style='mso-tab-count:2'> </span>Luck enhanced, apply bonus to saving throws</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>4<span style='mso-tab-count:2'> </span>Accuracy enhanced, apply bonus to attack rolls</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>5<span style='mso-tab-count:2'> </span>Damage enhanced, apply bonus to damage rolls</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>6<span style='mso-tab-count:2'> </span>Lucky opening! Subject gains one extra attack with either enhanced accuracy or damage (subjects choice) </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the character does not make a roll of the specified type in the round, he gains no benefit for the spell; for example, if the character gains the saving throw bonus but doesnt have to make any saving throws during the round in question, battlefate doesnt help him. Of course, in the following round, the spell may provide him with a different benefit. Note that on a roll of 1, battlefate does not help the character ththe priest intends to aidsuch is the nature of chaos.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component for this spell is an electrum coin tossed by the priest as he casts the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Blessed Watchfulness</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Guardian</p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 4 hrs. + 1 hr./level <span style='mso-tab-count:2'>

</span>Casting Time: 4 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By casting this spell, the priest confers exceptional powers of observation and alertness to one creature for the duration of the spell. While blessed watchfulness is in effect, the designated sentinel remains alert, awake and vigilant for the duration of the spell. In fact, it takes a roll of 1 to surprise someone under this effect. He resists sleep spells and similar magic as if he were 4 levels or Hit Dice higher than his actual level and gains a +2 bonus to saving throws against other spells or effects that could lower his guard or force him to abandon his watch, including charm, beguiling, fear, emotion, and similar mind affecting spells. If the effect normally allows no saving throw, the watcher gains no special benefit.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Calculate</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination) </p>

<p class=MsoPlainText>Sphere: Numbers </p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: S,M</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 4 </p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By means of this spell, the priest can accurately estimate the chance of success of one specific action, such as climbing a dangerous cliff, making a trick bowshot, crossing a burning room unharmed, or even striking an enemy. The action in question must be one that would normally be resolved by a die roll, but the priest doesnt have to be the person who attempts the feat; he can use calculate to estimate the odds for anyone taking an action in his sight. The priest has a 70% chance, +2% per level, of making an accurate estimate.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If successful, the DM reveals to the player the actions chance for success or any modifiers that may be in play. For example, he could reveal a particular opponents Armor Class or THAC0, the saving throw an opponent would require in order to save against a particular spell cast by the priest or the priests wizard companion, or a characters chance to open doors, bend bars, or use a thief ability. The priest could even calculate his odds for actions that might be resolved by a die roll or DM caprice, such as his chance to avoid detection by hiding behind a rock. This spell takes into account factors that the priest himself may not be aware of, so from time to time a character may receive some very confusing results from this spell. For instance, if the priest doesnt know that an orc chieftain is actually a polymorphed tanarri masquerading as an orc, he may be astonished to learn that the orc has a THAC0 of 7!</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the priest fails his calculation check with a roll of 99 or 00, his calculation is wildly skewed in a random fashion. The material component for this spell is a miniature abacus of ivory worth at least 100 gp. It is not consumed in the casting of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Calm Animals</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Animal</p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: 60 yds. <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 turn + 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 4 </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell soothes and quiets normal animals, which renders them docile and harmless. Only creatures with Intelligence ratings of 1 to 4 (in other words, animal or semi intelligent creatures) can be affected by this spell. The caster can calm 2d4 Hit Dice of animals, plus 1 Hit Die per level, so a 4th level priest could affect 2d4+4 Hit Dice of creatures. The caster can affect any animals he wishes to within the spells range, but all the subjects must be of the same species. The subject creatures are not allowed a saving throw unless they have magical powers, abilities, or are clearly not entirely natural; a priest could calm a normal bear, war dog, or wolf with little trouble, but its more difficult to affect a winter wolf, hell hound, or owlbear.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>While under the influence of this spell, the affected creatures remain where they are and do not attack or flee, unless they are attacked or confronted by a significant hazard such as a fire or a hungry predator. Once roused, the spells magic is broken and the animals are free to act in whatever fashion they normally would. Note that creatures affected by this spell are not helpless and defend themselves normally if attacked.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Dispel Fatigue</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy) </p>

<p class=MsoPlainText>Sphere: Necromantic</p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: 30 yds. <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 4 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell removes physical fatigue or exhaustion from the subject by undoing the physiological effects of his exertions. The subject is instantly restored to his normal, fully rested level of endurance or vigor. This spell can be used to negate the penalties of forced marching, long swims, jogging, running, or sprinting, or even accumulated fatigue points from either the Players Option: Combat & Tactics rules or the magic fatigue rules in Chapter 6. Once this spell has been cast, the subject may start to accumulate fatigue or fatigue based penalties again, depending on how he continues to exert himself. The material component is a sprinkle of fresh, blessed springwater.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Firelight</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Elemental Fire</p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 4 hrs. + 1 hr./2 levels <span style='mso-tab-count:2'>

</span>Casting Time: 4 </p>

<p class=MsoPlainText>Area of Effect: 1 object <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This variant of the spell log of everburning changes one small fire no larger than a campfire into firelight. The flame ceases to produce smoke and becomes much cooler; within 1 turn of the spells casting, the fire cools enough to be handled or touched barehanded without causing harm. The firelight is resistant to gusts of wind or poor burning conditions (pouring rain, lack of air, and so on), but complete immersion in water, vacuum, or magical darkness extinguishes the flame immediately. Firelight burns brighter and steadier than a normal flame, and a torch enchanted with this spell sheds light in a 30 foot radius instead of the normal 15 foot radius. The fuel source lasts throughout the duration of the spell. Unlike log of everburning, this spell is not at all useful for staying warm since firelight produces very little heat.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Firelight inflicts 1d2 points of damage per caster level if cast on creatures of living or elemental fire, but has no other effect on these monsters. The material component is a mix of resins and incense, thrown into the flame to be affected.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Orison</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Various schools) </p>

<p class=MsoPlainText>Sphere: All</p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: 10 yds. <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 4 </p>

<p class=MsoPlainText>Area of Effect: Varies <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The most humble of priestly spells is the orison, a brief prayer or invocation of a minor nature. Typically, priests learn a number of orisons as acolytes or students in order to hone their spellcasting skills and emphasize concepts, ideals, or phrases of particular importance to the faith. Because an orisons is not even on par with other 1st level magic, a priest memorizes a number of individual orisons equal to three +1 per level (up to a maximum of nine) when he devotes a 1st level spell slot to orison. In other words, a 1st level priest can memorize four orisons for one 1st level spell slot, a 2nd level priest can memorize five, and so on.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Unlike cantrip, an orison must have a specific effect, although the priest need not decide which incantation he will use until he actually casts the spell. Regardless of the prayer chosen, the orisons duration is never more than one round per level. Known orisons include the following:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Alleviate: A single creature suffering from nausea or pain is relieved of its discomfort. Magically induced nausea or pain is only alleviated if the victim passes a saving throw vs. spell with a 2 penalty.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Calm: A single creature that has been startled or frightened is soothed. Victims suffering from magical fear may attempt a save vs. spell with a 2 penalty to calm themselves.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Clarity: For the duration of the orison, the priests speech is clear and free of impedimentuseful for readings from sacred texts and other such rites. Magical conditions such as confuse languages cannot be overcome by this orison.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Courage: The priest gains a +1 bonus to his next attack roll, as long as the attack is made within the spells duration.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Guidance: The priest gains a +1 bonus to a Wisdom or Intelligence check to determine the right course of action in a moral dilemma or puzzle.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Healing: By his touch, the priest may heal a creature of 1 point of damage.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Magic sense: If there is a persistent spell effect or magical item within 10 yards, the priest feels a recognizable tingle or sensation of some kind. He has no way to determine what item or spell may have caused the reaction.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Memory: Any item the priest commits to memory during the spell duration is more completely and permanently learned; he gains a +2 bonus to any checks to recall the exact appearance, wording, or meaning of an item, text, or message.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Resistance to magic: The caster gains a +1 bonus to his next saving throw against magic of any type, as long as it occurs during the orisons duration.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Resistance to poison: The priest gains a +1 bonus to his next saving throw vs. poison, as long as it occurs during the orisons duration.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Other orisons of similar power or scope may be permitted by the DM. Generally, an orison should not affect more than one creature or die roll at a time, and an orison that can actually cause immediate harm to a creature should inflict no more than 1 or 2 points of damage. An offensive orison would be quite rare and most probably associated with an evil or chaotic priesthood.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Protection from Chaos</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Sphere: Law</p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 3 rds./level <span style='mso-tab-count:2'>

</span>Casting Time: 4 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Resembling the spell protection from evil, this abjuration wards the creature touched from the attacks of minions of chaos. Chaotic creatures suffer a 2 penalty to attack rolls against the spell recipient, and the subject gains a +2 bonus to saving throws against spells or other attacks employed by chaotic creatures. Attempts to possess, dominate, or exercise other forms of mental control against the recipient are automatically blocked by this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Protection from chaos also wards the recipient against contact with extraplanar creatures of chaotic origin, including tanarri, slaad, and eladrin. Unlike protection from evil, this spell does not necessarily guard against summoned or conjured creatures unless the creatures in question are chaotic in alignment. However, protection from chaos does protect the recipient from creatures influenced by confusion and chaos spells and effects. The natural or bodily attacks of such creatures automatically fail, as long as the recipient does not use the spells power to trap, pin, or drive back the chaotic creatures in question. The spell ends if the recipient makes a melee attack against creatures that are prevented from attacking him by this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a small ring of gold or lead tempered by a chaotic smith. Note that this spell is not reversible.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Strength of Stone</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Invocation/Evocation) </p>

<p class=MsoPlainText>Sphere: Elemental Earth</p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 3 rds.+ 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 4 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell grants supernatural strength to the recipient by raising his Strength score by 1d4 points or to a minimum of 16, whichever is higher. Each 10% of exceptional Strength counts as 1 point, so a character with a Strength of 17 could be raised as high as an 18/30, but no higher. Both the priest and the recipient must be in contact with solid stone or earth when the spell is caststanding on the ground will do nicely, but flying or swimming will not. The spell lasts for 3 rounds plus 1 round per caster level or until the subject loses contact with the earth. Obviously, this can happen in a number of ways, including being picked up or grappled by a larger creature, being knocked through the air by an impact or explosion, or even being magically moved in some fashion.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material components are a chip of granite and a hair from a giant.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Sunscorch</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Invocation/Evocation) </p>

<p class=MsoPlainText>Sphere: Sun</p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: 40 yds. <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 4 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: negates </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell creates a brilliant ray of scorching heat that slants down from the sky to strike one target of the casters choice. The victim is entitled to a saving throw vs. spell to avoid the raya successful save indicates that it missed altogether. Any creature struck by the ray sustains 1d6 points of damage, plus 1 point per caster level. Undead creatures and monsters vulnerable to bright light sustain 1d6 points of damage, plus 2 points per caster level. In addition to sustaining damage, living victims are also blinded for 1d4 rounds by the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The sun must be in the sky when sunscorch is cast, or the spell fails entirely. It cannot be cast underground, indoors, or in hours of darkness, although routine overcasts do not hinder the sunscorch.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Wind Column</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Invocation/Evocation) </p>

<p class=MsoPlainText>Sphere: Elemental Air</p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: S</p>

<p class=MsoPlainText>Duration: 2 rds./level <span style='mso-tab-count:2'>

</span>Casting Time: 1 </p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A priest with access to this spell need not fear most routine falls, since the casting of the wind column creates a pillar of strong winds to slow his descent. The spell is most effective in areas or regions where a strong breeze is available, such as the heights of a mountain or the mast of a ship at sea. In areas of dead, calm air, it is much more difficult to muster the windpower necessary to arrest the casters fall. The casters rate of descent (and risk of damage) varies with the strength of the prevailing winds, as shown below.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the wind is very strong, the caster can even choose to gain altitude instead of falling, although he can rise no higher than 5 feet per level above his original height before the wind column loses cohesiveness and he starts to fall again. However, a priest could use this to leap out a castle window and allow the winds to bear him to the roof of the tower, if the conditions are right.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Wind strength Falling rate Damage sustained</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Very strong ±2 ft./sec. (120 ft./rd.) None</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Strong 4 ft./sec. (240 ft./rd.) None</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Moderate 8 ft./sec. (480 ft./rd.) 1 per 10 ft.1</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Light 16 ft./sec. (960 ft./rd.) 1d2 per 10 ft.2</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>None 32 ft./sec. (2000 ft./rd.) 1d3 per 10 ft.3</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>1 Maximum of 8 points</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>2 Maximum of 10d2</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>3 Maximum of 12d3</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If you prefer to use the combat round scale from Players Option: Combat & Tactics, rounds are approximately one tenth as long, and movement per round is reduced accordingly. For example, in moderate winds, the caster will fall about 48 feet per round in the Combat & Tactics scale.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Astral Awareness</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination) </p>

<p class=MsoPlainText>Sphere: Astral</p>

<p class=MsoPlainText>Level: 2 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 hr./level <span style='mso-tab-count:2'>

</span>Casting Time: 5 </p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This divination attunes the casters perceptions to the silver void of the Astral Plane or the misty grayness of the Ethereal Plane. While the spell is in effect, the caster automatically notes the approach of all kinds of astral or ethereal phenomena, including shifting conduits, the psychic wind, ether cyclones, demiplanes and debris, color pools, and curtains of vaporous color. The character has a 90% chance to detect a color pool from its invisible side and a 5% chance per level to determine which plane a curtain or pool leads to simply by studying its color.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In addition to his awareness of physical phenomena, the caster gains a +2 bonus to surprise checks against astral or ethereal monsters. He also has a 5% chance per level to detect the threat of creatures whose gaze extends into the Ethereal (basilisks, for instance) before he enters the range of the monsters gaze weapon.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Chaos Ward</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Sphere: Chaos</p>

<p class=MsoPlainText>Level: 2 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 2 rds./level <span style='mso-tab-count:2'>

</span>Casting Time: 5 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By using this spell, the priest can create a shimmering aura of whirling light that surrounds the chosen creature. This protective aura makes the spell recipient more difficult to hit in hand to hand combat by providing a 1 bonus to the subjects Armor Class. Against missile attacks or ranged spells aimed directly at the recipient, the chaos ward is even more effective since it provides a 2 bonus to Armor Class and a +2 bonus to any saving throws required. In addition, there is a chance that missile attacks or directed spells may be deflected or reflected by the chaotic energy of the shield, as shown below:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span>d%1<span

style='mso-tab-count:2'> </span>Effect</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>0185<span style='mso-tab-count:2'> </span>No unusual effect, subject gains normal benefits of chaos ward</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>8695<span style='mso-tab-count:2'> </span>Spell or attack automatically defeated</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>9699<span style='mso-tab-count:2'> </span>Spell or attack ricochets, affecting a random creature within 30 feetnormal attack roll or saving throw needs to be rolled for the random creature to be affected</p>

<p class=MsoPlainText><span style='mso-tab-count:1'> </span><span

style='mso-spacerun:yes'> </span>100+<span style='mso-tab-count:2'> </span>Spell or attack reflected back at originator, normal attack roll or saving throw applies</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>1 Add the casters level to the d% roll.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In order to qualify as a spell aimed directly at the recipient, a spell must affect only the subject in question; a spell such as hold person or sleep that happens to include the subject in its area of effect does not count as a directed spell and does not trigger the chaos ward. The material component is a playing card used by a rogue of chaotic alignment.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Cure Moderate Wounds</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy) Reversible</p>

<p class=MsoPlainText>Sphere: Healing</p>

<p class=MsoPlainText>Level: 2 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 5 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Somewhat less common than the well known cure light wounds and cure serious wounds, this healing spell was created by a priest who found that his heroic companions required his skill at doctoring more than his advice and wisdom. By laying his hand on the subjects body, the priest can heal 1d10+1 points of damage. Noncorporeal, nonliving, or extraplanar creatures cannot be healed by this spell. The reverse of this spell, cause moderate wounds, requires the priest to successfully touch the victim and inflicts 1d10+1 points of damage. (The knockdown and critical strike entries above are for spells reverse.)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Ethereal Barrier</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Sphere: Astral, Wards</p>

<p class=MsoPlainText>Level: 2 </p>

<p class=MsoPlainText>Range: 120 yds. <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: Two 10 ft. squares/level <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The ethereal barrier is a defense against the passage of extradimensional creatures, including characters or monsters that are phased, ethereal, or travelling via dimension door or shadow walk. The priest creates an imperceptible barrier of 10 square feet per level that may be arranged in any fashion the priest desires. For example, a 3rd level character can ward six 10 foot by 10 foot surfaces, which would be sufficient to guard a 10 foot by 10 foot by 10 foot room (four walls, a ceiling, and a floor need to be protected.) Note that some monsters may be capable of abandoning their ethereal approach in order to simply enter the barred area on their own feetthe ethereal barrier only bars their passage as long as they are traveling in the Border Ethereal. Also, while this spell cant be worn down by any form of attack, it does not bar teleportation, gates, or the passage of astral creatures.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Ethereal barrier may be cast as cooperative magic by several priests working together. As long as all involved characters can cast the spell, the areas of effect of each priest are added together. Total the levels of all priests involved and multiply by two to find the number of 10 foot by 10 foot squares that may be warded. For example, four 6th level casters (24 total levels) can ward 48 10 foot by 10 foot squares. The duration is determined by the highest level priest involved, plus 1 turn for each additional priest. In the previous example, this would be 6 turns plus 3 turns for three additional priests for a total of 9 turns.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell is also suitable for focus magic (see the spell focus in the Tome of Magic). The material component is a special compound of rare earths and lead worth at least 10 gp per application. One application is required for each 10 foot by 10 foot square to be warded.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Iron Vigil</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Guardian</p>

<p class=MsoPlainText>Level: 2 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 week + 1 day/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell allows the priest to ignore hunger, thirst, and extremes of climate for an extended period of time. While the spell is in effect, the priest requires no food or drink. He is effectively immune to exposure, dehydration, and heat or cold injury, since no naturally occurring climatic condition will cause him harm. (Lightning, floods, tornadoes, earthquakes, and other such hazardous phenomena can still cause physical injury, of course.)</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>During the iron vigil, the priest is able to ignore the need to sleep by choosing to meditate instead. While meditating, the priest can keep watch on his surroundings, but he suffers a +1 penalty to any surprise checks. If the character wishes to memorize spells, he must sleep normally.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>At the vigils end, the priest must eat and drink; if no food or water is available, the character must make a Constitution check once every four hours at a cumulative 1 penalty or fall into a coma and perish within 1d3 days if he receives no aid. He also requires at least four hours of rest for each day that he did not eat, drink, or sleep during his vigil.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Resist Acid and Corrosion</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Sphere: Protection</p>

<p class=MsoPlainText>Level: 2 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 5 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell provides a subject with a better resistance to acid, corrosives, and caustic substances of all kinds. Mild corrosives cannot harm the subject at all, although they can still damage his gear. More intense acids and corrosives (black dragon breath, Melfs acid arrow, and the natural attacks of various puddings, oozes, slimes, and jellies) inflict only half the normal damage on the protected character. If the attack requires a saving throw, the subject gains a +3 bonus, sustaining half damage with a failed save or one quarter damage with a successful saving throw.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Restore Strength</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy) </p>

<p class=MsoPlainText>Sphere: Necromantic</p>

<p class=MsoPlainText>Level: 2 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 5 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell removes unnatural weakness, debilitation, or exhaustion from the creature touched and restores him to his normal strength and stamina. It is useful in countering the effects of chill touch, ray of enfeeblement, ray of fatigue, the touch of a shadow or roper, and any similar spell or effect. Only temporary ability score losses may be alleviated by this spell; if a character suffers an incapacitating, physical injury, restore strength cannot help him. Also, loss of strength or stamina from purely natural causes such as exposure, disease, or exertion is not repaired by restore strength. The duration is permanent in that the subject remains at his maximum strength and endurance only until he is drained (or exerts himself) again.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Soften Earth and Stone</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Elemental Earth</p>

<p class=MsoPlainText>Level: 2 </p>

<p class=MsoPlainText>Range: 10 yds./level <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Permanent <span style='mso-tab-count:2'>

</span>Casting Time: 5 </p>

<p class=MsoPlainText>Area of Effect: 10 ft. square/level <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When this spell is cast, all natural, undressed earth or stone in the area of effect is softened. Wet earth becomes thick mud; dry earth becomes loose sand or dirt; and stone becomes soft clay, easily molded or chopped. The priest affects a 10 foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot (DM option). Magical or enchanted stone cannot be affected by this spell, nor can dressed or worked stone.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Creatures attempting to move through an area softened into mud are reduced to a move of 10 feet per round. Any creatures caught within the mud when the spell takes effect must make a saving throw vs. paralyzation or lose the ability to move, attack, or cast spells for 1d2 rounds as they flounder about in the muck. Loose dirt is not as troublesome as mud, and creatures are only reduced to half their normal movement rate, with no chance of being caught for a round or two. However, it is impossible to run, sprint, or charge over either surface.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before. For example, a party of PCs trying to break out of a cavern might use this spell to soften a wall.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>While soften earth and stone does not affect dressed or worked stone, vertical surfaces such as cliff faces or cavern ceilings can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face or roof and falls. A moderate amount of structural damage can be inflicted to man made structures by softening the ground beneath a wall or tower, causing it to settle. However, most well built structures will only be damaged by this spell, not destroyed. The material component is a bit of slip (wet clay) from the wheel of a master potter.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Watery Fist</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning) </p>

<p class=MsoPlainText>Sphere: Elemental (Water)</p>

<p class=MsoPlainText>Level: 2 </p>

<p class=MsoPlainText>Range: 60 yds <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 5 </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell conjures a coherent pseudopod of water from any suitable body of water at least 5 feet across and 2 feet deep (for streams) or 10 feet in diameter and 2 feet deep (for ponds or pools). The pseudopod can stretch up to 10 feet plus 1 foot per caster level from its source, so a 3rd level priest could command watery fist to strike at a creature hovering thirteen feet above a lake or standing on the shore 13 feet from the water. The pseudopod obeys the priests mental commands, although the priest must concentrate each round in order to maintain control of the watery member.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The pseudopod is incapable of fine manipulation, but it can be used to make bludgeoning or constricting attacks. When used to strike at opponents, it attacks with the casters THAC0 and inflicts damage as shown below. The priest may add his magical attack adjustment (from his Wisdom score) to his THAC0, but Strength based adjustments or special weapon skills dont help the priest to control watery fist. The pseudopod may be able to make rear or flank attacks if the priest can direct it into the proper position.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If used to encircle and constrict, the pseudopod must first make an attack roll as described above, inflicting damage based on the priests level. However, in following rounds, the pseudopod automatically strikes its grappled target for constricting damage, +1 point per round of constricting. In other words, in the first round the victim sustains listed damage, in the second round he sustains listed damage +1, in the third he sustains listed damage +2, and so on. The pseudopod holds its target with an effective Strength equal to the priests Wisdom score.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Caster Level Striking Damage Constricting damage</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>14 1d6 1d3</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>58 1d10 1d6</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>912 1d12 1d8</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>13+ 2d8 1d10</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Watery fist can be released by the priest any time he cares to stop concentrating on maintaining it. The pseudopod immediately resumes its normal state, possibly drenching a grappled creature or extinguishing a small fire if the caster wishes. The pseudopod is AC 6 and has 15 hp plus 1 hp per caster level, but it can only be damaged by magical weapons, fire, or cold; all other attacks simply pass through the water. Transmute water to dust, part water, lower water, and Otilukes freezing sphere all destroy watery fist on contact. </p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a vial full of blessed water or a sprig of mistletoe that is thrown onto the body of water from which the fist will be summoned.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Control Animal</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Animal</p>

<p class=MsoPlainText>Level: 3 </p>

<p class=MsoPlainText>Range: 60 yds. + 10 yds./level <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 round/level <span style='mso-tab-count:2'>

</span>Casting Time: 6 </p>

<p class=MsoPlainText>Area of Effect: 1 animal <span style='mso-tab-count:

2'> </span>Saving Throw: negates </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When a priest casts this spell, he forces an animal to do his bidding. The creature is entitled to a saving throw vs. spell; if it fails, the caster may direct the creature with simple commands to act in any fashion desired. Sample commands include attack, run, fetch, etc. Suicidal or self destructive commands grant the subject another saving throw to break free of the casters control, with a +1 to +4 bonus depending on the extremity of the casters orders. Ordering an animal to engage in combat is not necessarily self destructive, as long as the prospective opponent is not more than three times the animals Hit Dice or more than two size categories larger than the subject. For example, a wolf (3 Hit Dice, size M) would attack a troll (6+6 Hit Dice, size L) without hesitation, but it might break free of the casters control if ordered to attack a size H dragon or an 8+8 HD umber hulk.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Control animal establishes a mental link between the caster and the subject, and the animal can be directed by silent mental command as long as it remains within range. Because the casters intelligence directs the animal, the creature may be able to take actions normally beyond its own comprehension, such as manipulating objects with its paws and mouth. The caster need not concentrate in order to maintain control of the creature unless he is trying to direct it to do something it normally couldnt.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Control animal only works on normal or giant sized animals with Intelligence ratings between 1 and 4. Magical animals, monsters, and creatures of low Intelligence or higher are immune to the effects of this spell. Druids always avoid using this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Detect Spirits</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination) </p>

<p class=MsoPlainText>Sphere: Divination</p>

<p class=MsoPlainText>Level: 3 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn + 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 6 </p>

<p class=MsoPlainText>Area of Effect: 10 x 60 ft. path <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This divination reveals the presence of disembodied or noncorporeal spirits of all types, including wraiths, ghosts, spectres, astrally projecting creatures, characters or monsters employing magic jar or possession, and (of course) animal spirits and spirits of nature. Characters or monsters who are simply invisible, phased, or ethereal do not count as spirits, since they are physically present in the flesh despite their unusual status. The caster detects spirits in a path 10 feet wide and 60 feet long; any within the area of effect are revealed in their preferred form or appearance for all to see. Simply detecting a spirit doesnt give the caster any special ability to communicate with or attack the entity.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component for this spell is a small pendant of copper wire worth at least 20 gp.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Dictate</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Charm, Law</p>

<p class=MsoPlainText>Level: 3 </p>

<p class=MsoPlainText>Range: 30 yds <span style='mso-tab-count:3'>

</span>Components: V</p>

<p class=MsoPlainText>Duration: 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 6 </p>

<p class=MsoPlainText>Area of Effect: Up to 6 creatures in a 20 ft. cube <span style='mso-tab-count:

2'> </span>Saving Throw: negates </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Originally developed by the Harmonium faction of the Outer Planes, this useful spell has come into more widespread use in recent years. While the spell is available as a 2nd level enchantment for members of the Harmonium, the general version is not quite as efficient and is considered a 3rd level spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The dictate spell is an improved version of command, affecting up to 6 creatures in a 20 foot cube. The caster is not limited to a single word and can issue an order of no more than a dozen words in length. All the specified targets who fail their saving throws must attempt to obey the casters instructions. For example, a priest could issue a dictate such as Stay here until I return, Throw down your weapons, or Seize that elf! The subjects will continue to obey nonimmediate orders for up to one round per experience level of the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Subjects who cannot understand the caster are not affected, so characters who do not understand the casters language are immune to this spell. In addition, the order must create an immediate and obvious course of action for the subject; a dictate to Die! or Feel sorry for him! would simply cause the subject to stand still in confusion for one round. Poorly worded or confusing commands grant the subjects a +1 to +4 bonus on their saving throws at the DMs discretion. Similarly, if after the subject fails his saving throw he is given an obviously self destructive dictate, the subject simply loses his next round as he fights off the compulsion.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Etherealness - Priest</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Numbers </p>

<p class=MsoPlainText>Level: 3 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 turn + 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 1 </p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell resembles the 5th level wizard spell etherealness in many respects, but there are a few important differences. First, the priest may not leave the Border Ethereal and venture into the Deep Ethereal; therefore, at the end of the spells duration, he must return to the Prime Material Plane whether he wants to or not. Secondly, the priest may not use this spell on an unwilling target and can only make another creature ethereal if the subject is willing and in physical contact with the priest when the spell is cast. Besides himself, the caster can bring one creature per two experience levels (three at 5th, four at 7th, five at 9th, and so on) to the Ethereal Plane. Even if the priest abandons his charges in the Border Ethereal, the stranded characters will automatically materialize when the spell ends.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>While ethereal, the priest cannot be detected by any means short of a true seeing or detect phase spell. He perceives his surroundings as misty, gray, and otherworldly. No action he takes can affect the physical world, but he can pass through walls, doors, and other solid objects without hindrance. The priest can choose to end the spell voluntarily at any time, materializing in the physical world in one round. If the caster occupies a solid object when the spell ends, he is hurled into the Deep Ethereal and stranded in a catatonic stupor until he can be rescued.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Fortify - War</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: War</p>

<p class=MsoPlainText>Level: 3 </p>

<p class=MsoPlainText>Range: 60 yds <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Permanent <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 10 ft. cube/2 levels <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By means of this spell, the priest prepares an area as a defensive position. Fortify may be used to prepare an open outdoors area such as a field, road, or grassland, or a rough or broken outdoors area such as a hillside, forest, or boulder fall. Large rooms or chambers such as a cavern or a great hall may be fortified as well. The exact effects of the spell depend on the nature of the site to be fortified.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A. Open Outdoors Site: A rampart or dike of earth and loose stone rises from the ground along the perimeter of the site, leaving a shallow ditch on the outward face. Creatures defending the dike receive 50% cover against missile fire (+4 bonus to AC), or 25% cover (+2 bonus) if they expose themselves by engaging in melee combat or firing missiles out of the dike. Attackers cannot charge, run, or sprint over the ditch and dike. Large, open rooms or chambers with few features may fall into this category.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>B. Rough Outdoors Site: Loose stones and boulders, deadwood, and patches of dense briars are arranged to form a defensible wall or rampart along the perimeter of the area of effect. Characters hiding behind the wall receive 75% cover (+7 bonus to AC), or 50% cover if they expose themselves by firing missiles or defending the wall. In hand to hand combat, the walls defenders receive a +1 bonus to attack rolls; man sized attackers must spend one full round in climbing over the wall in order to enter the fortified area. Natural caverns and large, cluttered chambers fall into this category, as well.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>C. Marshy or Low lying Site: In areas such as swamp, marsh, bog, or tundra, fortify cannot raise a wall or dike to cover the defenders. Instead, the spell creates a water filled ditch around the perimeter of the area of effect. This ditch is 10 feet wide and 2 to 4 feet deep; most creatures require 1 full round to negotiate the ditch, and defenders gain a +1 bonus to attack rolls against enemies who are wading the ditch or climbing up the other side.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The fortifications are permanent, although erosion, weathering, and excavations, clearing, or filling can quickly raze the site, returning it to its original state. The material component is the shell of a snail dusted with 100 gold pieces worth of diamond powder. In Battlesystem® rules, fortify provides a defending unit with a +2 bonus to its AR against missile and melee attacks, but no bonus against missile attacks in marshy or low lying areas.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Summon Animal Spirit</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy) </p>

<p class=MsoPlainText>Sphere: Summoning</p>

<p class=MsoPlainText>Level: 3 </p>

<p class=MsoPlainText>Range: 10 yds./level <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level <span style='mso-tab-count:2'>

</span>Casting Time: 6 </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell summons a minor spirit or entity to the casters aid. Clerics usually summon minor elementals of some kind, while shamans typically conjure an animal spirit or spirit of nature. Regardless of the spirits origin, it appears as a ghostly beast of some kindwolves, bears, tigers, or lions are most common. The animal spirit obeys the mental commands of the priest, attacking his enemies or performing any other task that it could reasonably accomplish. The creature is incorporeal and cannot handle or manipulate objects of any kind, but it can see and hear as a normal animal of its archetype and could be used to scout a dangerous area or act as a distraction of some kind.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In combat, the animal spirit has the following statistics: MV 24; AC 4; THAC0 15; Dmg 2d4. It can only be injured by magical weapons and can strike monsters hit only by +1 or better weapons. The spirit has a number of hit points equal to 10 plus the casters level, so a 6th level priest conjures a animal spirit with 16 hit points. The creature is not affected by charm, sleep, hold, or other mind affecting spells and suffers no damage from cold based attacks. However, it is vulnerable to dispel magic or turning as an undead monster of the casters Hit Dice. If the animal spirit is turned, destroyed, or dispelled, the priest who summoned it must make a saving throw vs. spell or be stunned for 1d4 rounds.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Because the spirit is intelligent and free willed under the casters direction, the priest need not concentrate in order to direct its attacksan animal spirit could be ordered to attack a spellcaster in the back of an enemy party, while the cleric waded into hand to hand combat. The animal spirit makes use of flank or rear attacks when it can and gains any normal combat bonuses that a living creature in its position would be entitled to. The priest enjoys instantaneous, silent communication with the animal spirit and can order it to stop attacking, to change its target, or to undertake almost any conceivable action desired. However, the spirit must remain within the spells range; if it is ever more than 10 yards per caster level away from the priest, it dissipates harmlessly.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a small whistle carved from a bone taken from the appropriate type of animal.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Hold Poison</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy) </p>

<p class=MsoPlainText>Sphere: Healing</p>

<p class=MsoPlainText>Level: 3 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 day/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell is an improved version of slow poison, with a duration measured in days rather than hours. When cast upon a victim who has been poisoned by any means, hold poison arrests the venom and prevents it from doing any additional damage to the victim. (In most cases, the spell must be cast during the poisons onset time in order to be effective.) Damage that has already been inflicted is not restored, but as long as the hold poison is in effect, the victim can be cured or healed of damage caused by poison by any normal means.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell can be used to indefinitely postpone the onset of a poison if the caster chooses to continue to cast it on the poisoned character before the previous hold poison wears off. However, each time a new hold poison is used to stop the venoms advance for another few days, there is a 2% cumulative chance that the spell fails and the poison runs its course. Evil priests have been known to deliberately poison a person and then use this spell to grant the victim a stay of death for a few days. This can be an extremely effective threat if the victim doesnt have access to a neutralize poison spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is the priests holy symbol and a bud of garlic, crushed and smeared on the injury (or eaten if the poison was ingested).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Repair Injury</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy) </p>

<p class=MsoPlainText>Sphere: Healing</p>

<p class=MsoPlainText>Level: 3 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Repair injury is intended for use in campaigns featuring the critical hit or critical strike rules. This spell addresses one specific injury or wound (see Chapter 8). It can be used to knit a broken bone, alleviate the swelling and pain of a sprain or a twist, or repair soft tissue damage such as an injured eye, ear, or a severed tendon. If used as a simple curing spell, repair injury restores 1d10+1 hit points to the injured character, but if used to address the effects of a specific injury, repair injury automatically removes one grazed, struck, injured, or broken condition, and alleviates any combat, movement, or maximum hit point penalties associated with the injury in question. The spell does not restore any lost hit points to the victim, other than the 1d10+1 that are incidental to the working of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Beran, a fighter with 44 hit points, is struck by an ogres club. The blow inflicts 12 points of damage, but Beran also suffers a broken hip. This injury will reduce him to a maximum of 25% of his normal total, so Berans current hit points drop from 32 to 11 after the battle ends. In addition, he is not capable of moving or attacking due to the effects of the injury.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When the smoke clears, Talmos the priest comes to Berans aid. Using repair injury, he knits Berans broken hip. The spell cures 6 hit points in the process. Beran no longer suffers the movement or attack penalties for a broken hip and has 17 hit points to his credit. With time or additional healing, he can regain his normal total of 44.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Repair injury is also helpful in dealing with wounds that fall in the crushed, shattered, or destroyed category. This spell reduces the severity of the injury to the broken level, which means it heals as if it were 20d6 lost hit points. Only one repair injury can be used on any given wound, so a character with a shattered knee could still require a lot of time to recover after an application of this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Severed limbs, destroyed eyes or ears, and ability score losses caused by injuries cannot be healed by this spell. Repair injury is the equivalent of cure serious wounds for the purpose of slowing or stopping bleeding.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Unfailing Premonition</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination) </p>

<p class=MsoPlainText>Sphere: Time</p>

<p class=MsoPlainText>Level: 3 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 turn + 2 rds./level <span style='mso-tab-count:2'>

</span>Casting Time: 6 </p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By anticipating possible futures and outcomes of the casters actions, this spell provides the character with a temporary sixth sense or feel for danger. The spell operates on a subconscious level, and the caster receives strong intuitive impulses when he contemplates courses of action that may bring immediate physical injury or harm to him. For example, if the priest was about to open a trapped chest, the unfailing premonition would create a flash of insight or a gut feeling telling him that he shouldnt do so. Similarly, opening a door that leads into the lair of a ferocious troll may also trigger the spells warning. Threatening a NPC who is likely to respond by drawing a weapon and attacking the PC would create a warning, but threatening a NPC who will get even with the priest in an hour or two will not trigger the premonition.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The unfailing premonition is also quite useful in combat, as long as the priest obeys his instincts and ducks, dodges, or withdraws when his subconscious tells him to. While the spell is in effect, the priest gains a +2 bonus to his Armor Class and saving throws, but in any given round there is a 25% chance that he will have to forego his intended action in order to obey the spells warning impulses.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The premonition only works on actions undertaken by the priest himself. If his companion is about to pull a mysterious lever that will drop a 10 ton block of stone on the priest, he receives no warning.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Weather Prediction</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination) </p>

<p class=MsoPlainText>Sphere: Weather</p>

<p class=MsoPlainText>Level: 3 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 1 rd. </p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By casting this spell, the priest can predict the weather conditions at his location for a period of time equal to one day per level. The caster becomes aware of the prevailing conditions, trends, and weather systems that may affect his present location. Temperature, wind speed and direction, cloud cover, and precipitation can all be predicted with 95% accuracy for the next day, less 10% for each day after that. In other words, the priests prediction is 95% accurate for the first day, 85% accurate for the second, 75% accurate for the third, and so on. In addition, magical or supernatural phenomena cannot be predicted.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Priests of powers concerned with weather may use this spell to determine the best time for certain ceremonies or observances. Other priests find weather prediction useful for planning journeys or selecting campsites.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Wind Servant</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning) </p>

<p class=MsoPlainText>Sphere: Elemental (Air)</p>

<p class=MsoPlainText>Level: 3 </p>

<p class=MsoPlainText>Range: 20 yds./level <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 6 </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell allows the priest to exert fine control over air currents and winds, possibly extinguishing small fires or manipulating light objects as he sees fit within the spells range. Generally, the priest is limited to one discrete action per round since he must focus his wind servant tightly on any given task. The wind servant can affect objects or creatures weighing up to 1 pound per caster level, twice as much if the object is reasonably light or airy (a cloak, scroll, or haystack, for instance), or 10 times as much if the object is designed to be carried by the wind, such as a ships sail or a bird in flight.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If an object is within the spells weight limit, the caster may direct the wind servant to carry it along in gusts and air currents at a flying movement rate of 12 (E). If the object leaves the limits of the spells range, the wind servant fails, and the object drops or falls normally from that point. Flying creatures of size M or smaller can be forced to land or be driven away by use of the spell if they fall within the weight limit, or slowed by 50% if they exceed the weight limit. Employing the wind servant against an arrow or light missile adds a penalty of 4 to the attack roll.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In dusty, snowy, or sandy regions, the caster can instead use wind servant to create a vicious zephyr of stinging dust around an enemy. This zephyr inflicts damage equal to the opponents base AC less 2d6 points and creates a 2 penalty to the victims attack rolls. For example, an enemy in leather armor +1 (AC 7) would suffer 7  2d6 damage if attacked by means of this spell. Note that any use of the wind servant requires the priests undivided attention; he can take no other actions while directing the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Adamantite Mace</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Elemental (Earth)</p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 7 </p>

<p class=MsoPlainText>Area of Effect: Casters weapon <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By means of this spell, the priest transmutes his own cudgel, mace, or staff into an enchanted weapon of adamantite, the most magical mineral known. The adamantite mace gains a +2 bonus to attack and damage rolls, but it can strike creatures normally hit only by +4 or better weapons. As an incarnation of elemental earth, the mace inflicts up to twice the damage (roll twice the required damage dice) against creatures of elemental air or magical avians such as griffons, perytons, pegasi, and winged baatezu or tanarri. The adamantite mace retains its special properties for one round per level of experience of the caster.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a special powder made from a diamond worth 100 gp, sprinkled over the weapon.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Dimensional Anchor</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Guardian</p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 10 yds./level <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 turn + 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 1 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When a priest casts this spell, a green ray springs from his outstretched hand and unerringly strikes a creature within line of sight and the range of the spell, covering the subject with a shimmering emerald field that completely blocks bodily extradimensional travel. Forms of movement barred by the dimensional anchor include blinking, dimension door, etherealness, gate, phasing, plane shift, maze, shadow walk, teleportation, and similar spell like or psionic abilities. The field persists for one turn plus one round per caster level and has no effect other than blocking extradimensional travel. The dimensional anchor does not interfere with the movement of creatures in astral form, nor does it block extradimensional perception or attack forms such as a basilisks gaze.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Entrench</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration, Invocation/Evocation) </p>

<p class=MsoPlainText>Sphere: War</p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 60 yds. <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Permanent <span style='mso-tab-count:2'>

</span>Casting Time: 3 rds. </p>

<p class=MsoPlainText>Area of Effect: 10 ft. cube/2 levels <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>An improved version of the fortify spell, entrench has much the same effect, but prepares an even more formidable set of defenses. Like fortify, entrench may be used to prepare an open outdoors area such as a field or grassland, or a rough outdoors area such as a hillside or forest. Large rooms or chambers may be entrenched as well. In addition to the ditches and ramparts of the fortify spell, entrench makes use of local materials to create a small palisade and an array of stakes or sharp stones to discourage attackers.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>A. Open Outdoors Site: A rampart or dike of earth faced by a staked ditch rises from the ground along the perimeter of the site. Creatures defending the dike receive 75% cover against missile fire (+7 bonus to AC), or 25% cover (+2 bonus) if they expose themselves by engaging in melee combat or firing missiles out of the dike. Attackers cannot charge, run, or sprint over the rampart, and must spend one full round negotiating the defenses in order to attack. The dikes defenders receive a +1 bonus to attack rolls against any creatures trying to move through the stakes or stones.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>B. Rough Outdoors Site: Loose stones, deadwood, and briars are arranged to form a defensible wall along the perimeter of the area of effect, faced by an array of sharp stakes or stones. Characters hiding behind the wall receive 90% cover (+10 bonus to AC), or 50% cover (+4 bonus) if they expose themselves by firing missiles or defending the wall. Attacking creatures cannot run, charge, or sprint through the defenses, and must spend one full round to get through the stakes plus an additional round climbing over the wall in order to enter the fortified area. The walls defenders gain a +1 bonus to attacks against creatures negotiating the defenses.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>C. Marshy or Low lying Site: In swamps or bogs, entrench creates a water filled ditch around the perimeter of the area of effect. This ditch is 15 feet wide and 3 to 6 feet deep; most creatures require two full rounds to negotiate the ditch and climb up the far side, and defenders gain a +1 bonus to attack rolls against enemies who are wading the ditch or climbing up the other side.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The fortifications created by this spell are permanent, although erosion, weathering, and clearing or filling can return the site to its original state. The material component is the shell of a giant nautilus. In the Battlesystem rules, entrench provides the defending units with a +3 bonus to their AR versus missile and melee attacks, but only a +1 bonus against missile attacks in marshy areas.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Omniscient Eye</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination) </p>

<p class=MsoPlainText>Sphere: Divination</p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn + 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 7 </p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This divination enhances the casters vision by allowing him to see through any normal or magical darkness, fog, or mist to a range of 60 feet. In addition, the caster has a chance of piercing magical illusions, blending, and invisibility equal to 70% plus 1% per level of experience, less 2% per spell level. For example, a 7th level priest has a 70% + 7% 4%, or 73% chance, to spot a wizard concealing himself by using the 2nd level spell invisibility.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Unlike the 5th level spell true seeing, the omniscient eye does not grant the caster the ability to perceive secret doors, traps, lost or misplaced objects, or creature alignments; it simply ensures that the caster can see the surroundings as they would appear without the interference of weather, lighting, or illusionary magic. Thus, the omniscient eye can be deceived by careful camouflage, concealment, or other purely physical precautions. Other phenomena that may bypass this spells power include psionic invisibility, true transparency, or extradimensional objects or creatures.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component of this spell is a special ointment for the eyes that is composed of rare powders and herbs. The ointment costs at least 100 gold pieces for a single application.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Recitation</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration, Invocation/Evocation) </p>

<p class=MsoPlainText>Sphere: Combat</p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 7 </p>

<p class=MsoPlainText>Area of Effect: 60 ft. radius<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By reciting a sacred passage or declaration, the priest invokes his deitys blessing upon himself and his allies, while causing confusion and weakness among his enemies. All creatures within the area of effect at the instant of the spells completion are affected. Allies of the priest gain a +2 bonus to attack rolls and saving throws, or a +3 bonus if they are of the same faith (not just alignment) as the caster. Enemies suffer a 2 penalty to attack rolls and saving throws. After the recitation, the priest is free to take further actions during the spells duration as he sees fithe need not concentrate to maintain the spell. As a result, it is possible for the priest to cast a prayer spell, which increases the bonuses and penalties provided to +3 and 3 respectively. If another priest is using chant at the same time, then the bonuses and penalties given by it are also allowed to add to the total.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material spell component is the priests holy symbol and a copy of whatever text or scroll he holds sacred. Neither are consumed by the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Suspended Animation</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy) </p>

<p class=MsoPlainText>Sphere: Necromantic</p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 4 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By using this spell, the caster can place one willing subject in a state of suspended animation. The victims breathing, heartbeat, and other vital processes slow to the point of nonexistence, although he or she seems to be deeply asleep, not dead. A caster of 7th to 10th level can maintain the suspended animation for up to one week plus one day per level; a caster of 11th to 15th level can maintain the state for up to one month plus one week per level; and a caster of 16th level or higher can place someone in suspended animation for one year plus one month per level.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell has many useful applications. First, all bodily or mental afflictions become quiescent during the victims slumber. Poison, insanity, and many curses (lycanthropy, geas, and mummy rot included) can be arrested, if not cured, and have no effect on the subject while he sleeps. Of course, if the spell is broken prematurely, all the conditions that were halted by the spell will start once again. Second, the subject requires no food or water, but he still needs air and dies if deprived of oxygen. Third, for every month that the subject is in suspended animation, he recovers one hit point.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The caster can awaken the subject at any time within the spells duration, although he must be in the subjects presence to do so. Optionally, the priest may pre specify an amount of time within his normal duration or a special condition to awaken the sleeper. A condition must include a physical stimulus to the subject, such as a change in temperature, the touch of the sun, the kiss of a princess, or whatever the priest desires. If the priest maintaining the spell dies or is not able to awaken the sleeper, then the subject can be taken to another priest of the same deity to be awakened.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the subject is attacked, he is completely helpless and can be killed by a single blow. However, if the subject is attacked without being slain for some reason, he gains a saving throw vs. spell each round to emerge from his suspended animation. The subject will be extremely groggy and disoriented if his slumber is disturbed in this fashion, suffering a 2 penalty to all die rolls for 1d6 turns, but if he awakens in the normal or prescribed fashion, he is disoriented for only one round.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Some of the drawbacks to this spell affect the casting priest. First of all, it takes all of the priests concentration to cast and maintain this spell. This means that the priest cannot cast any other spell while a subject is being held under the influence of the suspended animation. For each week that the subject is in suspended animation, the priest loses one point of Constitution. This happens each week until the priest transfers the spell to another priest of the same alignment. Transferring this spell requires a successful saving throw vs. spell. If the saving throw is successful, then the priest who transfers the spell can start recovering Constitution at a rate of one point per hour of bedrest. If the saving throw doesnt succeed, then the priest loses another point of Constitution and cannot try to transfer the spell again for 8 hours. Either way, because of the temporary lapse of the spell, the subject will automatically lose 1 hit point each time a transfer is attempted.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component for this spell is a rare herb that must be prepared with exacting care. The treatment costs at least 200 gold pieces and requires 1d3 days of the priests time and attention.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Unfailing Endurance</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy) </p>

<p class=MsoPlainText>Sphere: Necromantic</p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 day/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 1 creature/level <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell enhances the natural hardiness and stamina of the affected creatures by rendering them virtually immune to fatigue or exhaustion. During the casting of the spell, the caster must touch each creature to be affected. While under the spells influence, the subjects may force march with no penalty, engage in up to 12 hours of hard labor per day with no fatigue (or up to 16 hours with moderate fatigue), and gain a +4 bonus to Strength/Stamina or Constitution/Fitness checks. In addition, the subjects gain a +4 bonus to saving throws against spells or magical effects that cause weakness, fatigue, or enfeeblement. Finally, an affected creatures fatigue rating (from Players Option: Combat & Tactics) is doubled, and the subject gains a +4 bonus to his saving throws to recover from a fatigued or exhausted state.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Windborne</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning) </p>

<p class=MsoPlainText>Sphere: Elemental (Air)</p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 7 </p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell provides a priest of elemental air with the ability to conjure a powerful column of wind that can bear his weight, permitting him to fly or glide for long distances. If used from a high place such as a mountainside or tower, the caster can glide a maximum horizontal distance of 20 feet per foot of initial altitudefor example, if the priest used this spell and launched himself from a hilltop 800 feet high, he could glide a maximum distance of 16,000 feet, or about 3 miles.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If windborne is cast by a priest on level ground, the initial gust carries him aloft to a maximum altitude of 10 feet per caster level. From that point, he may then glide 10 feet per foot of initial altitude. For example, a 7th level priest would ascend to an altitude of 70 feet and thus be able to glide for a total horizontal distance of 700 feet. He can choose to glide for a much shorter distance, but never less than his initial altitude.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>While gliding, the priest moves at a rate of 15 (or about 450 feet) with a maneuverability class of D. Each round, he drops between 20 and 40 feet. He can choose to descend at a much more rapid pace, dropping up to 200 feet per round without risk of a damaging impact upon landing. The caster doesnt gain a mastery of aerial combat with this spell and suffers a 2 penalty to his attack rolls and Armor Class if he becomes involved in combat while gliding.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component for this spell is the feather from a giant eagle .</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Animate Flame</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Elemental (Fire) </p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 120 yds. <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 8 </p>

<p class=MsoPlainText>Area of Effect: 1 ft. diameter/level <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>While using this spell, the priest can command a flame to leave its source of fuel and move at his direction. The flame is magically preserved at the intensity it possessed when animated and does not weaken or fail even if it has nothing to burn. The priest can affect any natural fire within range, but magical fires (including breath weapons) can only be animated and controlled on a roll of 11 or higher on a d20, 1 per level or Hit Dice difference between the caster and the creature or spellcaster who created the flame in question. For example, a 9th level priest can animate a flaming sphere cast by a 4th level wizard on a roll of 6 or better on 1d20. In order to animate instantaneous effects such as a red dragons breath or a fireball, the priest must beat his opponents initiative in the round he casts this spell and succeed in his attempt to take control of the flame.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Under the priests direction, an animated flame can move at a rate of 12, although it cannot cross water or wet or muddy ground. If the priest directs the flame to leave the spells range, the spell ends and the flame stops and burns whatever it may be resting on. Animate flame can be a very effective weapon; the fire attacks with a THAC0 of 10 and may be able to strike several creatures in the same round, depending on its size. It inflicts damage as shown below:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Size Diameter Number of Targets Damage</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Torch or lantern less than 1 ft. 1 1d3</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Small campfire 12 ft. 1 1d4</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Large campfire 35 ft. 2 1d6</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Bonfire 610 ft. 4 2d6</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Conflagration 1120 ft. 8 3d6</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Inferno 21 ft. or more 20 5d6</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Creatures actually caught within the fires diameter are automatically hit (without an attack roll) for the listed damage. Very hot or unusually cold fires may inflict damage (at the DMs discretion) as if they were one category larger or smaller. In addition to attacking the casters enemies, the fire will naturally cause any combustibles it comes into contact with to burn, as well; an animated fire can easily torch a small town, given a few rounds to move from building to building.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The animated flame can be dispelled normally. It can also be defeated by contact with a significant volume of water, ice, cold, or earth or dirt, just as a normal fire can be drowned or smothered.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The priest can affect a single fire of up to 1 foot in diameter per level of experience; if a natural fire is too large for him to animate, he can animate a smaller portion of it and command the portion he controls. Magical fires cannot be divided in this way, so it requires a very high level priest to deflect the breath weapon of a red dragon!</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Dimensional Translocation</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Numbers, Summoning</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 60 yds. <span style='mso-tab-count:3'>

</span>Components: S</p>

<p class=MsoPlainText>Duration: 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 3 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>By using this spell, the priest seals off the multidimensional existence of a magical, undead, or extraplanar creature. The affected creature can be forced entirely into its extraplanar dimension, which removes it from the physical world, or its extraplanar existence can be severed, forcing it entirely into the Prime Material Plane. If the priests level exceeds the subjects level or Hit Dice, the subject is not allowed a saving throw, but creatures of higher level or Hit Dice than the caster are entitled to a saving throw vs. spell to negate the effect. Also note that magic resistance may apply, as well.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If used to banish an extraplanar or multidimensional creature, dimensional translocation prevents the creature from returning to the Prime Material Plane for the duration of the spell. The creature may be able to take other actions, such as using magical items or spell like abilities on itself while it waits to return. If the caster instead forces an extradimensional creature into the Prime Material Plane, one or more of the following effects may apply, at the DMs option:</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The creatures Armor Class may be reduced by 1d6 points for the duration of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The quality of a magical weapon needed to strike the creature may be reduced by one plus; for example, a monster normally hit by +2 or better weapons may become vulnerable to +1 weapons for the spells duration.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The creature may suffer permanent death upon the loss of all its hit points.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Use of 1d6 spell like powers (such as gating in allies) may be limited or negated.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Undead creatures lose the ability to drain life energy levels.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell does not prevent extradimensional travel on the Prime Material Plane (i.e., dimension door, blinking, teleport, or similar effects), but it does prevent the subject from plane shifting or becoming ethereal while in effect.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Impregnable Mind</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Protection, Thought</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: touch <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 turn + 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 1 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell guards the spell recipient against magical or psionic attacks that affect the mind. This includes beguiling, charm, domination, feeblemind, hold, and similar effects, as well as most telepathic psionic powers and attacks. Against magical influences, impregnable mind grants a +4 bonus to saving throws; if the attack normally allows no saving throw, the spell recipient may attempt one at no modifier. Against telepathic psionics, the spell inflicts a 6 penalty to the attacking psionicists power checks, making it more likely that a psionic attack or telepathic contact will fail. Impregnable mind offers no protection against nontelepathic psionics, such as a telekinetic thrashing or other psionics that affect the body.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Othertime</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Sphere: Time</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 7 </p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When a priest enters othertime, he steps into a different reality in which the world around him is frozen at a moment in the future. Until time catches up to him, he may move about unhindered and observe his surroundings; no force known can detect his presence or harm him in the alternate reality, although he in turn cannot affect any creature or object in the physical world. For instance, he could read a book at the page it was opened to, but he could not turn the page since that would require him to move an object that is temporarily immovable for him. To his companions or enemy in real time, the priest appears to simply vanish altogether, only to reappear at some later point.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The duration of this spell is a little odd, to say the least. The priest may choose a duration of up to 1 round at 7th to 9th level, 2 rounds at 10th to 12th level, 3 rounds at 13th to 16th, 4 rounds at 17th to 19th, up to a maximum of 5 rounds at 20th level or higher. The duration chosen by the priest governs the length of the othertime; if the priest decides that the spell will last 2 rounds, then he is instantly transported to that point in time, surrounded by the frozen still life of the world as it will appear 2 rounds after the priest cast othertime. The caster then has 2 rounds to himself to take any actions he cares to, although he cannot affect the real world by any physical, magical, or mental means.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>While the caster is in the othertime, he is completely unaware of the intervening events. In the example above, if the casters friends were teleported away 1 round after the caster left and replaced by an identical group of dopplegangers, the caster would have no chance to detect the switch; all he sees are the bodies of his friends, frozen in the positions they will occupy when he emerges from the othertime. This also means that nasty things like dragon breath, cloudkills, or mind blasts that pass through the spot where the caster happens to be have no effect on himhe simply does not exist in the real world while he waits for everyone else to catch up to him.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>As noted above, the caster gains an amount of subjective time equal to the duration of the spell. By leaping 3 rounds into the future, the caster gains 3 rounds of actions in the othertime. He could drink a potion, cast a spell, and then maneuver for an attack, for example, or he could gain a 3 round head start by running for his life while no one else can pursue him. If the priest uses this time to study a battle and position himself for an attack, he gains a 4 bonus to his initiative roll on the round he emerges from othertime, and a +4 attack bonus with his first strike.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Leaping in and out of the time stream is a dangerous activity; every time the priest employs this spell, there is a 1% noncumulative chance that he becomes stuck in othertime, doomed to death by thirst or starvation when his own rations run out. Only the most extraordinary measures (a wish spell, divine intervention, etc.) can save a character in this predicament. Once a priest is in othertime, he cannot pray for further spells. After all, if the priest is going to attract his deitys attention by praying for spells, the deity will most likely allow him out! The material component for this spell is an hourglass filled with rare salts, worth at least 100 gold pieces.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Produce Ice</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning) </p>

<p class=MsoPlainText>Sphere: Elemental (Water)</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 60 yds. <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 2 rds./level <span style='mso-tab-count:2'>

</span>Casting Time: 8 </p>

<p class=MsoPlainText>Area of Effect: Cube 1 ft./level <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell creates supernatural cold in the area of effect, condensing all atmospheric and standing water into a thick rime of ice. If there is no source of water or even enough humidity to support this spell, then the DM can rule that the spell has no effect. The caster affects a cubic area of 1 foot per level to a side, so a 12th level caster affects a 12 foot by 12 foot by 12 foot cube (up to a maximum of 25 feet to a side). This can have several effects; first of all, any creature caught in the area of effect when the temperature is lowered suffers 2d4 damage plus 1 point per level of the caster (or 2d4+12, for the 12th level caster described above), or half that damage with a successful saving throw vs. spell. Any fires in the area are suppressed and may (50% chance) be extinguished.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Creatures entering the area of effect after the initial creation of ice suffer no additional damage, although the air will be noticeably dry and cold. However, the ice formed by the spell coats all surfaces and may cause creatures to slip and fall. Any creature moving into or out of the affected area must make a saving throw vs. spell or fall, losing their action for the round. The ice lasts at least 2 rounds per caster level, and then begins to melt at whatever rate nature decrees.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If cast on a body of water, this spell creates an iceberg of the stated dimensions. A swimmer or aquatic creature could be caught in the ice and trapped until the ice melts; most air breathers will suffocate from this treatment, but a few aquatic creatures (fish, amphibians, etc.) may survive being frozen, at the DMs discretion.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component is a scale from a white dragon.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Righteous Wrath of the Faithful</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: War</p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 8 </p>

<p class=MsoPlainText>Area of Effect: 30 ft. radius <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When a priest casts this spell, he fires his allies and companions with a divine madness or fury that greatly enhances their combat ability. Allies who are fighting on the side of the priest are affected as if they had received an aid spell, gaining a +1 bonus to attack rolls and saving throws, plus 1d8 additional hit points for the duration of the spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Allies who share the same faith (not just alignment) of the caster are transported into the righteous wrath; they gain one additional melee attack each round and a +2 bonus to saving throws and attack and damage rolls. Creatures under the influence of the righteous wrath gain 1d8 additional hit points, which are the first points lost if the subject sustains any injury (see aid, on page 257 of the PHB). Characters in a state of divine frenzy are difficult to charm or hold. Against spells or effects that target the subjects mind or emotions, the saving throw bonus increases to +3.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When the spell ends, all remaining additional hit points are lost. Characters who fought under the righteous wrath find themselves extremely fatigued and must rest for one full turn before exerting themselves again; if forced to fight in this state, they are treated as if they were exhausted under the Combat & Tactics fatigue rules. The material component of this spell is the priests holy symbol.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Command Monster</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment/Charm) </p>

<p class=MsoPlainText>Sphere: Charm</p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 60 yds. <span style='mso-tab-count:3'>

</span>Components: V</p>

<p class=MsoPlainText>Duration: 1 rd./2 levels <span style='mso-tab-count:2'>

</span>Casting Time: 1 </p>

<p class=MsoPlainText>Area of Effect: 1 creature <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell allows the priest to issue a command to any one creature within the spells range. The magic of the spell translates the priests order into a language or form the subject creature can understand. The creature must have an Intelligence of at least 1 in order to be affected by this spell; nonintelligent creatures (those with a score of 0) cannot comprehend any order, no matter how the priest phrases it. Other creatures gain a saving throw vs. spell to resist command monster, but only if they have an Intelligence of Exceptional (15) or better, or the creatures levels or Hit Dice are equal to or greater than the casters.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Just like the 1st level spell command, this spell coerces the subject into obeying the priests one word order to the best of its ability. The order must be absolutely clear and unequivocal; the subject will continue to obey for one round per two caster levelssix rounds at 12th level, seven at 14th, and so on. If this action places the subject in mortal peril, he may attempt a saving throw (whether he was originally entitled to one or not) in order to break free of the spells power. Therefore, ordering a character standing at the edge of a cliff to jump will create an opportunity for the subject to break free. A command to die or sleep renders the creature unconscious for the spells duration.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Undead creatures are immune to this spell.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Entropy Shield</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Sphere: Chaos </p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 9 </p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This potent defense surrounds the caster in a chaotic maelstrom of energy and demimatter that blocks or deflects many attacks. The entropy shield extends about two feet in all directions from the casters body. The warping effect of the field causes any melee or hand to hand attack to miss 50% of the timeeven if the roll allows an attack to continue, the priest still gains a 2 bonus to his Armor Class. Normal missiles or hurled weapons miss automatically as the entropy shield deflects them from the caster. Even magical missile attacks (produce flame, magic missile, or Melfs acid arrow, for example), siege engines, and giant thrown boulders may be deflected as if they were hand to hand attacks.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Against spells or effects that produce energy, gas, or other physical attack forms (fireball, lightning bolt, cloudkill, and other such spells) the entropy shield provides a 50% chance that the attack simply does not affect the protected priest. Even if the harmful energy or matter penetrates the shield, the caster gains a +2 bonus on his saving throw. This does not cause a spell to fizzle or fail; a priest standing in the middle of a fireball is simply not touched by the spell, which will inflict its normal damage on anyone else in the area of effect. Any spell or effect that does not create matter or energy to harm or hinder the victim can pass through the entropy shield normally, so mind based attacks and magical effects such as petrification, paralyzation, enfeeblement, or polymorph (to name a few) can still affect the priest.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In addition to its defensive benefits, the entropy shield has the ability to repel normal or giant sized animals and creatures of lawful alignment, such as extraplanar monsters from the lawful planes. Any such creature attempting to attack the shielded priest in hand to hand combat must roll a saving throw vs. spell at the end of the round. If the creature fails, it recoils from the priest and cannot attack him physically for the remainder of the spells duration (although it could decide to turn on one of the priests companions).</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>The material component for this spell is a gemstone worth at least 100 gold pieces that has been exposed to the chaotic energies of Limbo.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Whirlwind</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Invocation/Evocation) </p>

<p class=MsoPlainText>Sphere: Elemental (Air)</p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 60 yds. + 10 yds./level <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 rd./level <span style='mso-tab-count:2'>

</span>Casting Time: 9 </p>

<p class=MsoPlainText>Area of Effect: Cone 10 ft. wide at base and 30 ft. tall <span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This spell creates a powerful cyclone of raging wind that moves as directed by the priest. The whirlwind can move by zigzagging along the ground or over water at a movement rate of 6. The whirlwind always moves after all other creatures have moved, and many creatures can avoid it simply by keeping their distance. If the cyclone exceeds the spells range, it moves in a random, uncontrolled fashion for 1d3 roundspossibly endangering the caster or his alliesand then dissipates.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Any creature of size L (large) or smaller that comes in contact with the whirlwind must make a saving throw vs. breath weapon or suffer 2d8 damage. Size M (man sized) or smaller creatures who fail their first saving throw must attempt a second one, or be picked up bodily by the whirlwind and held suspended in its powerful winds, suffering 1d8 points of damage each round with no save allowed. The caster may direct the cyclone to eject any carried creatures whenever he wishes, depositing the hapless souls wherever the whirlwind happens to be when they are released.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Maintaining the whirlwind requires the casters full attention, and he cannot cast other spells or make any attacks while directing the spells course. If his concentration fails for some reason, he cannot simply cancel the spell. Instead, the spell becomes uncontrolled as described above and dissipates after 1d3 rounds.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>In truly desperate circumstances, priests of elemental air have been known to deliberately overrun their companions in order to carry them out of the path of some certain doom. Few care to repeat the experience. The material component for this spell is a handful of dust collected from a zephyr or snow from a williwaw.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Antimineral Shell</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Sphere: Protection, Elemental (Earth)</p>

<p class=MsoPlainText>Level: 7 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 10 ft. radius<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When a priest casts this spell, he creates an invisible force field or barrier that blocks the entrance of animated or living mineral creatures. It is effective against elementals and creatures of elemental origin such as aerial servants, djinns, and mephits; golems and other constructs; creatures of living stone, such as galeb duhr or xorn; and objects, weapons, or armor animated by some outside force. It does not bar the passage of undead monsters, living creatures carrying inanimate material, or nonanimated minerals such as a giant thrown boulder or a common rockslide. The antimineral shell moves with the caster, but if the caster tries to force it against a creature affected by this spell, the antimineral shell fails. The material component is a drop of some caustic solvent, such as acid from a black dragon.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

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<spell><name>Conjure Air or Water Elemental</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning) Reversible </p>

<p class=MsoPlainText>Sphere: Elemental (Air/Water)</p>

<p class=MsoPlainText>Level: 7 </p>

<p class=MsoPlainText>Range: 80 yds. <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'>

</span>Casting Time: 6 rds. </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Priests of elemental air or elemental water can summon elementals from their respective spheres, just as druids can conjure fire or earth elementals. The summoned elemental is 60% likely to have 12 Hit Dice, 35% likely to have 16 Hit Dice, and 5% likely to have 21 to 24 Hit Dice (20+1d4). Unlike the wizard version of this spell, the caster does not need to concentrate to maintain control of the elemental since the creature regards the caster as a friend and obeys him implicitly. The elemental remains until destroyed, dispelled, sent away by a dismissal or a holy word spell, or the spell duration expires.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Conjure Water Elemental</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning) Reversible </p>

<p class=MsoPlainText>Sphere: Elemental (Air/Water)</p>

<p class=MsoPlainText>Level: 7 </p>

<p class=MsoPlainText>Range: 80 yds. <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'>

</span>Casting Time: 6 rds. </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Priests of elemental air or elemental water can summon elementals from their respective spheres, just as druids can conjure fire or earth elementals. The summoned elemental is 60% likely to have 12 Hit Dice, 35% likely to have 16 Hit Dice, and 5% likely to have 21 to 24 Hit Dice (20+1d4). Unlike the wizard version of this spell, the caster does not need to concentrate to maintain control of the elemental since the creature regards the caster as a friend and obeys him implicitly. The elemental remains until destroyed, dispelled, sent away by a dismissal or a holy word spell, or the spell duration expires.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Conjure Air Elemental</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning) Reversible </p>

<p class=MsoPlainText>Sphere: Elemental (Air/Water)</p>

<p class=MsoPlainText>Level: 7 </p>

<p class=MsoPlainText>Range: 80 yds. <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: 1 turn/level<span style='mso-tab-count:2'>

</span>Casting Time: 6 rds. </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Priests of elemental air or elemental water can summon elementals from their respective spheres, just as druids can conjure fire or earth elementals. The summoned elemental is 60% likely to have 12 Hit Dice, 35% likely to have 16 Hit Dice, and 5% likely to have 21 to 24 Hit Dice (20+1d4). Unlike the wizard version of this spell, the caster does not need to concentrate to maintain control of the elemental since the creature regards the caster as a friend and obeys him implicitly. The elemental remains until destroyed, dispelled, sent away by a dismissal or a holy word spell, or the spell duration expires.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Impervious Sanctity of Mind</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Sphere: Protection, Thought</p>

<p class=MsoPlainText>Level: 7 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>When using this spell, the priest renders his mind completely immune to any mind affecting spell, power, or psionic effect. This includes amnesia, awe, beguiling, charm, command, confusion, domination, emotion, empathy, ESP, fascination, fear, feeblemind, hold, hypnotism, insanity, magic jar, mind blast, phantasmal killer, possession, rulership, sleep, soul trapping, suggestion, telepathy, and any psionic attack or power of the telepathic discipline. In short, if the spell or effect coerces the priest into taking an action or forming an impression that he doesnt wish to, it fails while impervious sanctity of mind is in effect. The only mind affecting spells or powers that can affect the protected priest are those of exceedingly powerful creatures or artifacts and relics.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Unlike the wizard spell mind blank, the impervious sanctity of mind offers no protection against detection or scrying. However, it is effective against some attacks and powers that mind blank is powerless against. The spell requires a small ring of lead that was once breathed upon by a red dragon.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Tsunami</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning) </p>

<p class=MsoPlainText>Sphere: Elemental (Water) </p>

<p class=MsoPlainText>Level: 7 </p>

<p class=MsoPlainText>Range: 200 yds. + 50 yds./level <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 3 rds. </p>

<p class=MsoPlainText>Area of Effect: Wave 2 ft. high and 10 ft. long per level <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>This mighty spell summons a tsunami, or gigantic wave, from any major body of water. The body of water must be at least 1 mile in width, so in most circumstances the tsunami can only be summoned from the sea, large lakes, or extremely big rivers. The wave is 2 feet high and 10 feet long for each level of experience of the caster, so a 15th level priest would summon a tsunami 30 feet high and 150 feet wide. The wave can appear anywhere within the spells range and immediately sweeps forward in the direction specified by the caster. This may take it out of the allowed range or even back at the casting priest. The tsunami moves at a rate of 24 (240 yards per round) and lasts one round at 14th level, two rounds at 18th level, or three rounds at 22nd or higher level.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Ships caught by the tsunami must make a seaworthiness check (see Table 77: Ship Types in the DMG) with a penalty equal to the waves height in feet. For example, a tsunami created by a 15th level caster would inflict a 30% penalty to a vessels seaworthiness check. If the check is failed, the vessel capsizes and sinks in 1d10 rounds, with the possible loss of those aboard. Human or humanoid swimmers caught in the wave must make a saving throw vs. death magic or be drowned in the wave; any creature in the water in the waves path will be carried along as long as it lasts.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>If the priest sent the wave towards the shore, the tsunami loses 5 feet of height for every 20 yards it travels; a 30 foot wave could wash 120 yards inland before there was nothing left of it. Creatures caught in the area sustain 1d4 points of damage for every 5 feet of height the tsunami currently possesses and are carried along until it ends. Air breathing creatures must make saving throws vs. death magic or be drowned outright by this treatment. Wooden buildings have a chance equal to three times the waves current height of being destroyed by the tsunami (90% for a 30 foot wave, for example) while stone buildings have a chance equal to the waves height (or 30% for a 30 foot wave). Topography may influence or channel the waves advance, so a good sized hill could stop a tsunami cold, although its seaward face may be denuded of creatures and vegetation by the wave.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span>Note that this spell in the hands of a high level character can blanket an awesome amount of territory and literally destroy or drown anything in its path. The tsunami is so strenuous a spell that the priest is exhausted and helpless for 1d6 hours after summoning it.</p>

<p class=MsoPlainText><span style='mso-tab-count:1'></span></p>

</FONT><B></body></desc></spell>

<spell><name>Copy</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Evocation) </p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: Special <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 1 round</p>

<p class=MsoPlainText>Area of Effect: One object<span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

Copy enables the caster to make a perfect copy of a map, letter, or any other written or drawn document. The caster must have a blank parchment or a book with blank pages of sufficient size to hold the copy. The caster holds the blank object over the object to be copied, then casts the spell; the copy immediately appears on the formerly blank object. The copy is permanent and is a perfect duplicate of the original.

<br> Copy can also be used to copy spells from a new spell book into the caster's spell book, assuming the caster's spell book is of sufficient size to contain the new spells. The caster must first roll to see if he can learn the new spells; if so, he can cast copy to instantly copy them into his spell book.

<br> The material components for this spell are a piece of blank parchment (or a book with blank pages, as described above), and a drop of black ink

</FONT><B></body></desc></spell>

<spell><name>Chromatic Orb</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration, Evocation) </p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: 0<span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 1 </p>

<p class=MsoPlainText>Area of Effect: One creature<span style='mso-tab-count:

2'> </span>Saving Throw: Neg </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

This spell causes a 4-inch-diameter sphere to appear in the caster's hand. Within the limits described below, the sphere can appear in a variety of colors; each color indicates a different special power. The caster can hurl the sphere at an opponent up to 30 yards away, providing there are no barriers between the caster and the target. If the target is no more than 10 yards away, the caster's to hit roll is made with a +3 bonus. If the target is 10-20 yards away, the caster's roll is made with a +2 bonus. If the target is 20-30 yards away, the caster's roll is made with a +1 bonus.

<br> If the chromatic orb misses its target, it dissipates without effect. If the target creature makes a successful saving throw, the chromatic orb is also ineffective. Otherwise, the color of the orb determines the amount of damage inflicted and its special power, as summarized on Table 16; details about the special powers are listed below. The caster can create a single orb of any color listed for his level or lower; for instance, a 3rd-level wizard can create an orange, red, or white orb. The material component for this spell is a gem of the appropriate hue or any diamond. The gem must have a value of at least 50 gp. <br>

<br>

Light from the orb causes the victim to become surrounded by light to a radius of 20 feet, as if affected by a light spell. The effect lasts for 1 round, during which time the victim makes his attack rolls and saving throws at a -4 penalty, and his AC is penalized by 4. <br>

Heat from the orb is intense enough to melt 1 cubic yard of ice. The victim suffers a loss of 1 point of Strength and 1 point of Dexterity (or for victims without these attributes, -1 to hit and a penalty of 1 to AC) for 1 round. <br>

Fire from the orb ignites all combustible materials within 3 feet of the victim. <br>

Blindness from the orb causes the victim to become blind as per the spell. The effect lasts for 1 round/level of the caster. <br>

Stinking cloud from the orb surrounds the victim in a 5-foot-radius noxious cloud. The victim must save vs. poison or will be reeling and unable to attack until he leaves the area of the vapors. <br>Magnetism from the orb has an effect only if the victim is wearing armor made from iron. The iron armor becomes magically magnetized for 3-12 (3d4) rounds. Other iron objects within 3 feet of the caster will stick tight to the magnetized armor; only dispel magic or a similar spell can release the stuck items. At the end of the spell's duration, the stuck items are released. <br>

Paralysis from the orb causes the victim to become paralyzed for 6-20 (2d8 + 4) rounds; a successful saving throw vs. paralyzation halves the number of rounds. <br>

Petrification from the orb turns the victim to stone. If the victim successfully saves vs. petrification, he avoids turning to stone and instead is slowed (as per the spell) for 2-8 (2d4) rounds. Death from the orb causes the victim to die. If the victim successfully saves. vs death magic, he avoids death and instead is paralyzed for 2-5 (1d4 +1) rounds.<br>

<br>

Table 16: Chromatic Orb Effects<br>

<br>

Level of Color of Orb Hit Points Special<br>

Caster Generated of Damage Power<br>

1st White 1-4 Light<br>

2nd Red 1-6 Heat<br>

3rd Orange 1-8 Fire<br>

4th Yellow 1-10 Blindness<br>

5th Green 1-12 Stinking Cloud<br>

6th Turquoise 2-8 Magnetism<br>

7th Blue 2-16 Paralysis<br>

10th Violet slow Petrification<br>

12th Black paralysis Death<br>

</FONT><B></body></desc></spell>

<spell><name>Corpse Visage</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Illusion, Necromancy) </p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: Touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: Creature touched <span style='mso-tab-count:

2'> </span>Saving Throw: Neg </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

This spell transforms the caster's face or the face of any creature touched by the caster into the horrifying visage of a rotting corpse. The effect of this illusion is so startling that when it is viewed by opponents, the wizard's party adds a modifier of +2 to their surprise roll. Creatures with low Intelligence or higher (Intelligence of 5 or greater) and with 1 Hit Die or less (or who are 1st level or lower) must make a successful saving throw when first viewing corpse visage or flee in terror for 1-4 rounds.

<br> Corpse visage does not distinguish between friend and foe, and all who view it are subject to its effects. If the spell is cast upon an unwilling victim, the victim is allowed a saving throw to avoid the effect.

<br> The material component is a rag or piece of cloth taken from a corpse. The cloth must be prepared by dotting it with paints of assorted colors.

</FONT><B></body></desc></spell>

<spell><name>Detect Disease</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination) </p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: 10 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 </p>

<p class=MsoPlainText>Area of Effect: 1 creature or object<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

Detect disease reveals to the wizard whether a subject creature or object carries a disease, whether normal or magical. Additionally, there is a 10 percent chance per level of the caster that he is able to identify the exact type of disease.

<br> The material component for this spell is a twig or small branch from any tree

</FONT><B></body></desc></spell>

<spell><name>Divining Rod</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination, Enchantment) </p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: 60 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

This spell enables the caster to enchant the branch of a ginkgo or fruit tree to locate a common item that is hidden from view. Unlike locate object, the caster does not need to have a specific mental image of a particular item; rather, he only needs to state the name of the general type of item he wishes to locate, such as buried treasure, edible plants, or fresh water. However, divining rod will not locate invisible or magical items, nor will it locate items protected by obscure item or a similar spell.

<br> Once the branch is enchanted, the caster holds the branch with both hands. If the desired item is within the range of the spell, the enchanted branch points in the direction of the item and gently pulls the caster along. The spell is not blocked by lead or any other substance. However, if an impenetrable obstacle is reached, such as the ground or a wall, the branch presses against it and stops. If there is no item matching the description within the spell range, the branch does not react, although the caster can move about and continue to search.

<br> The material component for this spell is the branch from a ginkgo tree or a fruit tree, such as peach, apple, or lemon. The branch must be shaped like the letter Y, so that the caster can grasp a fork of the branch in each hand.

</FONT><B></body></desc></spell>

<spell><name>Protection from Hunger and Thirst</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Level: 1 </p>

<p class=MsoPlainText>Range: Touch <span style='mso-tab-count:3'>

</span>Components: S,M</p>

<p class=MsoPlainText>Duration: 1 day/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 </p>

<p class=MsoPlainText>Area of Effect: One creature<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

When protection from hunger and thirst is cast, the recipient requires no food, water, or nourishment of any kind for the duration of the spell. The recipient can be the caster or anyone he touches. Each day the caster (or the subject of the caster's choice) is under the effect of the spell, he is fully nourished as if he had eaten and drunk normally. At the end of the spell's duration, the subject is no more hungry or thirsty than he was when the spell was originally cast.

<br> The material components for this spell are a small piece of dried meat and a cup of water.

</FONT><B></body></desc></spell>

<spell><name>Choke</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy, Conjuration/Summoning) </p>

<p class=MsoPlainText>Level: 2 </p>

<p class=MsoPlainText>Range: 30 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level <span style='mso-tab-count:2'>

</span>Casting Time: 2 </p>

<p class=MsoPlainText>Area of Effect: One creature <span style='mso-tab-count:

2'> </span>Saving Throw: 1/2 </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

By means of choke, the caster causes a pair of ghostly hands to appear around the throat of a single victim. The victim must be a human, demihuman, or humanoid, and must be within 30 yards of the caster. The hands will choke and strangle the affected victim for the duration of the spell; each round, the victim suffers 1-4 hit points of damage from the choking hands. If the victim makes a successful saving throw, he suffers half-damage each round.

<br> Choke can be negated by dispel magic or a similar spell; the victim cannot wrench the ethereal hands away from his neck. The victim makes all attack rolls at a -2 penalty while affected by choke.

<br> The material component for this spell is a handkerchief or similarly-sized piece of cloth that has been tied in a knot

</FONT><B></body></desc></spell>

<spell><name>Death Recall</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy, Divination) </p>

<p class=MsoPlainText>Level: 2 </p>

<p class=MsoPlainText>Range: Touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: One corpse<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

This spell enables the caster to visualize the final minutes of the life of any creature or person that died within the previous 24 hours. When the caster touches the subject's corpse, the caster goes into a trance. The caster then has a vision of the final 10 minutes of the subject's life as seen by the subject himself. The vision ends with the last scene the subject saw before he died, at which time the caster awakens from his trance and the spell is over.

<br> The material component for this spell is a fragment from a shattered mirror

</FONT><B></body></desc></spell>

<spell><name>Detect Life</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination) </p>

<p class=MsoPlainText>Level: 2 </p>

<p class=MsoPlainText>Range: 10 feet/level <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 5 rounds <span style='mso-tab-count:2'>

</span>Casting Time: 2 </p>

<p class=MsoPlainText>Area of Effect: One creature<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

By use of this spell, the caster can determine if a creature is alive, including creatures in a coma or trance, or under the influence of feign death. Any form of mental protection prevents the effectiveness of this spell, as does any thickness of metal. An inch of stone or wood is treated as 10 feet of open space for the purpose of determining whether the spell functions.

<br> The material components for this spell are a holy symbol and a hair from the head of a newborn animal

</FONT><B></body></desc></spell>

<spell><name>Filter</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Level: 2 </p>

<p class=MsoPlainText>Range: Touch <span style='mso-tab-count:3'>

</span>Components: V,M</p>

<p class=MsoPlainText>Duration: 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 2 </p>

<p class=MsoPlainText>Area of Effect: 10-foot radius sphere around creature touched<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

This spell creates an invisible globe of protection that filters out all noxious elements from poisonous vapors; therefore, a creature protected by filter takes no damage and suffers no penalties from poison gas of any kind, including those created magically (such as stinking cloud). The exceptions are poisonous vapors created by a dragon's breath weapon (such as the chlorine gas of a green dragon); in these cases, the creature protected by filter suffers half-damage.

<br> The material components for this spell are a strand of spider web and a scrap of cotton cloth approximately one inch square

</FONT><B></body></desc></spell>

<spell><name>Ghoul Touch</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy) </p>

<p class=MsoPlainText>Level: 2 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level <span style='mso-tab-count:2'>

</span>Casting Time: 2 </p>

<p class=MsoPlainText>Area of Effect: One person<span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

When this spell is in effect, the caster's touch causes any single human, dwarf, gnome, half-elf, or halfling to become rigid for 3-8 (1d6 +2) rounds unless the victim makes a successful saving throw vs. paralyzation. Additionally, the paralyzed victim exudes a carrion stench in a 10-foot radius that causes retching and nausea. Those within this area who fail to save vs. poison will make their attacks with a -2 penalty until the spell reaches the end of its duration.

<br> The material component for this spell is a small scrap of cloth taken from the clothing of a ghoul or a pinch of earth from a ghoul's lair.

</FONT><B></body></desc></spell>

<spell><name>Ice Knife</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Evocation) </p>

<p class=MsoPlainText>Level: 2 </p>

<p class=MsoPlainText>Range: Special <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: Neg </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

This spell fires a dagger of ice at the target. The caster makes a normal attack roll as if attacking with a missile weapon, factoring in the range from the attacker to the target (the ice knife has a long range of 30 yards, a medium range of 20 yards, and a short range of 10 yards). A successful hit causes 2-8 (2d4) hit points of damage. If the ice knife misses its target, consult the rules for grenade-like missiles on pages 62-63 of the Dungeon Master's Guide to determine where it lands.

<br> When an ice knife strikes a solid object or a creature, the knife shatters, releasing a wave of numbing cold. All creatures within a 5-foot radius must make a successful saving throw vs. paralyzation or suffer 1-4 hit points of cold damage and become numb for 1-3 rounds. Numbed creatures have their movement rates reduced by half and their chance to hit reduced by 2. Proximity to major sources of heat, such as a roaring bonfire, improves a creature's saving throw by +2.

<br> An ice knife that misses or is lost cannot be picked up by the caster (or anyone else) and thrown again. If the ice knife is touched, it instantly shatters, releasing a wave of cold as described above. If a lost ice knife is not touched, it melts away in a pool of water 1 round after it was originally created; this melting occurs regardless of the environmental temperature.

<br> The material components for this spell are a drop of water from melted snow and a tiny silver dagger.

</FONT><B></body></desc></spell>

<spell><name>Vocalize</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration) </p>

<p class=MsoPlainText>Level: 2 </p>

<p class=MsoPlainText>Range: Touch <span style='mso-tab-count:3'>

</span>Components: S,M</p>

<p class=MsoPlainText>Duration: 5 rounds <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: One spell-casting creature<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

This spell allows the recipient to cast spells that normally require a verbal component without the caster needing to make a sound. Such spells must be cast within the duration of the vocalize spell. This spell is also useful in situations where quiet is desired, or when the recipient is under the influence of a silence spell.

<br> Vocalize does not negate a silence spell, but merely offsets it for the purpose of spell casting; if a spell caster under the effect of vocalize casts a spell that has some audible effect, that sound will be masked for as long as silence remains in force. Vocalize does not affect normal vocal communication.

<br> The material component for this spell is a small golden bell without a clapper

</FONT><B></body></desc></spell>

<spell><name>Bone Club</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment, Necromancy) </p>

<p class=MsoPlainText>Level: 3 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,M</p>

<p class=MsoPlainText>Duration: 1 round/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: One bone<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

A wizard can use this spell to enchant a bone, causing it to become a magical club. This magical weapon acts as a club +4 against undead, inflicting 5-10 (1d6 +4) hit points of damage, and a club +1 against all other opponents, inflicting 2-7 (1d6 + 1) hit points of damage. The bone can be from any animal, providing the bone normally could be wielded as a club; for instance, a human femur could be enchanted by this spell, but a skull could not. At the end of the spell's duration, the bone club reverts to a normal bone.

<br> If the proficiency rules are being used, characters with a weapon proficiency with a club also have a profiency with a bone club. Those wielding a bone club without the club profiency suffer the penalties described on page 52 of the Player's Handbook.

<br> The material components for this spell are an appropriately-sized bone and a pinch of dirt from a grave

</FONT><B></body></desc></spell>

<spell><name>Delay Death</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Enchantment, Necromancy) </p>

<p class=MsoPlainText>Level: 3 </p>

<p class=MsoPlainText>Range: 30 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: One creature<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

This spell enables one person or creature to postpone death. If delay death is cast before the indicated creature or person reaches 0 hit points, he is able to fight, cast spells, communicate, and take all other normal actions until he reaches -10 hit points. However, from the time he reaches 0 hit points until he is reduced to -10 hit points, the affected person or creature makes all attack rolls and saving throws at a -2 penalty, and his movement rate is reduced by half.

<br> When the subject reaches -10 hit points, he is dead and delay death is no longer in effect. Note that the spell has a limited duration; if the spell expires after the affected subject has reached 0 hit points but before he has been reduced to -10 hit points, the subject dies instantly. A deceased subject previously under the effect of delay death can be raised normally by raise dead and similar spells.

<br> The material component for this spell is a chip from a tombstone or a sliver of wood from a coffin

</FONT><B></body></desc></spell>

<spell><name>Hovering Skull</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy) </p>

<p class=MsoPlainText>Level: 3 </p>

<p class=MsoPlainText>Range: Special <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 2 rounds/level <span style='mso-tab-count:2'>

</span>Casting Time: 4 </p>

<p class=MsoPlainText>Area of Effect: Special <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

This spell creates a glowing human skull with sharp fangs. The skull hovers about a foot above the caster's shoulder; as the caster moves, the skull hovers along with him. If the caster stops moving and concentrates, he can mentally command the hovering skull to move in any direction within a 30- foot radius.

<br> The caster can see through the skull's eyes as if they were his own; for instance, the hovering skull could be ordered to investigate a dark cave or peek over a high wall. Additionally, the caster can order the hovering skull to attack victims with its razor-sharp teeth. If the caster's concentration is interrupted while controlling the skull, the skull immediately drops to the ground (but it takes no damage). If the caster resumes concentration, he can continue to command the skull. The hovering skull has the same statistics as the caster, except the skull has 3 hit points and inflicts 1-6 hit points of damage with its bite. Attacks directed at the skull do not harm the caster, nor does damage directed at the caster affect the skull.

<br> The material component for this spell is the tooth from a human skull.

</FONT><B></body></desc></spell>

<spell><name>Invisible Mail</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning) </p>

<p class=MsoPlainText>Level: 3 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 2 </p>

<p class=MsoPlainText>Area of Effect: The caster <span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

A variation of the armor spell, this spell enables the caster to cover his body with an invisible suit of plate mail to temporarily raise his AC to 3. Its effects are not cumulative with other armor or magical protection (a character cannot improve his AC better than 3 through use of this spell), but Dexterity bonuses still apply.

<br> For each level of the caster, the invisible mail absorbs 1 hit point of damage that would normally hit AC 3; however, the invisible mail offers no protection against magical weapons or attacks. When the invisible mail has absorbed as many hit points of damage as the wizard has levels of experience, the invisible mail disappears. The invisible mail does not hinder movement, nor does it add weight or encumbrance. It does not interfere with spell casting.

<br> Example: A wizard with a normal AC of 10 has shielded himself with invisible mail. The first opponent attacks with a normal dagger; the attack is made against the AC 3 of the invisible mail. The attack is successful, causing 2 hit points of damage, but this damage is absorbed by the invisible mail and the wizard is unharmed. A second attack is made with a sword +1. The invisible armor offers no protection against this magical weapon, so the attack is made against the wizard's normal AC of 10.

<br> The material component is a small fragment of plate mail.

</FONT><B></body></desc></spell>

<spell><name>Iron Mind</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Level: 3 </p>

<p class=MsoPlainText>Range: Touch <span style='mso-tab-count:3'>

</span>Components: S,M</p>

<p class=MsoPlainText>Duration: 1 hour <span style='mso-tab-count:2'>

</span>Casting Time: 3 </p>

<p class=MsoPlainText>Area of Effect: One creature<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

The person or creature affected by iron mind is immune to all charm and hold spells for a full hour. Additionally, he automatically disbelieves all illusions cast by 3rd-level wizards (or their equivalent) or lower.

<br> The material component for this spell is a small chunk of iron ore or any small item made of solid iron, such as a nail.

</FONT><B></body></desc></spell>

<spell><name>Pain Touch</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy) </p>

<p class=MsoPlainText>Level: 3 </p>

<p class=MsoPlainText>Range: Touch <span style='mso-tab-count:3'>

</span>Components: V,M</p>

<p class=MsoPlainText>Duration: 1 round/level <span style='mso-tab-count:2'>

</span>Casting Time: 3 </p>

<p class=MsoPlainText>Area of Effect: One creature<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

Pain touch enables the caster to touch an opponent in such a way as to induce extreme pain. The spell works if the caster touches any exposed part of an opponent's body. The caster must be within arm's length of the opponent for the spell to work. The spell requires a normal attack roll.

<br> The pain causes no damage, but for the next 1-4 rounds, the victim will be -2 on his chance to hit and his AC is worsened by 2. The caster can cast the spell and touch the victim in the same round. Pain touch is only effective on human, demihuman, and humanoid opponents.

<br> The material components for this spell are a needle and the finger from a scorched glove.

</FONT><B></body></desc></spell>

<spell><name>Snapping Teeth</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning) </p>

<p class=MsoPlainText>Level: 3 </p>

<p class=MsoPlainText>Range: Touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 3 </p>

<p class=MsoPlainText>Area of Effect: 1 creature or object<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

By means of this spell, the caster causes a set of teeth to appear on a person or object; the teeth appear in the exact location touched by the caster. The snapping teeth are contained in a mouth-like orifice about 6 inches in diameter and are capable of snapping at victims within 1 foot. A person or creature with the snapping teeth can cause them to snap at will, effectively giving him an extra attack per round. A normal attack roll is made, and a successful hit inflicts 1-4 hit points of damage. Note that the victim must be within range of the teeth and that normal facing considerations must be accounted for (for instance, snapping teeth in the back of a person's head can only attack victims that are behind the person).

<br> Snapping teeth can also be placed on a non-living object, such as a tree or a door. In such cases, the snapping teeth are invisible until they make an attack. The snapping teeth will attack any victim that comes within 1 foot; they attack as a 4 HD monster, and each successful hit causes 1-4 hit points of damage. These attacks are automatic and are not controlled by the caster. Attacks cannot be directed against the snapping teeth, but dispel magic causes them to vanish.

<br> The material component for this spell is a tooth from any carnivorous animal, such as a wolf, shark, or serpent.

</FONT><B></body></desc></spell>

<spell><name>Duplicate</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration) </p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: Touch <span style='mso-tab-count:3'>

</span>Components: S,M</p>

<p class=MsoPlainText>Duration: 1 hour/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: One object<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

This spell creates an exact copy of any single item the caster touches. The item to be copied must fit inside a 20-foot cube. The spell has no effect on living creatures, including undead, nor will it copy magical items. The duplicated item is identical to the original in every way--for instance, a duplicated sword can be wielded to inflict damage as a normal sword--but detect magic can reveal its true nature and dispel magic can cause it to disappear. The duplicated object exists for 1 hour/level of the caster, at which time it vanishes; permanency does not affect duplicated items.

<br> The material component for this spell is a pinch of coal dust.

</FONT><B></body></desc></spell>

<spell><name>Fire Aura</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 2 rounds/level <span style='mso-tab-count:2'>

</span>Casting Time: 4 </p>

<p class=MsoPlainText>Area of Effect: Caster<span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

By means of this spell, the caster surrounds his body with an aura of magical green fire. The fire aura extends 1 foot from the caster's body and provides illumination in a 10-foot radius. The fire aura provides complete immunity to all forms of fire, both natural and magical; the flames can be extinguished only by dispel magic or a similar spell. Those touching the fire aura suffer 2-8 (2d4) hit points of damage; additionally, if the touched victim fails to make his saving throw, his body is set afire with green flames.

<br> The flames persist for 2-8 (2d4) rounds and can be extinguished only by dispel magic or a similar spell. Each round the victim is engulfed in these flames, he suffers an additional 1-6 hit points of damage; the victim's attack rolls are made with a -2 penalty during this time.

<br> The material components for this spell are a scrap of singed paper and a piece of flint

</FONT><B></body></desc></spell>

<spell><name>Halo of Eyes</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration, Conjuration) </p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,M</p>

<p class=MsoPlainText>Duration: 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 4 </p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

Halo of eyes creates a halo of functional eyeballs that sits atop the caster's head, enabling the caster to see in all directions at the same time. Additionally, these magical eyes all have infravison to a distance of 60 yards. The caster can see opponents on all sides of him, providing they are not invisible, and therefore can never by struck from behind or suffer a penalty for a back attack. Under normal conditions, the caster cannot be surprised. Attacks cannot be directed against the magical eyeballs, but their vision is obscured by blindness and other magical and natural effects that would hinder the wizard's normal sight.

<br> The material components for this spell are the feather of an eagle and an eyelash from the corpse of any creature.

</FONT><B></body></desc></spell>

<spell><name>Otiluke's Dispelling Screen</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Evocation, Abjuration) </p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 5 yards/level <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level <span style='mso-tab-count:2'>

</span>Casting Time: 5 </p>

<p class=MsoPlainText>Area of Effect: 20-foot square<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

This spell creates a shimmering screen of violet energy in any shape the caster desires. Any creature passing through the screen is affected by dispel magic with the same level of effectiveness as that spell cast by the wizard.

<br> The material components for this spells are a sheet of fine lead crystal and a chysolite gemstone worth 1,000 gp (both vanish after the spell is cast).

</FONT><B></body></desc></spell>

<spell><name>Wind Breath</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning) </p>

<p class=MsoPlainText>Level: 4 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: Cone 60 yards long and 30 yards wide at the base <span style='mso-tab-count:

2'> </span>Saving Throw: 1/2 </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

A variation of gust of wind, this spell allows the caster to fill his lungs with air and expel a powerful wind. The strength of this wind is about 5 miles per hour for every level of the caster. Those outside the area of effect do not notice the tremendous winds, though objects may be blown out of the spell's area into their path. The DM should determine the precise effects of the wind breath using the following parameters as guidelines.

<br> If the wind breath is 30-50 miles per hour, there is a 10 percent chance that small boats capsize, a 1 percent chance that ships capsize, and a 10 percent chance that a man is knocked down. There is a 20 percent chance that branches snap, light articles are blown away, and tents and sails tear. Creatures caught in the cone of the wind breath suffer 1 hit points of damage from blown sand and grit.

<br> If the wind breath is 50-70 miles per hour, there is a 70 percent chance that small boats capsize, a 20 percent chance that ships capsize, and a 50 percent chance that a man is knocked down. Trees bend and there is a 70 percent chance that branches snap, and a 20 percent chance that a trunk snaps. Medium-sized articles are blown away, and there is a 50 percent chance that tents and sails are torn, and a 40 percent chance that shacks are blown down. Creatures caught in the cone of the wind breath suffer 1-4 hit points of damage from sand and grit. Flying creatures are blown back 10-40 (10d4) feet.)

<br> If the wind breath is 70 miles per hour or more, there is a 100 percent chance that small boats capsize, a 70 percent chance that ships capsize, and a 70 percent chance that a man is knocked down and blown 10-40 (10d4) feet to suffer 1-6 hit points of damage per 10 feet blown. There is a 70 percent chance that tree trunks snap, and a 100 percent chance that branches are ripped from trees. Heavy articles are blown away, medium articles are ripped from fastenings, and tents and sails have a 70 percent chance of being destroyed. There is a 20 percent chance that common buildings are blown down and a 60 percent chance that shacks are flattened. Creatures caught in the cone of the wind breath suffer 1-8 hit points of damage from blown objects. Flying creatures are blown back 50-100 (40+10d6) feet.

<br> The material component for this spell is a handmade silk fan with a value of at least 1 gp.

</FONT><B></body></desc></spell>

<spell><name>Force Shapechange</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy) </p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 10 yards/level <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 1 </p>

<p class=MsoPlainText>Area of Effect: One creature/level<span style='mso-tab-count:

2'> </span>Saving Throw: 1/2 </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

With this spell, the caster can force any shapechanger or magic-wielder using any form of a shapechanging spell to instantly revert to his true form (or his most common form). To use the spell, the caster points at creatures he knows or believes to be shapechangers. If the creatures are indeed shapechangers, they must make a successful saving throw or immediately revert to their true form and suffer 3-30 (3d10) hit points of damage from the wracking pain caused by the forced change. The change takes a full round, during which time a victim can take no other actions. If the saving throw was successful, the victim does not change form, but still suffers half damage (2d10/2).

<br> The material components for this spell are a hair from the hide of any lycanthrope and a live butterfly, released when the verbal component is uttered.

</FONT><B></body></desc></spell>

<spell><name>Invulnerability to Normal Weapons</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,M</p>

<p class=MsoPlainText>Duration: 1 round/level <span style='mso-tab-count:2'>

</span>Casting Time: 2 </p>

<p class=MsoPlainText>Area of Effect: 5-foot radius<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

This spell creates an immobile, faintly shimmering magical sphere around the caster that cannot be penetrated by non-magical blunt weapons, edged weapons, or missile weapons. The caster can use these weapons from inside the sphere to attack opponents normally. Spells can also be cast through the sphere. The sphere can be negated by dispel magic.

<br> The material components for this spell are a piece of a broken non-magical weapon and a scale from a dragon

</FONT><B></body></desc></spell>

<spell><name>Know Value</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination) </p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 10 yards <span style='mso-tab-count:3'>

</span>Components: V,M</p>

<p class=MsoPlainText>Duration: Instantaneous <span style='mso-tab-count:2'>

</span>Casting Time: 3 </p>

<p class=MsoPlainText>Area of Effect: 10-foot cube<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

Know value enables the caster to know the total value of all coins, gems, and jewelry within the area of effect, within the limits that follow.

The items must be clearly visible. They cannot be concealed on people, hidden in a chest, or buried in the ground. The items must also be contained within an area no larger than a 10-foot cube, and this area can be no farther than 10 yards from the caster.

Further, know value will only reveal the value of 75% of the total number of objects in a treasure pile, up to a maximum of 10 pieces; the DM determines which pieces the spell affects, and the caster does not know which particular pieces have been appraised. The spell does not detect the presence or value of magical items, and it ignores the value of personal property, such as clothing, weapons, and other equipment. Know value does not reveal the number or nature of any type of hidden objects.

The material components for this spell are a copper piece and a phony gem

</FONT><B></body></desc></spell>

<spell><name>Mordenkainen's Private Sanctum</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Alteration, Abjuration) </p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 hour/level <span style='mso-tab-count:2'>

</span>Casting Time: 2 turns </p>

<p class=MsoPlainText>Area of Effect: One room<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

With this spell, privacy is ensured in a room of up to 1600 square feet (40 feet x 40 feet, or the equivalent). From the outside, the windows of the room appear to be dark and cloudy, preventing those with normal vision, infravision, or any other type of vision from seeing inside. Those inside the room can see out the windows as they normally would. No sounds of any kind can escape from the room. Scrying attempts, such as ESP, clairaudience, clairvoyance, and crystal balls cannot penetrate the room, and a wizard eye cannot enter. The caster can leave the room without affecting the spell.

<br> The material components for this spell are a thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and a pinch of powdered chrysolite.

</FONT><B></body></desc></spell>

<spell><name>Mummy Rot</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy) </p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: Touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level <span style='mso-tab-count:2'>

</span>Casting Time: 5 </p>

<p class=MsoPlainText>Area of Effect: One victim<span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

This spell allows the caster to attack with a rotting touch similar to that of a mummy. If the caster touches a human, demihuman, or humanoid victim, the victim immediately loses 2-12 (2d6) hit points and is infected with a rotting disease which is fatal in 1-6 months. For each month the rot progresses, the victim permanently loses 2 points of Charisma. While infected, the victim recovers lost hit points at 10 percent of his normal rate.

<br> The rotting disease can be cured only with a cure disease spell; cure wounds has no effect. A regenerate spell will restore damage but will not otherwise affect the course of the disease. If a victim makes a successful saving throw, he is not infected, but he still suffers 2-12 hit points of damage.

<br> The material components for this spell are a piece of rotten fruit and a piece of a mummy's cloth wrapping.

</FONT><B></body></desc></spell>

<spell><name>Rary's Telepathic Bond</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Divination, Alteration) </p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 20 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 2 turns per level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: Two or more creatures<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

With this spell, the caster forms a telepathic bond between two or more creatures with Intelligence of 6 or higher. The bond can be established only between willing creatures who are within 20 yards of each other. The creatures need not speak the same language to communicate via the bond. The bond can be placed upon one creature for every three levels of the caster; therefore, a 9th-level caster can forge a bond among three creatures. The bonded creatures can remain in mental contact as long as they remain on the same plane of existence. If either creature enters a different plane, the spell is terminated.

<br> Rary's telepathic bond can be cast only once to affect a single pair of subjects. However, if the caster is able to cast the spell twice, the same subjects can be affected again. Example: A wizard can cast telepathic bond twice. The first casting links Subject A to Subject B. The second casting can affect Subject A again, linking him with Subject C.

<br> The material components for this spell are two pieces of eggshell; the pieces must be from the eggs of two different species of egg-laying creature.

</FONT><B></body></desc></spell>

<spell><name>Throbbing Bones</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy) </p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 10 yards <span style='mso-tab-count:3'>

</span>Components: V,M</p>

<p class=MsoPlainText>Duration: 1 round/level <span style='mso-tab-count:2'>

</span>Casting Time: 3 </p>

<p class=MsoPlainText>Area of Effect: One creature <span style='mso-tab-count:

2'> </span>Saving Throw: 1/2 </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

This spell causes the bones of the affected creature to throb and pulsate inside his body. The spell can be cast upon any single living creature or person within the caster's range, providing the creature has a physical form and has bones inside its body; for instance, throbbing bones will not affect insects, ghosts, or worms.

<br> For the duration of the spell, the affected creature's AC is worsened by 2, its movement rate is halved, and all its attacks are made with a -2 penalty. Additionally, it suffers 1-4 hit points of damage per round; this damage is halved if the creature makes a successful saving throw. However, a successful saving throw has no affect on the movement, attack, and AC penalties.

<br> The material components for this spell are both pieces of a small bone that has been snapped in half

</FONT><B></body></desc></spell>

<spell><name>Wall of Bones</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration, Necromancy) </p>

<p class=MsoPlainText>Level: 5 </p>

<p class=MsoPlainText>Range: 60 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 10-foot square/level 96-inch thickness/level<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

This spell causes a wall of bones to erupt from the earth in whatever shape the caster desires within the limits of the area of effect. The wall is a random construction of bones from many types of creatures. The wall need not be vertical, but it must rest upon a firm foundation or it will collapse. Since the wall has many small openings and gaps, it provides only 50 percent cover. Missiles can easily be fired from behind the wall, and creatures of small size (less than 4 feet tall) can wriggle through openings in the wall at the rate of 10 feet per round. However, the wall has many sharp edges and creatures wriggling through it suffer 1-8 hit points of damage per 10 feet traveled.

<br> If the spell is cast in an area occupied by creatures, the wall of bones appears everywhere except where the creatures stand. Creatures in the affected area suffer an immediate 2-16 (2d8) hit points of damage when the wall appears. The wall can be smashed by creatures wielding blunt weapons with a Strength of 18 or greater. Every 10 hit points of damage causes a 5 foot x 5 foot x 6 inch section of the wall to collapse. The wall of bones is unaffected by animate dead.

<br> The material component for this spell is the branch of a withered tree taken from a cemetery

</FONT><B></body></desc></spell>

<spell><name>Blackmantle</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy, Enchantment) </p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 60 yards <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 15-foot radius<span style='mso-tab-count:

2'> </span>Saving Throw: Neg </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

Blackmantle creates a shimmering aura around all creatures within the affected area that negates all healing and regeneration, both natural and magical. For instance, a potion of healing has no effect on a creature under the influence of blackmantle, a troll cannot regenerate lost hit points, and cure light wounds is useless.

<br> Blackmantle is negated for any target creatures who make successful saving throws. Otherwise, it persists for 1 turn per level of the caster. If the creatures are still alive at the end of the spell's duration, any active curative forces will operate normally; for instance, a ring of regeneration will resume its function. However, consuming a potion of healing or applying a staff of curing while blackmantle is in effect will have no affect when blackmantle wears off, since these types of magic work instantly. In such cases, the dose of potion of healing and the charge from a staff of curing are not only wasted, but the aura generated by blackmantle actually negates the potion of healing or the staff of curing, rendering it useless. If a potion of healing or staff of healing is applied after the spell wears off, the healing magic works normally.

<br> The material component for this spell is a small mummified animal, such as a mouse or a toad

</FONT><B></body></desc></spell>

<spell><name>Dead Man's Eyes</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy) </p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: Special <span style='mso-tab-count:3'>

</span>Components: S,M</p>

<p class=MsoPlainText>Duration: 1 round/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: Special </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

Dead Man's Eyes causes the whites of the caster's eyes to turn black and his pupils to reshape themselves into small white skulls. The caster can affect one victim per round, providing the victim is within 3 feet of the caster and meets his gaze. Victims are affected as follows:<br>

 Victims with 2 Hit Dice or fewer (or victims of level 2 or lower) instantly die. No saving throw is allowed. <br>

 Victims with 2+ to 5 Hit Dice (or victims of level 3-5) instantly die unless they save vs. death magic at a -2 penalty. Those who succeed in their saving throws suffer 2-12 (2d6) hit points. <br>

 Victims with 5+ Hit Dice or more (or victims of level 6 or greater) suffer 2-12 (2d6) hit points of damage unless they save vs. death magic. <br>

If the caster's gaze is reflected back on him (by a mirror, calm water, etc.), he must make a saving throw vs. spells or suffer the same effects as a 5+ Hit Dice victim. At the end of the spell's duration, there is a 5 percent chance that the caster will become blind for the next 5-10 (1d6 + 4 hours). <br>

The material components for this spell are two eyeball-sized glass marbles. The marbles must be the same color as the caster's eyes<br>

</FONT><B></body></desc></spell>

<spell><name>Dragon Scales</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration/Summoning) </p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: Touch <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: One creature<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

This spell causes the body of the caster (or any single person or creature touched by the caster) to become completely covered with dragon scales, effectively raising the subject's Armor Class by 2 for the duration of the spell; this modification is in addition to the subject's normal AC (for instance, if the subject's AC is 6, dragon scales raises it to 4).

<br> The color of the dragon scales is the same as that of the scale used as the spell's material component; however, the color has no bearing on the effect of the spell. Dragon scales also temporarily reduces the subject's Charisma by 2 points.

<br> The material component of a spell is a scale from any dragon.

</FONT><B></body></desc></spell>

<spell><name>Invulnerability to Magical Weapons</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,M</p>

<p class=MsoPlainText>Duration: 1 round/level <span style='mso-tab-count:2'>

</span>Casting Time: 3 </p>

<p class=MsoPlainText>Area of Effect: 5-foot radius<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

This spell creates an immobile, faintly shimmering magical sphere around the caster that cannot be penetrated by magical blunt, edged, or missile weapons; all such weapons are harmlessly deflected (missile weapons strike the sphere, then immediately fall to the ground). However, the sphere offers no protection against magically-created creatures (such as golems) or from creatures whose attacks are magically based (such as the gaze of a medusa). The sphere offers no protection against spells such as magic missile, or spells that simulate the effects of weapons.

<br> The caster can use magical weapons from inside the sphere to attack opponents normally. Spells can also be cast through the sphere. The sphere can be negated by dispel magic.

<br> The material component for this spell is a piece of a broken magical weapon.

</FONT><B></body></desc></spell>

<spell><name>Tentacles</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Conjuration, Alteration) </p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,M</p>

<p class=MsoPlainText>Duration: 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

By means of this spell, the caster causes two 10-foot-long greenish tentacles to grow from his body. One tentacle grows on each side of the caster's body, centered between his armpit and his thigh. The caster can use the tentacles as normal appendages to grasp tools, use weapons, or help with climbing.

<br> Each tentacle can make an attack, effectively giving the caster two extra attacks per round; a tentacle can strike to inflict 1-6 hit points of damage, or it can wield a sword, dagger, or other weapon (at the same ability of the caster). The flexible tentacles can easily reach victims on any side of the caster's body.

<br> If an unarmed tentacle makes a successful strike against a victim who is man-sized or smaller (less than 7 feet tall), it also grabs and holds the victim to inflict an automatic 2-8 (2d4) hit points of damage in every subsequent round. To free himself, the victim must sever the tentacle; there is no way to loosen the grip other than severing the member, killing the caster, or negating the spell with dispel magic. A tentacle is severed if it takes 10 hit points of damage; damage directed at the tentacle has no adverse effects on the caster.

<br> A caster with two intact tentacles adds a 40 percent bonus modifier to his climbing success rate (see page 122 of the Player's Handbook, ) and adds a 20 percent modifier if he has only one intact tentacle.

<br> The material component for this spell is a dried tentacle from a small octopus

</FONT><B></body></desc></spell>

<spell><name>Tower of Mental Resistance</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration, Mentalism) </p>

<p class=MsoPlainText>Level: 6 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: 3 ft radius<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

This spell wards the caster's mind against mental attack, creating a psionic barrier. A creature attacking psionically must breach the tower before its telepathic attacks can affect the protected wizard. The tower also protects anyone standing within 3 feet of the protected wizard.<br>

The tower of mental resistance is empowered by 1d4 psionic strength points (PSPs) per caster level, to a maximum of 20d4. These points are not expended until the wizard is psionically attacked. The tower of mental resistanceremains in force until its strength is exhausted, to a maximum of 24 hours. Casting another such spell restores a partially depleted tower to full strength (reroll PSPs), and extends the duration to 24 hours from the time of casting.<br>

When the wizard is attacked psionically, the tower of mental resistanceinstantly becomes active (attempting any psionic power against the wizard counts as an attack). Each round that the wizard is attacked, the tower expends 6 PSPs. When the tower runs out of PSPs, the protection fails. The caster can end the spell at any time by an act of will. Any psionic powers the caster may have are rendered unusable as long as the tower of mental resistance remains in effect.<br>

<b>Note:</b> Very rare spell

</FONT><B></body></desc></spell>

<spell><name>Zombie Double</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy) </p>

<p class=MsoPlainText>Level: 7 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 turn </p>

<p class=MsoPlainText>Area of Effect: Special<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

This spell creates a ju-ju zombie duplicate of the caster. The zombie double has the same memories, consciousness, and alignment as the caster; essentially, the caster now exists in two bodies simultaneously. In all other respects, the zombie double is the same as a normal ju-ju zombie (AC 6; MV 9; HD 3+12; #AT 1; Dmg 3-12; SA strike as a 6 HD monster; SD immune to all mind-affecting spells, including illusions; immune to sleep, charm, hold, death magic, magic missiles, electricity, poisons, and cold-based spells; edged and cleaving weapons inflict normal damage while blunt and piercing weapons inflict half- damage; magical and normal fire inflicts half-damage); THAC0 16.

<br> The zombie double cannot cast spells, but it can use any weapons that the caster can use. It is also able to climb walls as a thief (92 percent). The zombie double can be turned as a spectre. If it strays more than 30 yards from the caster, the zombie double becomes inactive and collapses to the ground; it becomes active again the instant the caster moves within 30 yards.

<br> The material components for this spell are a bit of wax from a black candle and a lock of hair from the caster

</FONT><B></body></desc></spell>

<spell><name>Defoliate</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy) </p>

<p class=MsoPlainText>Level: 8 </p>

<p class=MsoPlainText>Range: 30 yards <span style='mso-tab-count:3'>

</span>Components: S,M</p>

<p class=MsoPlainText>Duration: Special <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 50-foot square/level<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

By means of this spell, the caster causes all vegetation within the affected area to wither and die, crumbling into black ashes. All vegetation is affected, from the tallest tree to the tiniest blade of grass. Intelligent plant life, such as treants, are also destroyed. The power of a wish or its equivalent is required to restore the destroyed vegetation; otherwise, nothing can grow in the defoliated area for a full year. Note that since defoliate causes plants to crumble to ash, there is no danger of a creature being struck by a toppling tree; however, creatures hiding in trees will find themselves plummeting to the ground when this spell is cast.

<br> The material components for this spell are the petal from a withered flower and a sliver of charred wood.

</FONT><B></body></desc></spell>

<spell><name>Fear Ward</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Abjuration) </p>

<p class=MsoPlainText>Level: 8 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 turn/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: 5 foot radius<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

Fear ward creates an aura around the caster that makes him immune to all forms of fear, including that caused by dragons. Additionally, fear ward protects the caster from attacks by all forms of undead; the spell is equally effective against physical and magical attacks. Dispel magic has no effect on fear ward, but a wish will negate it.

<br> The material components for this spell are the fangs of a spider and a hair from the head of a ghoul.

</FONT><B></body></desc></spell>

<spell><name>Shadow Form</name><desc><body style=?font-family:Arial; font-size: 12pt; ?> </p>

<p></p>

<p class=MsoPlainText> (Necromancy) </p>

<p class=MsoPlainText>Level: 8 </p>

<p class=MsoPlainText>Range: 0 <span style='mso-tab-count:3'>

</span>Components: V,S,M</p>

<p class=MsoPlainText>Duration: 1 round/level <span style='mso-tab-count:2'>

</span>Casting Time: 1 round </p>

<p class=MsoPlainText>Area of Effect: The caster<span style='mso-tab-count:

2'> </span>Saving Throw: None </p>

<p class=MsoPlainText><o:p>&nbsp;</o:p></p>

<br><br>

By means of this spell, the caster temporarily changes himself into a shadow. The caster gains the movement rate, Armor Class, hit dice, and all abilities of a shadow. His chilling touch (requiring a normal attack roll) inflicts 2-5 (1d4+1) hit points of damage on his victims as well as draining one point of Strength. Lost Strength returns in 2-8 (2d4) turns after being touched. If a human or demihuman victim is reduced to 0 hit points or 0 Strength by the caster in shadow form, the victim has lost all of his life force and is immediately drawn into the Negative Material Plane where he will forever after exist as a shadow.

<br> All of the caster's weapons and equipment stay with him, but he is unable to use them while in shadow form. He is also unable to cast spells while in shadow form, but he is immune to sleep, charm, and hold spells, and is unaffected by cold-based attacks. He is 90 percent undetectable in all but the brightest of surroundings. Unlike normal shadows, a wizard in shadow form cannot be turned by priests. At the end of the spell's duration, there is a 5% chance that the caster will permanently remain as a shadow. Nothing short of a wish can return the caster to his normal form.

<br> The material components for this spell are the shroud from a corpse at least 100 years old and a black glass marble.

</FONT><B></body></desc></spell>

</spell-descriptions-2nd>

<prof-descriptions>

<proficiency>

<name>+2 To Saves</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>+2 To Saves</h2>

<p>paladins only, bonus to all saving throws</p>

</body>

</desc>

</proficiency>

<proficiency>

<name>Acting</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Acting</h2>

<p>Acting enables a character to skillfully portray various roles. Acting is most often used as a form of entertainment; it can also be useful in aiding a disguise. If both acting and disguise are known, the proficiency check for either is made with a +1 bonus.

Proficiency checks are required only if the actor must portray a particularly difficult character or is attempting an "ad lib" role (i.e., a non-rehearsed role or on short notice).</p>

</body>

</desc>

</proficiency>

<proficiency>

<name>Administration</name>

<desc>

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<h2>Administration</h2>

<p>Many temples own substantial amounts of land and property, wielding power over vast areas. Priests who can manage these lands and turn a tidy profit in the name of the church are always in demand. A character with this proficiency is skilled in the management and accounting of enterprises ranging from the agriculture of an entire province to the vineyards of a single small monastery. He knows how to account for money, plan work, and supervise the collection of taxes or the sale of goods.</p>

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<name>Agriculture - Rural setting only</name>

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<h2>Agriculture - Rural setting only</h2>

<p>The character has a knowledge of the basics of farming. This includes planting, harvesting, storing crops, tending animals, butchering, and other typical farming chores.</p>

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<name>Alchemy</name>

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<h2>Alchemy</h2>

<p>A wizard with this skill is not necessarily an alchemist or a specialist in the school of alchemy, but he is well-versed in the physical aspects of magical research and the properties of various chemicals, reagents, and substances. If the character has access to a decent laboratory, he can use his knowledge to identify unknown elements or compounds, create small doses of acids, incendiaries, or pyrotechnical substances, or (if he is 9th level or higher) brew potions.

Refer to the DM notes for information on the size, cost, and equipment of an alchemical laboratory. Naturally, a wizard may be able to defray some of the costs by sharing his facilities or striking some kind of deal with a local wizard’s guild; the DM has the details.

Identifying substances or samples of unknown material requires 1 to 4 days and a successful proficiency check. Simple materials, such as powdered metals or ores, provide the alchemist with a +1 to +4 bonus on his check, at the DM’s discretion. Rare, complex, or damaged or incomplete samples might impose a -1 to -4 penalty.

Creating dangerous substances such as acids or burning powders takes 1d3 days and 20-50 gp or (1d4+1) x 10 per vial, or 2-5 days and 50-100 gp or (1d6+4) x 10 per flask. The alchemist must pass a proficiency check in order to successfully manufacture the substance; failing the check with a natural roll of 20 results in an explosion or other mishap that exposes the character to the effects of his work and damages the laboratory for 10%-60% or 1d6 x 10% of its construction value.

Acid inflicts 1d3 points of damage per vial, or 2d4 points of damage per flask, and continues to injure the victim the next round; the vial inflicts 1 point of damage in the second round, and the flask causes 1d3 points of damage. In addition, the flask is large enough to splash creatures near the target; see Grenade like Missiles in the DMG . Acid can also burn out a lock or clasp, forcing an item saving throw.

Incendiaries ignite when exposed to air. A flask of incendiary liquid inflicts damage as per burning oil (2d6 points in the first round and 1d6 in the second.) Again, refer to the DMG . Incendiary powders or liquids can easily start fires if used on buildings, dry brush, or other such surfaces.

Pyrotechnic materials resemble incendiaries, but create clouds of billowing smoke. A vial creates a cloud of smoke

5 feet high by 5 feet wide by 5 feet deep, obscuring vision.

A flask creates a cloud of smoke 10 feet high by 10 feet wide by 10 feet deep. The clouds persist for 1d3 rounds, depending on the wind and other conditions.

Alchemy is an expensive hobby, to say the least, and it can be a dangerous one as well. If a player character is abusing this proficiency (i.e., walking into a dungeon with 10 flasks of acid in his pack), the DM can require item saving throws for all those beakers anytime the character slips, falls, or is struck by an opponent.

Wizards who specialize in the school of alchemy gain a +2 bonus to their proficiency rating in this skill.</p>

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<name>Alchemy</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

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Refer to Chapter 5 for information on the size, cost, and equipment of an alchemical laboratory. Naturally, a wizard may be able to defray some of the costs by sharing his facilities or striking some kind of deal with a local wizard’s guild; the DM can come up with the details.

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<name>Alertness</name>

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<h2>Alertness</h2>

<p>A character with this proficiency is able to instinctively notice and recognize signs of a disturbance in the immediate

vicinity, reducing by 1 in 6 the character's chance of being surprised whenever he makes a successful proficiency check.</p>

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<name>Alms</name>

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<h2>Alms</h2>

<p>Some orders of priests rely on the charity of others for their support and livelihood. A character with this proficiency is able to find food, shelter, and clothing in return for the benefit of his wisdom and a blessing or two for his hosts. The quality of the charity the priest finds may vary widely, depending on the wealth of his prospective hosts, their piety and their recognition of his deity, and the way the priest presents himself. Generally, if there’s shelter to be had, the priest can make use of it, but obtaining food or clothing for his companions may require a nonweapon proficiency check at the DM’s discretion.</p>

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<name>Ambidexterity</name>

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<h2>Ambidexterity</h2>

<p>ability to fight with either hand</p>

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<name>Anatomy</name>

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<h2>Anatomy</h2>

<p> This proficiency involves the knowledge of the secret mysteries and intricacies of the human body, including the structure, function, and location of bones, muscles, organs, and other soft tissues. This skill provides the scholarly foundation for the Anatomist's special abilities. This proficiency also comes in handy with certain necromantic spells (such as corpse link, spectral voice, and graft flesh), which require fresh body parts that have been carefully harvested from cadavers.

This proficiency also has some less gruesome benefits. A detailed knowledge of anatomy can help with both the treatment of disease and the accurate artistic representation of the human body. Characters with the anatomy non-weapon proficiency automatically increase their skill with healing and artistic ability proficiencies (+2 bonus to both ability checks).</p>

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<name>Anatomy</name>

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<h2>Anatomy</h2>

<p>This proficiency reflects a character’s detailed knowledge of the structure and arrangement of the human body, including the location and function of bones, muscles, organs, and other soft tissues. This skill has two distinct uses for a wizard; first of all, knowledge of anatomy provides the character with a +2 bonus on any healing proficiency checks he attempts. Secondly, the wizard can use this skill to repair corpses that have been badly damaged. With a successful proficiency check, the wizard can strengthen and reinforce a body, making it more suitable for animation as a mindless undead. This provides a hit point bonus of +1 per die for skeletal remains, or a bonus of +2 hp per die for a creature to be animated as a zombie.</p>

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<name>Ancient History</name>

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<h2>Ancient History</h2>

<p>The character has learned the legends, lore, and history of some ancient time and place. The knowledge must be specific, just as a historian would specialize today in the English Middle Ages, the Italian Renaissance, or the Roman Republic before Caesar. (The DM either can have ancient periods in mind for his game or can allow the players to name and designate them.) Thus, a player character could know details about the Age of Thorac Dragonking or the Time of the Sea-Raiders or whatever else was available.

The knowledge acquired gives the character familiarity with the principal legends, historical events, characters, locations, battles, breakthroughs (scientific, cultural, and magical), unsolved mysteries, crafts, and oddities of the time.

The character must roll a proficiency check to identify places or things he encounters from that age. For example, Rath knows quite a bit about the Coming of the Trolls, a particularly dark period of dwarven history. Moving through some deep caverns, he and his companions stumble across an ancient portal, sealed for untold ages. Studying the handiwork, he realizes (rolls a successful proficiency check) that it bears several seals similar to those he has seen on "banned" portals from the time of Angnar, doorways to the legendary realm of Trolhel.</p>

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<name>Ancient History - for Dwarves only</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Ancient History - for Dwarves only</h2>

<p>The character has learned the legends, lore, and history of some ancient time and place. The knowledge must be specific, just as a historian would specialize today in the English Middle Ages, the Italian Renaissance, or the Roman Republic before Caesar. (The DM either can have ancient periods in mind for his game or can allow the players to name and designate them.) Thus, a player character could know details about the Age of Thorac Dragonking or the Time of the Sea-Raiders or whatever else was available.

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This skill choice for Dwaves is not limited to only dwarven histories but they do get the better modifier for all checks due to their extreme interest and longevity.</p>

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<name>Animal Handling</name>

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<h2>Animal Handling</h2>

<p>Proficiency in this area enables a character to exercise a greater-than-normal degree of control over pack animals and beasts of burden. A successful proficiency check indicates that the character has succeeded in calming an

excited or agitated animal; in contrast, a character without this proficiency has only a 20% chance of succeeding in the

attempt.</p>

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<name>Animal Lore</name>

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<h2>Animal Lore</h2>

<p>This proficiency enables a character to observe the actions or habitat of an animal and interpret what is going on. Actions can show how dangerous the creature is, whether it is hungry, protecting its young, or defending a nearby den. Furthermore, careful observation of signs and behaviors can even indicate the location of a water hole, animal herd, predator, or impending danger, such as a forest fire. The DM will secretly roll a proficiency check. A successful check means the character understood the basic actions of the creature. If the check fails by 4 or less, no information is gained. If the check fails by 5 or more, the character misinterprets the actions of the animal.

A character may also imitate the calls and cries of animals that he is reasonably familiar with, based on his background. This ability is limited by volume. The roar of a tyrannosaurus rex would be beyond the abilities of a normal character. A successful proficiency check means that only magical means can distinguish the character's call from that of the true animal. The cry is sufficient to fool animals, perhaps frightening them away or luring them closer. A failed check means the sound is incorrect in some slight way. A failed call may still fool some listeners, but creatures very familiar with the cry automatically detect a false call. All other creatures and characters are allowed a Wisdom check to detect the fake.

Finally, animal lore increases the chance of successfully setting snares and traps (for hunting) since the character knows the general habits of the creature hunted.</p>

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<name>Animal Noise</name>

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<h2>Animal Noise</h2>

<p>A character with this proficiency is capable of imitating noises made by various animals. A successful proficiency check means that only magic can distinguish the noise from that of the actual animal being imitated. A failed die roll means that the sound varies from the correct noise in some slight way.

If the die roll fails, this does not mean that all creatures hearing the noise know that the sound is fake. While creatures and humanoids that are very familiar with the noise know this automatically, other creatures or characters in earshot may require Wisdom checks to determine if they detect the fake.

Bandits and Smugglers often use this ability for communication on the job, almost as a variant dialect of thieves' cant.</p>

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<name>Animal Rending</name>

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<h2>Animal Rending</h2>

<p>This proficiency confers expertise in skinning and butchering animal carcasses. It lets a character derive the maximum amount of food from a carcass (see Table 33 in the hunting proficiency entry). It also lets him harvest valuable products from the carcass without damaging them. Such products typically

include furs, horns, teeth, hides, and organs.

(See the appendix for more about animal products. Use of this proficiency requires access to the necessary tools. No proficiency checks are necessary to butcher most animals, but the DM may require checks in unusual situations. For instance, a check may be required to butcher an animal the character has never seen before, or to successfully harvest a delicate body part (say, the eye of an immature beholder). If the check fails, the character is only able to obtain an average amount of food (the number to the left of the slash on Table 33), or he damages the body part he was attempting to harvest.</p>

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<name>Animal Training</name>

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<h2>Animal Training</h2>

<p>{Note: The player can chose which ability score to use for this skill. After chosing which ability erase the pipe and the ability score that will not be used.}

Characters with this proficiency can train one type of creature (declared when the proficiency is chosen) to obey simple commands and perform tricks. A character can spend additional proficiencies to train other types of creatures or can improve his skill with an already chosen type. Creatures typically trained are dogs, horses, falcons, pigeons, elephants, ferrets, and parrots. A character can choose even more exotic creatures and monsters with animal intelligence (although these are difficult to control).

A trainer can work with up to three creatures at one time. The trainer may choose to teach general tasks or specific tricks. A general task gives the creature the ability to react to a number of nonspecific commands to do its job. Examples of tasks include guard and attack, carry a rider, perform heavy labor, hunt, track, or fight alongside soldiers (such as a war horse or elephant). A specific trick teaches the trained creature to do one specific action. A horse may rear on command, a falcon may pluck a designated object, a dog may attack a specific person, or a rat may run through a particular maze. With enough time, a creature can be trained to do both general tasks and specific tricks.

Training for a general task requires three months of uninterrupted work. Training for a specific trick requires 2d6 weeks. At the end of the training time, a proficiency check is made. If successful, the animal is trained. If the die roll fails, the beast is un-trainable. An animal can be trained in 2d4 general tasks or specific tricks, or any combination of the two.

An animal trainer can also try to tame wild animals (preparing them for training later on). Wild animals can be tamed only when they are very young. The taming requires one month of uninterrupted work with the creature. At the end of the month, a proficiency check is made. If successful, the beast is suitable for training. If the check fails, the creature retains enough of its wild behavior to make it un-trainable. It can be kept, though it must be leashed or caged.</p>

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<name>Appraising</name>

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<h2>Appraising</h2>

<p>This proficiency is highly useful for thieves, as it allows characters to estimate the value and authenticity of antiques, art objects, jewelry, cut gemstones, or other crafted items they find (although the DM can exclude those items too exotic or rare to be well known). The character must have the item in hand to examine. A successful proficiency check (rolled by the DM) enables the character to estimate the value of the item to the nearest 100 or 1,000 gp and to identify fakes. On a failed check, the character cannot estimate a price at all. On a roll of 20, the character wildly misreads the value of the item, always to the detriment of the character</p>

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<name>Appraising - for Dwarves only</name>

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<h2>Appraising - for Dwarves only</h2>

<p>This proficiency is highly useful for thieves, as it allows characters to estimate the value and authenticity of antiques, art objects, jewelry, cut gemstones, or other crafted items they find (although the DM can exclude those items too exotic or rare to be well known). The character must have the item in hand to examine. A successful proficiency check (rolled by the DM) enables the character to estimate the value of the item to the nearest 100 or 1,000 gp and to identify fakes. On a failed check, the character cannot estimate a price at all. On a roll of 20, the character wildly misreads the value of the item, always to the detriment of the character.</p>

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<name>Arcanology</name>

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<h2>Arcanology</h2>

<p>The study of the history and development of magic is termed arcanology. A wizard with expertise in this field is familiar with the works of past wizards. If there was a source of powerful magic in the campaign’s past—for example, Netheril or Myth Drannor in the Forgotten Realms campaign setting—the arcanologist has a good idea of who the great mages were and what they were able to accomplish. Special magical items, spells, or forms of magic wielded by these ancient sorcerers are familiar to the arcanologist. With a successful proficiency check, the arcanologist can identify the general purpose and function of an ancient magical item; the DM may apply a penalty of –1 to –4 if the item comes from a region outside the arcanologist’s normal studies, or is especially rare or obscure. Note that this ability doesn’t help a wizard to identify items manufactured by the “modern” school or tradition of magic, whatever that may be.</p>

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<name>Armorer</name>

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<h2>Armorer</h2>

<p>This character can make all of the types of armor listed in the Player's Handbook, given the proper materials and facilities. When making armor, the proficiency check is rolled at the end of the normal construction time.

The time required to make armor is equal to two weeks per level of AC below 10. For example, a shield would require two weeks of work, whereas a suit of full plate armor would require 18 weeks of work.

If the proficiency check indicates failure but is within 4 of the amount needed for success, the armorer has created usable, but flawed, armor. Such armor functions as 1 AC worse than usual, although it looks like the armor it was intended to be. Only a character with armorer proficiency can detect the flaws, and this requires careful and detailed inspection.

If the flawed armor is struck in melee combat with a natural die roll of 19 or 20, it breaks. The character's AC immediately worsens by 4 additional classes (although never above 10), and the broken armor hampers the character's movement. Until the character can remove the broken armor (a process requiring 1d4 rounds), the character moves at ½ of his normal rate and suffers a -4 penalty to all of his attack rolls.

If an armorer is creating a suit of field plate or full plate armor, the character who will use the armor must be present at least once a week during the creation of the armor, since such types of armor require very exact fitting.</p>

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<name>Armorer - for Dwarves only</name>

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<h2>Armorer - for Dwarves only</h2>

<p>Dwarves are more adept at making armor than other races. Their armorers are the finest in any world and their special skills are carefully hidden from outsiders. They are capable of producing high quality armor very quickly. Instead of 2 weeks per level of AC below 10, a dwarf armorer requires only 12 weeks per point of AC below 10. While a human armorer takes 10 weeks to make a suit of chain mail, a dwarf armorer labors only 72 weeks (5 H 12).

The Complete Fighter's Handbook contains extensive rules about the use of the armorer proficiency and is recommended to any character interested in utilizing this proficiency to the fullest.</p>

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<name>Armorer, Crude - must be a Barbarian</name>

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<h2>Armorer, Crude - must be a Barbarian</h2>

<p>With this proficiency, a character can make crude but effective armor from natural materials like hides, furs, and shells. He can’t create armor better than AC 6. It takes one week per level of AC below 10 to make crude armor (assuming the availability of the necessary materials). A character can make hide armor in four weeks, a shield in one week. Crude armor tends to be more flawed and less durable than standard armor. After crude armor is created, make a proficiency check. If the check fails by more than 4, the armor is unusable. If a failed check is within 4 of the amount needed for success, the armor is flawed and functions at an AC 2 worse than normal (but never worse than AC 10). Flawed crude hide armor has AC 8; a flawed crude shield offers no protection whatsoever. If flawed crude armor is struck in melee with a natural die-roll of 19 or 20, it falls apart. The wearer’s AC immediately worsens by 4 (to a limit of AC 10). Removing the useless armor takes 1d4 rounds; during that time, the wearer moves at half his normal rate and suffers a -4 penalty to all attack rolls.</p>

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<name>Artillerist</name>

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<h2>Artillerist</h2>

<p>\*?\* if a warrior specializes in this it will reduce the crew size by 1 {see old ref cg99 also}</p>

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<name>Artistic Ability</name>

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<h2>Artistic Ability</h2>

<p>Player characters with artistic ability are naturally accomplished in various forms of the arts. They have an inherent understanding of color, form, space, flow, tone, pitch, and rhythm. Characters with artistic ability must select one art form (painting, sculpture, composition, etc.) to be proficient in. Thereafter they can attempt to create art works or musical compositions in their given field. Although it is not necessary to make a proficiency check, one can be made to determine the quality of the work. If a 1 is rolled on the check, the artist has created a work with some truly lasting value. If the check fails, the artist has created something aesthetically unpleasing or just plain bad.

Artistic ability also confers a +1 bonus to all proficiency checks requiring artistic skill--music or dance--and to attempts to appraise objects of art.</p>

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<name>Assimilation</name>

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<h2>Assimilation</h2>

<p>The character with this proficiency is able to study a different culture well enough to pretend to be a member of it. Assimilation allows the character to pick up cultural mannerisms (common rituals, expressions of speech, taboos, etc.). It is distinct from Acting but helpful to that proficiency. A character who has both Acting and Assimilation proficiency receives a +1 bonus to checks with either proficiency when portraying a member of another culture. (This is not cumulative with the Acting/Disguise bonus; if a character has all three proficiencies, she does not receive a +2 bonus.)</p>

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<name>Astrology</name>

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<h2>Astrology</h2>

<p>This proficiency gives the character some understanding of the supposed influences of the stars. Knowing the birth date and time of any person, the astrologer can study the stars and celestial events and then prepare a forecast of the future for that person. The astrologer's insight into the future is limited to the next 30 days, and his knowledge is vague at best. If a successful proficiency check is made, the astrologer can foresee some general event--a great battle, a friend lost, a new friendship made, etc. The DM decides the exact prediction (based on his intentions for the next few gaming sessions). Note that the prediction does not guarantee the result--it only indicates the potential result. If the proficiency check is failed, no information is gained unless a 20 is rolled, in which case the prediction is wildly inaccurate.

Clearly this proficiency requires preparation and advance knowledge on the part of the DM. Because of this, it is permissible for the DM to avoid the question, although this shouldn't be done all the time. Players who want to make their DM's life easier (always a good idea) should consider using this proficiency at the end of a gaming session, giving the DM until the next session to come up with an answer. The DM can use this proficiency as a catalyst and guide for his adventures--something that will prompt the player characters to go to certain places or to try new things.

Characters with the astrology proficiency gain a +1 bonus to all navigation proficiency checks, provided the stars can be seen.</p>

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<name>Astronomy</name>

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<h2>Astronomy</h2>

<p>A character proficient in this skill has a detailed knowledge of the relative movement of stars, moons, and planets. The character can predict with complete accuracy the arrival of eclipses, comets, and other cosmic phenomena (evening and morning stars, full moons, etc.) The astronomer can identify numerous stars and constellations, and gains a +3 bonus to all checks made using the navigation proficiency, providing that the stars can be seen.

An individual learned in the science of astronomy has a good knowledge of the stars, planets, and other bodies, as well as the myths and legends associated with them. When the night sky is clear, he can always tell direction by the stars.

Phases of heavenly bodies are also easily determined. Furthermore, characters with this proficiency can (if given the time, tools, and materials) construct and use all the instruments related to this field, such as astrolabes, sextants, and even simple telescopes.

Possession of this skill grants a +2 bonus on all astrology skill checks and the +3 bonus to all navigation checks involving sighting on stars, moons, or suns.</p>

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<name>Athletics</name>

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<h2>Athletics</h2>

<p>Characters with this skill are talented in one particular area of athletic endeavor, typically those used in the Olympic games. Only non-military gaming aspects of these skills are included.

If this skill is used in conjunction with other proficeinces such as charioteering an additional +1 is given to that proficiency check.</p>

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</proficiency>

<proficiency>

<name>Aura Of Protection</name>

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<h2>Aura Of Protection</h2>

<p>paladins only, 10' radius like spell protection from evil</p>

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</proficiency>

<proficiency>

<name>Awareness - must be from Al-qadim</name>

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<h2>Awareness - must be from Al-qadim</h2>

<p>Characters with the awareness proficiency are light sleepers, always alert to danger and attuned to their immediate surroundings. They gain two key advantages:

First, if they’re roused from slumber (during an attack at night, for example), they can react immediately, as if they had been awake. Provided a weapon is close at hand (a jambiya placed beneath the pillow, for instance), they can even attack during the round in which they awaken. No proficiency check is required. This ability does not affect magical slumber, however, such

as that created by a sleep spell or related magicks.

Second, characters with the awareness proficiency can detect and ward off the effects of a thief’s backstabbing ability. If a thief is backstabbing a target with the awareness ability, and the target is otherwise uninvolved in combat, then the target is granted a proficiency check. If the check fails, the backstabbing occurs normally. If the check succeeds and the target does not have initiative, the backstabbing proceeds, but the thief suffers a -2 attack penalty (damage bonuses still apply). If the check succeeds and the target has initiative, the target can wheel and attack the backstabbing rogue immediately, causing the rogue to lose all backstabbing bonuses and damage multipliers.</p>

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<name>Bartering - must be a Barbarian</name>

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<h2>Bartering - must be a Barbarian</h2>

<p>This proficiency, which simulates an expertise in trading and appraising, has two applications: Value Check. With a successful proficiency check, the character can access the approximate value of a common item (a spear, a chicken, a bag of rice). The proficiency only works on items with an actual value of 50 gp or less. It does not work on magical items. A character may make only one attempt per item. The DM makes the proficiency check in secret. If the check fails, the character receives no special information. If the check succeeds, he has correctly determined the value of the item within 10%. (Tell the player the value of the item, plus or minus 10%, or gives him a range within these values.

For instance, if the actual cost of a small canoe is 30 gp and the check succeeds, any of the following responses are appropriate: about 27 gp, somewhere between 28 and 30 gp, close to 33 gp.) On a natural roll of 1, the character has assessed the exact price. On roll of 20, the assessment is wildly inaccurate (the DM might tell the player that a 30 gp canoe is worth 50 gp, somewhere between 1-5 gp, or nothing at all). Note that value of an object may be different from the asking price; the seller is free to set prices as he sees fit. Discount Check. This proficiency can also help the character purchase items at bargain prices through intimidation, stubbornness, and sheer force of penalty. The character must indicate a particular item (worth 50 gp or less) and make a proficiency check. If the check succeeds, the character may buy the item at up to 20% less than the asking price. The DM determines the discount (between 10-20%); if he prefers, he may determine the discount randomly (roll ld4 and multiply the result by 5%). If the check fails, the buyer receives no special benefit from the proficiency (he may still purchase the item at the asking price). On a natural roll of 1, the buyer receives a 30-50% discount (DMs option). On a roll of 20, the seller becomes offended by the buyer’s attitude and refuses to sell anything at all to him. Only one discount check may be made per item. However, both a value check and a discount check may be made on the same item (the discount check may be made regardless of the outcome of the value check).

Whenever practical, values should be expressed in a medium of exchange used in the barbarian’s homeland. If a barbarian commonly trades bobcat furs (worth 2 gp each) and correctly determines the value of a small canoe (worth 30 gp), the DM might tell him the canoe is worth about 15 bobcat furs or between 14 and 16 bobcat furs.

If he makes a successful discount check, and the DM decides to give him a 20% discount, the canoe will cost him 12 furs. Fractional values should be resolved in favor of the seller; if the barbarian receives a 30% discount on a 30 gp canoe (for a final price of 21 gp), the canoe will cost him 11 furs (valued at 22 gp).</p>

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<name>Begging</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Begging</h2>

<p>This proficiency serves two functions. First, it allows the character to pose convincingly as a beggar; success is automatic, so no proficiency check needs to be made. This function is used most by Assassins, Bounty Hunters and Spies in the pursuit of their assignments.

A character can also use begging to procure a very minimal daily income. (Many Cutpurses are in fact beggars who aren't getting enough and vice versa.) Success requires first that there be people to beg from people with money to give. A character in an abandoned castle or a recently pillaged village are virtually assured of failure.

The following modifiers are suggested to the DM as guidelines. They do not consider the wealth of a locale, just the population density. Impoverished regions might have greater negative modifiers but then, so might affluent areas with traditions of stinginess.

Table 2: SUGGESTED BEGGING MODIFIERS

Locale - Modifier

Uninhabited/Wilderness - Automatic Failure

Countryside -7

Hamlet, Village -5

Town -2

City 0

If a proficiency check is successful, then a character is able to panhandle enough money, goods or services that day to meet his basic needs (a little food and drink, a place to sleep).

The DM may also use the proficiency check for specific single actions e.g., a character in disguise as a beggar accosts a specific NPC.

The begging proficiency may not be used to force player characters to give money away; players are always free to decide if and how generous their characters are in response to supplications.</p>

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<proficiency>

<name>Begging - must be from Al-qadim</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Begging - must be from Al-qadim</h2>

<p>Characters with this proficiency can pose as convincing beggars and procure food, spare change, and the like. While beggars never become rich, each successful use of this proficiency results in enough money to meet a character’s basic needs at the squalid state for a single day (see Table 22 in Chapter 6 of the DMG).

Nonplayer characters always fork over a little something to successful beggars. Player characters are never affected by this ploy; they respond to characters with the begging proficiency as they see

fit.

This proficiency enables characters to pose as beggars automatically; their real status is disguised. A proficiency check determines whether a character actually receives any money or food. Characters who beg from the same NPC more than once suffer a -2 cumulative modifier for each attempt after the first. Location also modifies the proficiency check. In small towns, beggars incur a -2 penalty, and along trade routes the penalty becomes -5. Attempts to use the begging proficiency fail automatically in the wilderness, in the desert, and at sea. No penalty applies for begging in a city.

Begging is not a good way to become rich or powerful. It can, however, prove useful as a

masquerade. Characters who wish to be invisible know that beggars are often ignored in public. In a

crowded square, a bum either blends in or becomes a faceless annoyance, much like a droning fly.

However, even flies should pick their hangouts carefully. In the wrong spot, such as a palace

court, such insects risk being cast out or bruskly swatted.</p>

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<name>Blacksmithing</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Blacksmithing</h2>

<p>A character with the blacksmithing proficiency can handle a forge, bellows, hammer and tongs, to create tools and other objects out of iron. The character cannot make weapons or armor, but can make without a proficiency check simple items such as horseshoes, nails, brackets and buckles. By making a successful proficiency check, the character can create intricate objects such as wire cages and locks. A blacksmith can make an iron hoop for a wheel that has been made by a carpenter; this combination of proficiencies is required for a strong wheel.</p>

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</proficiency>

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<name>Blacksmithing - for Dwarves only</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Blacksmithing - for Dwarves only</h2>

<p>A character with the blacksmithing proficiency can handle a forge, bellows, hammer and tongs, to create tools and other objects out of iron. The character cannot make weapons or armor, but can make without a proficiency check simple items such as horseshoes, nails, brackets and buckles. By making a successful proficiency check, the character can create intricate objects such as wire cages and locks. A blacksmith can make an iron hoop for a wheel that has been made by a carpenter; this combination of proficiencies is required for a strong wheel.</p>

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</proficiency>

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<name>Bladesong - Elves only</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Bladesong - Elves only</h2>

<p>can never be learned by non-elves</p>

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<name>Blind-fighting</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Blind-fighting</h2>

<p>This allows characters to ignore many of the problems inherent in fighting without being able to see. In total darkness, the character suffers -2 (not -4) to attack rolls, and suffers no penalties to AC versus melee attacks. In starlight or moonlight, the character suffers only a -1 penalty to attack rolls.

When moving in darkness, the character is allowed to make a proficiency check at the beginning of a round; success means no movement penalties are assessed because of the darkness, while failure means the normal penalty applies.

When in combat with an invisible creature, the character with blind-fighting proficiency suffers only a -2 to attack rolls, but gains no benefit toward discovering the creature.</p>

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<name>Boating</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Boating</h2>

<p>A character with boating proficiency is needed to guide a boat down a rapid stream or to reduce the dangers of capsizing a canoe or kayak. In addition, a character with boating proficiency can insure that a boat is propelled at its maximum speed.

Note that this proficiency is distinct from Navigation and Seamanship, which apply to ships on oceans, seas, or at least large lakes, rather than small craft on smaller lakes and rivers.</p>

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<name>Boating - for Dwarves only</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Boating - for Dwarves only</h2>

<p>A character with the boating proficiency is needed to guide a boat down a rapid stream and to reduce the danger of capsizing a canoe or kayak. He also assures the maximum speed of a boat.

This proficiency is distinct from Navigation and Seamanship, which apply to ships on oceans, seas, and large lakes.

Dwarves suffer the additional penalty because of their distrust of water.</p>

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<proficiency>

<name>Boatwright</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Boatwright</h2>

<p>The boatwright proficiency allows a character to construct all kinds of watercraft up to a maximum length of 60 feet. Larger vessels cannot be built.

The time required to build a boat depends on size. As a general guide, a boat requires one week of construction time per foot of length. Two characters with the boatwright proficiency cut this time by half; three reduce it to one-third. A maximum of one boatwright per 5 feet of length can work on the same vessel.

The basic boat includes hull, masts (if applicable), deck, and benches as required. Features such as a cabin or a sealed hold add about a week apiece to complete. Characters without the boatwright proficiency can aid the boatwright in construction, but two such characters equal the time savings that one additional skilled boatwright could provide.</p>

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<name>Boatwright - for Dwarves only</name>

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<name>Bookbinding</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Bookbinding</h2>

<p>A wizard with this skill is familiar with the process of assembling a book. Bookbinding is a demanding task; the pages must be glued or sewn to a common backing of some kind, protected by various kinds of varnishes or treatments, and then fastened to a strong and durable cover. Additional chemicals or compounds to ward off mildew and deter moths and bookworms are a necessary precaution.

Bookbinding is especially helpful for a wizard assembling a spell book. Normally, a wizard must pay a bookbinder 50 gp per page for a standard spell book, or 100 gp per page for a traveling spell book—see Chapter 7 of the DMG. A wizard who does this work himself reduces these costs by 50%, although the process takes at least two weeks, plus one day per five pages. If the character passes a proficiency check, his spell book gains a +2 bonus to item saving throws due to the quality and craftsmanship of the work. In addition, the wizard must succeed in a proficiency check if he is dealing with unusual or unsuitable materials, such as metal sheets for pages or dragon scales for a cover.</p>

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<name>Botany</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Botany</h2>

<p>A character with this proficiency is readily able to identify vegetation of all kinds and is familiar with their properties, life cycles, and habitats. This knowledge is limited to the terrain and climate the character has studied (temperate, tropical, sub-tropical, arctic, sub-arctic, etc.). One ability check is required to identify the plant in question, and a second to determine whether the character can

recall any specific information concerning it. Elves and other forest dwellers generally have a good grasp of botany, allowing each of them a + 1 bonus to all botany

Possession of this skill grants a + 2 bonus on all agriculture and herbalism skill, checks.ability checks they make in their own terrain and climate.</p>

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<proficiency>

<name>Bower/Fletcher</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Bower/Fletcher</h2>

<p>This character can make bows and arrows (but not arrowheads) of the types available in the campaign world. Given appropriate materials, the character can successfully make a bow or 2-12 arrows in a day. (Note that finding the right branch for the bow, or the proper shafts and feathers for the arrows might take several days of searching!)

Weaponsmiths are required to make good steel arrowheads. If none are available, the character can fire harden the wooden tips of his arrows, but these weapons suffer a -1 penalty on all damage rolls, and any arrow that misses its target is 50% likely to be broken.</p>

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<name>Bower/Fletcher - for Dwarves only</name>

<desc>

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<h2>Bower/Fletcher - for Dwarves only</h2>

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<name>Bower/Fletcher, Crude - must be a Barbarian</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Bower/Fletcher, Crude - must be a Barbarian</h2>

<p>With this proficiency, a character can make short bows and arrows. To make short bows, the character must be proficient in the use of short bows. To make arrows, he must be proficient in some type of bow. If the character has the hunting proficiency, he receives a +3 bonus to all crude bowyer/Fletcher proficiency checks. Because crude bows and arrows use natural materials-such as bone, wood, and stone and fine craftsmanship isn’t required, construction time is reduced (see Table 34). Arrowheads must be made by weaponsmiths, but the bowyer/Fletcher fashions the bows, shafts, and drawstrings. Table 3 4 Construction Time for Crude Bows and Arrows Weapon Construction Time Arrow, flight 7/day Arrow, incendiary or poison 5/day Bow, short 12 days. As with the standard bowyer/Fletcher proficiency, weapons made with the crude bowyer/Fletcher proficiency must be checked for quality. A failed Proficiency check, made when the weapon is completed, means the arrow shatters on the first shot; a bow breaks if the character using it rolls an unmodified 1 on his 1d20 attack roll.

This proficiency does not allow the option of creating fine quality weapons, including the long bow.</p>

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<name>Brewing</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Brewing</h2>

<p>This category includes the brewing of malt beverages, the making of wine, and the distilling of stronger drink. A character can perform all the basic functions of the brewer’s art without requiring a proficiency check. If the brewer chooses to make the check, failure means that a batch has been wasted, but success means that a particularly fine vintage has been created.</p>

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<name>Brewing - for Dwarves only</name>

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<h2>Brewing - for Dwarves only</h2>

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<name>Bribery</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Bribery</h2>

<p>Anyone can attempt a bribe. This skill allows the character to determine a 'fair" price and avoid a potential double-cross.

Whenever a character without bribery skill attempts to use this skill, they must make a Charisma check as a -4. Failure indicates that the bribe is refused and that the character may be turned over to the watch for his actions. Those with this skill will obviously suffer no such penalty.

It's import that the DM not allow the use of bribery skill to replace the role-playing aspects of such transactions. Players who role-play such attempts well should be given a positive modifier to their bribery check while those who do not should suffer for it.</p>

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<name>Broad Weapon Group - Blades</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Broad Weapon Group - Blades</h2>

<p>Allows use of several related weapons.</p>

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<name>Broad Weapon Group - Cleaving Crushing</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Broad Weapon Group - Cleaving Crushing</h2>

<p>Allows use of several related weapons.</p>

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<name>Broad Weapon Group - Polearms</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Broad Weapon Group - Polearms</h2>

<p>Allows use of several related weapons.</p>

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</desc>

</proficiency>

<proficiency>

<name>Broad Weapon Group - Small Throwing Weapons</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Broad Weapon Group - Small Throwing Weapons</h2>

<p>Allows use of several related weapons.</p>

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<name>Bureaucracy</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Bureaucracy</h2>

<p>This proficiency encompasses a working knowledge of temple or government organization and protocol, and the skills necessary to navigate through bureaucracies. The character knows which officials to approach and when to approach them, where records are kept and how to gain access to them, and how to circumvent unfriendly or sluggish bureaucrats. Unless there are extenuating circumstances, the character can get permits or documents completed in half the normal time.

In addition to these skills, the character can attempt to turn the system against someone else. With a successful proficiency check, the amount of time required to make a decision doubles permits are misplaced or filled out incorrectly, or important documents are held up on the wrong desk. For example, a character could keep a shady wizard from gaining permission to build a tower in the town, or he might obstruct a thief’s request for bond or parole.</p>

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<proficiency>

<name>Bureaucracy</name>

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In addition to these skills, the character can attempt to turn the system against someone else. With a successful proficiency check, the amount of time required to make a decision doubles—permits are misplaced or filled out incorrectly, or important documents are held up on the wrong desk. For example, a character could keep a shady wizard from gaining permission to build a tower in the town, or he might obstruct a thief’s request for bond or parole.</p>

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<proficiency>

<name>Call For War Horse</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Call For War Horse</h2>

<p>paladins only</p>

</body>

</desc>

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<name>Calligraphy</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Calligraphy</h2>

<p>The handwriting of an individual with this proficiency is controlled and beautiful to the point of being

considered art. A character could earn a tidy income copying documents, books, formal letters, etc. for the wealthy public.

Skilled calligraphers are often sought by the courts of the aristocracy and religious institutions that wish to illuminate their holy writings.

The reading/writing proficiency must have been taken before this skill can be selected. Possession of this skill grants a + 1 bonus on all artistic ability skill checks involving the painting or lettering of signs, documents, etc.</p>

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<name>Calligraphy - Oriental area only</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Calligraphy - Oriental area only</h2>

<p>The written language of the Oriental Adventures world is much different from that commonly used in other AD8Dm settings. Other lands normally make use of alphabets to compose words and words to

compose sentences. However, here the written language is composed of pictographs (or logograms). Each character (as a single written Pictograph is commonly called) represents a single word or part of a word.

Originally, the character was like a small painting of the thing it represented, but time has simplified and stylized these characters so that they have only a slight resemblance to the thing anymore. Instead they have meanings that can be added to or changed when used with other characters. Each word has a different character or combination of characters, and thousands of different characters are needed to write books. Great precision is needed to write clearly and correctly.

Thus a character's style and artistic ability with the ink-brush is an important measure of his social worth in the Oriental Adventures world.

The first impression a stranger forms of a character may well be based on how graceful and beautiful his calligraphy style is. Indeed. How well one writes can often be more important than what the writing actually says. Therefore, calligraphy is a vital skill for those aspiring to high position in the Oriental Adventures lands.

The calligraphy proficiency has many uses. It is needed to inscribe magical scrolls. Prepare reports to one's lord, impress officials, and curry favor from Powerfull NPCs. It shows the rank of the writer, and good writing can be used to add prestige to those of lower birth. A poetry contest at a court can also be a contest in calligraphy. A brilliant poem written in a crude and unformed hand can be less appealing than a good poem with fine calligraphy. Every time a character writes an important document, a die roll must be made to find the quality of the character's calligraphy. The DM can modify the reaction of any NPC to the message based on the quality of the calligraphy. Good calligraphy gives a more favorable reaction: bad calligraphy has the opposite effect.

Calligraphy requires the use of a writing brush, an inkwell, and an inking stone. These are normally carried as a set, but characters can improvise these items when they must.</p>

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<proficiency>

<name>Camouflage</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Camouflage</h2>

<p>By using this proficiency, the character can attempt to conceal himself, his companions, and inanimate objects by using natural or man-made materials. Successful use assumes the availability of all necessary materials. In forests and jungles, the character can use shrubbery, mud, and other readily available resources. Arctic or similarly barren terrain usually requires special clothing, paints, or other artificial materials (although "digging in" is an old trick which may be applicable in such terrain, depending on local conditions). It takes a character a half-hour to camouflage himself or another person, two or three hours to conceal a cart or inanimate object of comparable size, and a half-day to hide a small building.

Neither human, demihuman, monster, nor animal passersby will be able to see a camouflaged character, presuming the character makes a successful proficiency check. Camouflaged companions will also go unnoticed; only one proficiency check is required for the entire group.

Objects may also be camouflaged. Objects the size of a person require no penalty to the check; cart-sized objects require a -1 penalty, while building-sized objects require a -3 penalty. The DM may adjust penalties based on these guidelines.

Camouflaging has no effect on predators that locate prey by scent or other keen senses; a hungry wolf can still sniff out a camouflaged human. A camouflaged person has no protection against a passerby who accidentally brushes against or bumps into him. Likewise, a camouflaged person may reveal himself if he sneezes, cries out from the sting of a bee, or makes any other sound.

Note that camouflaging is only necessary for persons or objects that would otherwise be partially or entirely exposed. A person hiding behind a stone wall wouldn't need to be camouflaged to avoid detection, nor would a buried object.</p>

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<name>Cantrip Proficiency</name>

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<h2>Cantrip</h2>

<p>A character with the cantrip proficiency has learned enough of the rudiments of magic to conjure minor mystical effects. Anyone may learn cantrips, provided they have been tutored by a wizard, although with their natural intelligence and aptitude for magic, wizards and bards excel in this field.

While all mages learn cantrips as part of their training, many forget the basics once they become fully-fledged mages. Others are too proud (and arrogant) to use such petty magics.When a character tries to cast a cantrip, the player must describe the form he wishes the spell to take, preferably in the form of a short rhyme. In combat, cantrips have a casting time of 2. A proficiency

check is rolled to determine whether the verbal and somatic components have been executed correctly (cantrips do not require material components). A successful check means the cantrip was cast as desired, and a failed check means the cantrip fizzles. A roll of 20 has no additional effect, unless the DM decides otherwise.

Even the simplest spell creates a mental burden, so the number of cantrips a PC can use is limited. All characters may cast four cantrips per day, plus one per wizard or bard level (i.e., nonwizards cannot use more as they advance in level). Each additional cantrip cast beyond this limit inflicts

a cumulative -1 penalty on the proficiency check. Failed checks still count against the total.

Specialist mages and elementalists do not need to roll checks when performing cantrips pertaining to their specialist school or field of magic. However, they cannot use cantrips of opposing schools.

A wizard of 5th level or bard of 8th level or higher need not roll checks - their control of cantrips is complete. These characters can cast an unlimited number of cantrips per day.</p>

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<name>Carpentry</name>

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<h2>Carpentry</h2>

<p>This character knows the basics of working with wood and can create with no check required small structures, fences, platforms, cabinets, carts and wagons. The carpenter can make wooden wheels, but a blacksmith must form the iron rim or the wheel will have a very short life expectancy.

A carpenter might build a short footbridge, a wooden clock, or a dumbwaiter system these tasks will require a proficiency check. Larger projects such as major bridges, boats, or catapults, require the aid of a character with the engineering proficiency.</p>

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<name>Cartography</name>

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<h2>Cartography</h2>

<p>This proficiency grants skill at map making. A character can draw maps to scale, complete with complex land formations, coastal outlines, and other geographic features. The character must be reasonably familiar with the area being mapped.

The DM makes a proficiency check in secret to determine the accuracy of the map. A successful proficiency check means that the map is correct in all significant details. If the roll fails, the map contains a few errors, possibly a significant one. A roll of exactly 20 means the map contains serious errors, making it useless.

A character with cartographic proficiency is skilled in making maps, making him essential to any group of adventurers exploring unknown territory. A cartographer is a keen-eyed artist with a well-developed sense of distance and depth, whose perception of the physical world is so exacting that with amazing accuracy he can copy onto a sheet of paper whatever he looks upon. He can also copy other maps professionally, and this makes him a valuable addition to the retinue of the aristocracy and other landholders.

In mapmaking, time is important when considering the detail and accuracy of the resulting product. Outdoors, this is best left to the DM to decide in accordance to the type of terrain and the detail the players desire. Underground in a dungeon setting, however, accuracy and detail are much more important; often the survival of an entire adventuring party will depend on a single map. Once again, the DM must decide how long it will take to map any particular area, but this should take a

minimum of one round plus the time it will take the cartographer to pace out the area. Another round or two should be added for increased detail or specific notes.

A cartographer need only make an ability check on three occasions: when he maps a very unusual area, when he attempts to copy another map, and when he attempts to read a map that he has not

manufactured himself. If he fails in the first, it is assumed that he has made a blunder that has rendered the map useless; if a failure is indicated in the second, he cannot read the map because symbols have been used that he is not familiar with, or the map lacks a legend or a key.

In a fantasy setting, map symbols are unlikely to be universally known.

A small travel kit consisting of a waterproof leather case (with stiff sides so that it may be used as a drawing surface), two bottles of ink, a half-dozen quills and a like number of parchment sheets will cost the cartographer about 25 gp. Additional colored inks and drawing instruments should be available in most cities.

It is not necessary for the reading/writing proficiency to have been taken prior to selecting this skill. However, if the mapmaker cannot read or write the languages he knows, his maps, while accu-

rate, will have keys understood by himself only. This skill grants a +2 bonus to all navigation and orienteering skill checks.</p>

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<name>Cartography - Cartographer Only</name>

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<h2>Cartography - Cartographer Only</h2>

<p>This proficiency permits a character to create maps of any kind. To do so, the character must develop an excellent sense of spatial relationships and become a good judge of distance.

When called upon to manufacture a new map, the first thing a cartographer must do is research the area to be mapped. The length of this research depends upon the size of the area. Obviously, mapping out the bordered of a kingdom is a much more involved task than mapping out the streets of a small town.

While performing his research, the character may make several sketches. Once he is done with his research, the cartographer uses these sketches, along with his other notes, to construct the map. The DM then rolls the die and secretly checks the result against the mapper's cartography skill.

If the check fails, the cartographer comes up with an inaccurate and entirely useless map. The cartographer could sell the poorly made map, but his reputation would suffer, and the purchasers will certainly come looking for the seller once they discover how bad the map is.

If the DM rolls a 20 on this proficiency check, the cartographer does not realize the inaccurate nautre of the map. Otherwise, the character is aware that the map contains flaws. If the DM rolls a 1 on the check, the cartographer has created an almost perfect map. The cartography community at large will use the perfect map as model from with all other maps of the area in question be based. Such a map is worth triple the normal eperience points for the cartographer.

A cartographer can also use this proficiency to create a map of a specific area from memory. When making a map entirely from memory - without notes or sketches - the character suffers a -3 penalty to his proficiency check. Success, however, means that the cartographer reproduces a useful map of the area in question.

The cartography proficiency can also be used to estimate distances. In most cases, a cartographer can utomatically estimate distances with 90% accuracy. The cartographer can choose to make a proficiency check which, if successful, enables him to judge distances with 100% accuracy. There is no penalty for failing this check.</p>

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<name>Cast Spells</name>

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<h2>Cast Spells</h2>

<p>paladins only, can cast spells from the spheres of combat, divination, healing, protection, and war. See table on ph28 for spell progression</p>

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<name>Ceremony</name>

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<h2>Ceremony</h2>

<p>: A priest with this proficiency is well versed in the various rites, observances, and ceremonies of his temple. He is qualified to oversee normal worship or devotions, but conducting the rites in difficult or unusual situations may require a proficiency check. This proficiency also includes familiarity with ceremonies such as weddings, namings, and funerals, and the priest can perform these services appropriately.</p>

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<name>Chanting</name>

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<h2>Chanting</h2>

<p>Chanting is used to keep fellow workers or soldiers in pace. Proficiency checks are used to determine the effectiveness of a character's chanting.

Successful checks mean that those who can hear the chanting character become slightly hypnotized by the rthymic sound, causing the time spent on arduous, repetitive tasks to pass quickly. The DM will adjust results for forced marching, rowing, digging, and other similar tasks accordingly.</p>

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<name>Charioteering</name>

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<h2>Charioteering</h2>

<p>A character with this skill can move a chariot at its normal speed, and effectively drive it over a smooth, wide road. The proficient character requires no check to drive or steer the chariot, including traveling across relatively flat, open countryside, charging into battle, and performing the turns, stops, and starts that might be required on the battlefield.

By making a proficiency check, the character can guide the chariot through obstacles such as deep fords, steeply-climbing terrain, ditches, and rough or rocky ground. Also, with a successful check, the character can add 1/3 to a chariot’s movement rate for the duration of a charge or a march. However, failure of this check means that the chariot moves at its normal rate, but that the horses fatigue in half the normal time. Characters with the animal empathy trait gain a +1 bonus to their ratings with this proficiency.

Note that certain obstacles are simply impassable to chariots, including walls, water too deep (or too muddy on the bottom) to ford, thick forests, and mountainous terrain.</p>

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<name>Chariot-jump - must be from Celtic area</name>

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<h2>Chariot-jump - must be from Celtic area</h2>

<p>The character must have the charioteering proficiency before choosing this skill.

By using this feat a character can actually jump a chariot over a chasm, a stream, or a low obstacle such a fallen tree (or a fallen comrade. The feat requires a Balance check modified according to the nature of the obstacle. A chasm or stream imposes a penalty of -1 per 3 feet of width (rounded up) while a standing obstacle imposes a penalty of -1 per foot of height. A prone character is about 1 foot high, and a fallen tree can be somewhat higher. There is a -3 penalty for every character in the chariot apart from the charioteer. In all cases the chariot requires a clear approach distance of at least 30 yards.

If the check is successful the chariot leaps the obstacle and lands safely on the other side. If not, it slams full-tilt into the obstacle, risking damage to the chariot and injury to the horses and passengers.</p>

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<name>Cheesemaking</name>

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<h2>Cheesemaking</h2>

<p>This proficiency allows the character who has it to expertly create cheese from the curds of soured milk. A proficiency check is required only when attempting to prepare a truly magnificent wheel of cheese as a special gift or for a special celebration</p>

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<name>Chemistry</name>

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<h2>Chemistry</h2>

<p>Chemists can attempt to brew poisons and acids from natural ingredients. Acids are usually weak, causing 1-4 hp damage but not dissolving materials rapidly. Some acids (aqua regia, hydrochloric acid, etc.) are possible but at a -4 modifier to the chemist’s skill roll. If gunpowder is used in the campaign, then it requires this proficiency to manufacture it. Use of this proficiency requires the use of a chemist’s lab, equal in price to an alchemical lab, and a certain degree of privacy. Any number of works dealing with the history of technology or science can help pinpoint exactly what is possible in a campaign.</p>

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<name>Chicanery</name>

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<h2>Chicanery</h2>

<p>This is the ability of slight of hand tricks, swindles, deceptions and the ability to perform them. These range from the old shell and pea game to carefully opening a goose egg, stuffing a baby snake inside, sealing it closed again and covering it with med to hide the original crack, then presenting it to be cracked open.</p>

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<name>City Familiarity - Urban setting only</name>

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<h2>City Familiarity - Urban setting only</h2>

<p>A character with this proficiency is unusually knowledgeable about one specific community, chosen when the proficiency is purchased. City Familiarity gives the character a good knowledge of the important political and financial figures in the community, an understanding of which families (and criminal organizations) are most important and how they relate to one another and a good grasp of the city's main streets and byways. The character needs no skill check to call on this information. When the character wants more detailed information such as the precise layout of streets when he's running away from city guards, the name of the number-two man in a specific crime organization, or the knowledge of which politicians are cheapest to bribe the character must make a proficiency check with a difficulty modifier determined by the DM.

A character can must have lived in a city for at least three months before he can purchase the City Familiarity proficiency and except for the town in which he grew up he can do so only with DM permission.</p>

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<name>Clockwork Creation - for Clockwork Mages only</name>

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<h2>Clockwork Creation - for Clockwork Mages only</h2>

<p>This proficiency is known to the clockwork mages of Zakhara, and is only taught to those devoted to the craft and to very few others. This proficiency allows the individual to produce intricate mechanical devices, machines made up of tiny gears and clockwork mechanisms. This skill is required for a clockwork mage to produce a clockwork device. Merely having the proficiency does not grant a non -clockwork mage the ability to create one. This proficiency is used for checks involving mechanical devices construction or repair.</p>

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<name>Close-quarter Fighting - Humanoid races only</name>

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<h2>Close-quarter Fighting - Humanoid races only</h2>

<p>Humanoids with this proficiency have learned to fight in the cramped confines of dungeons and underground lairs. In such locations, or in other extremely close fighting conditions, characters armed with bludgeoning or piercing weapons (or their own natural weapons) receive a +2 bonus to attack rolls.

Slashing weapons cannot be used in close-quarter fighting. This bonus is not cumulative with wild-fighting.

A successful proficiency check at the start of combat yields this bonus. Failure means the humanoid fights normally.</p>

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<name>Clothesmaking, Crude - must be a Barbarian</name>

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<h2>Clothesmaking, Crude - must be a Barbarian</h2>

<p>This proficiency enables a character to create simple garments from furs, skins, leaves, and other natural materials. Although crude clothing isn’t attractive or stylish, it‘s generally comfortable and functional. Fur cloaks, grass skirts, and hide loincloths are typical examples. (See Chapter 5 of BR for more about primitive clothing.)</p>

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<name>Cobbling</name>

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<h2>Cobbling</h2>

<p>A character with this skill can makes shoes, boots, and sandals. No checks are normally required, but if the character attempts a field repair of damaged footwear, or tries to fashion shoes from wood or leather that has been scrounged up, a successful check is needed.</p>

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<name>Concentration</name>

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<h2>Concentration</h2>

<p>A character with this talent has rigorously trained himself to ignore distractions of all kinds, deadening his mind to pain or sensation. This allows a wizard to ignore annoyances or disturbances that might otherwise interfere with the casting of a spell. In order to use this ability, the player must state that his character is concentrating when he begins to cast a spell. If the character is struck by an attack that causes 2 or less points of damage, he is permitted to attempt a proficiency check to ignore the distraction and continue to cast his spell (unless, of course, the damage is enough to render him unconscious.) The wizard can try to ignore grappling or restraining attacks that cause no damage but suffers a –4 penalty to his check. Spells that incapacitate without damaging, such as hold person or command, still interrupt the caster if he fails his saving throw.

A character using this ability must focus on the casting of his spell to the exclusion of all other activity, even direct attacks. Any Dexterity adjustment to his Armor Class is lost, and in addition flank or side attacks are treated as rear attacks, with a +2 bonus to hit instead of a +1.</p>

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<name>Concocting</name>

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<h2>Concocting</h2>

<p>(Only useable by Apothecaries)

This proficiency enables the character to concoct chemical compounds with specific uses - such as medicines and poisons. It also allows the apothecary to identify various materials - including magical consumables (potions, salves, lotions, and so on).

This identification is nonmagical in nature. The apothecary can determine only the general nature of the material (for example, this is a poison, this is a healing potion) and not its strength or duration. The identification process is quite long; it takes the apothecary 1d6 hours to identify nonmagical mixtures and 2d12 hours to identify magical potions and such.

In addition, the materials required for each accurate identification are quite expensive (at least one-thenth of the item's XP value). This is why most apothecaries charge a great deal of money to identify potions and other mixtures.

If the apothecary rolls a 1 when trying to concoct something, he manages to create a particularly potent brew. A potent concoction has double its normal duration. Alternately, the DM can increase its effectiveness in some other way. However, increasing a potion's strength by more than half is not recommended.

If the apothecary rolls a 20 when concocting something, he critically fails to create his intended mixture. Because of the extremely volatile nature of the apothecary's chemicals, a critical concoction failure can be quite dangerous. When an apothecary makes such a spectacular failure, the DM should roll another 20-sided die and consult the Eureka Table for the results. Smart apothecaries always identify the results of a failed concoction before tossing it out, as some of the most important concoctions have been discovered by mistake.

If the apothecary rolls a 20 when identifying a particular material, his result will be significantly inaccurate. Sometimes, this means that he identifies a healing potion as a poison or vice versa, but it could also mean that he identifies a potion of ESP as a potion of red dragon control. In these cases, the DM should do his absolute best to convince the players that the apothecary correctly identified the material.

To use the Concocting nonweapon profeciency, the apothecary must have a well-appointed lab at his disposal. Additionally, if the apothecary wishes to concoct something, he must have all of the ingredients on hand.

An apothecary must make a proficiency check only when attempting to identify a magical potion or devise a new or particularly complicated concoction (this automatically includes any and all magical concoctions). Substantially strange or more complicated concoctions may demand a penalty to the proficiency check at the DM's discretion.</p>

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<name>Cooking</name>

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<h2>Cooking</h2>

<p>This character knows the basics of food preparation, and he can generally cook, bake, fry, and so forth without a proficiency check. Checks are required if the character attempts to prepare truly gourmet meals, or tries to make a palatable dinner out of unpalatable ingredients grubs, roots, and bark, for example.</p>

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<name>Craft Instrument</name>

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<h2>Craft Instrument</h2>

<p>Those who take this proficiency must specify whether they are skilled at crafting wind, stringed, percussion, or keyboard instruments. It takes an additional proficiency slot to gain one of the other skills. Three additional slots allow the character to take the title "master craftsman" as he is able to craft instruments of all forms.

A craftsman must buy materials equal to a quarter of the instrument's sale value. It then takes 1d6 days to craft a wind or percussion instrument, 2d8 days to form a stringed instrument, and 3d10 days to create a keyboard instrument. These times assume that the craftsman is spending 10 hours a day working on the instrument. If craftsman tools (cost 25 gp, weight 5 pounds) are not available, all times are doubled.

The quality of an instrument is determined by a final proficiency check. Failure results in an instrument of poor quality, while success indicates good quality. A natural 20 indicates that the instrument is nonfunctional, while a natural 1 results in a masterpiece worth twice the normal value.

Simple repairs take only 1d4 hours and require no proficiency check unless the proper tools are not available. However, repairing severe damage requires 1d8 hours and a check is mandatory for success.</p>

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<name>Crowd Working</name>

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<h2>Crowd Working</h2>

<p>Almost every bard is familiar with the ways of a crowd. However, those who take crowd working learn all the tricks of the trade. Such bards are skilled at observing crowds and adjusting their performances accordingly.

Any bard who is using a special ability to adjust the encounter reactions of a crowd (e.g., influence reactions) can make a crowd working proficiency check. If this check is successful, the bard can alter the reactions of the crowd by two levels instead of the typical one.

If the bard or his group is soliciting money from a crowd, a successful proficiency check indicates that the bard is particularly appealing and the crowd willingly donates twice as much money as it normally would (or conditions improve one category if using the performance rules earlier in this handbook).</p>

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<name>Cure Diseases</name>

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<h2>Cure Diseases</h2>

<p>paladins only, once per week for each 5 levels</p>

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<name>Dancing</name>

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<h2>Dancing</h2>

<p>The character knows and can perform the moves of many types of dances, including some that involve precise and detailed steps. All dances common to the character’s society will be familiar. Rare, archaic, or unusual dances will be known with a proficiency check. Also, characters who have had a chance to observe an unknown dance can perform it (-2 modifier, +1 for each time after the first that it is seen performed).

Truly spectacular dances the kind that win character’s campaign-wide acclaim combine elements of dance proficiency with skills of tumbling, tightrope walking, and jumping.</p>

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<name>Danger Sense - Humanoid races only</name>

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<h2>Danger Sense - Humanoid races only</h2>

<p>This proficiency provides the character with a sixth sense that warns him of impending danger from traps, hazards, and ambushes. When the character is approximately one round away from triggering the threat (for example, in one round he’ll step on a rattlesnake if he keeps moving at his current rate), the DM makes a secret proficiency check. If the check fails, the DM tells him nothing. If the check succeeds, the character feels a tingling in the back of his neck or on the tips of his fingers; the DM tell him the general direction of the threat (in front, to the right, overhead, and so on). The character doesn’t learn anything about the type of threat; it might be pool of quicksand, a concealed lion, or a hidden trip wire. It’s up to the character to figure out how to respond to the warning. If the threat is an impending ambush from an NPC or a creature, the character automatically gains the initiative on the first round of combat (assuming that combat ensues one round after the character is altered by his danger sense). The DM may decide that the character’s danger sense does not work against unfamiliar dangers. If an island barbarian has never seen a poisonous snake, he might be oblivious to the rattlesnake’s danger. Exotic magical traps or illusions may also circumvent danger sense.</p>

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<name>Debate - must be from Al-qadim</name>

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<h2>Debate - must be from Al-qadim</h2>

<p>Characters with the debate proficiency can hold their own during heated discussions, remaining

quick-witted and cool-tempered. They do not gain the ability to convince guards or holy warriors of their viewpoints, however. Nor can they sway the thinking of unruly hordes or skeptical masses.

This proficiency does allow them to engage in meaningful arguments, impressing others with their

mental faculties. As a result, debaters gain a +2 bonus to encounter reactions. (See Table 59 in Chapter 11 of the DMG.) When they’re attempting to smooth ruffled feathers, the bonus is subtracted from the result on the dice. When they’re attempting to enrage another character with cheek and guile, the bonus is added to the dice roll.

An individual with the debate proficiency is quite engaging. As a result, a character verbally battling

one-on-one with such a debater is less watchful of his or her surroundings. Pickpocket attempts against that character are at +5 percent, the character’s initiative is at +3, and the character’s ability or proficiency checks are at -3. (The debater does not suffer these penalties unless doing battle with another debater.)

Debaters cannot automatically preoccupy others, however. An individual must be willing to talk in the first place before a debater can use this proficiency.Two individuals with the debate proficiency canseek to best each other in verbal sparring. In this case, both make proficiency checks each round until one fails. Both characters are preoccupied; they suffer the penalties noted above while engaging each other in debate.

Further, the proficiency doesn’t work unless the targeted individual is at least cautious toward the

debater (if they saw eye to eye, there would be nothing to debate). Assuming these conditions are met, the debate begins. It continues until the target makes a d20 roll higher than his or her Intelligence score. (The smarter the individual, the livelier the debate, and the harder it is to end it.) Debate also ends if a sudden action or activity interrupts it - for example, a failed pickpocketing attempt, a sudden attack or magical explosion, a scream from the harem, and so forth. As soon as the debate ends, so do the penalties noted above (to initiative, ability and proficiency checks, and the likelihood of being robbed by a pickpocket).</p>

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<name>Del Chliss - must be from Celtic area</name>

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<h2>Del Chliss - must be from Celtic area</h2>

<p>The character must have throwing spear proficiency before choosing this skill.

In an attack roll succeeds by 2 or more when using a thrown spear the spear is thrown in such a way that it twists on impact, causing double normal damage to the unfortunate target. No proficiency check is required.

A spear thrown with a Del Chliss feat imposes a -2 penalty to the Aim check of anyone trying to catch it. It is not possible to use the feat of the Del Chliss while throwing a spear which was caught in the same round, as it is necessary to throw the spear with a special grip.</p>

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<name>Detect Evil - Paladin</name>

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<h2>Detect Evil</h2>

<p>A paladin can detect the presence of evil intent up to 60 feet away by concentrating on locating evil in a particular direction. He can do this as often as desired, but each attempt takes one round. This ability detects evil monsters and characters.</p>

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<name>Detect Signing - Ninjas only</name>

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<h2>Detect Signing - Ninjas only</h2>

<p>This proficiency allows a character to realize when ninja from other clans are communicating using their own clan signs. The character who makes a Detect Signing roll recognizes seemingly meaningless symbols as writing and ordinary speech as having special meaning, although she just will not know the content of the communication.

At the DM's discretion, a Detect Signing roll made by 2 or more will allow the character to recognize when other sorts of subtle communication are being used, such as thieves' cant.

If a character makes her Detect Signing roll by 6 or better, she can recognize one word or symbol in a specific communication and understand its meaning. The DM chooses which word the character recognizes. (This is an opportunity for the DM to pass an intriguing clue on to the ninja character.)</p>

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<name>Diagnostics</name>

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<h2>Diagnostics</h2>

<p>Both the Healing and Diagnostics proficiencies aid victims of trauma and disease. But while the Healing proficiency can be used to restore lost hit points, Diagnostics is mainly concerned with determining the cause of the damage and the prognosis; Diagnostics alone will not heal damage.

With a successful proficiency check, a character becomes aware all of the following information applicable to a particular patient:

If the patient has suffered physical damage, the character can determine the extent of the damage, though he may not be able to ascertain the exact cause (if a victim was attacked by a tiger, the character will know that the victim was clawed by a large animal, but not necessarily the species). The character can recommend treatments and offer prognoses, as with victims of diseases.

If the patient has been poisoned, the character knows the antidote (if one exists) and how to prepare it. Note that even if the character knows how to prepare an antidote, he may not have access to the necessary ingredients.

The character knows the name of the disease, its cause, how long the patient has had it, and the optimum treatment. If the patient is treated as specified, he suffers the mildest form of the disease and its shortest duration. If the patient declines treatment, or the treatment doesn't work, the character can determine the patient's prognosis with reasonable accuracy. ("The patient will recover by the end of the month." "The patient will become permanently blind if not treated within a year.") The character may diagnose both natural and magical diseases.

When examining a corpse, the character can determine how the victim died and approximately how long it's been dead. If the victim died of unnatural causes, the character will only be able to determine the general circumstances of the death. For example, if an evil wizard incinerated the victim with a fireball, a successful diagnostics check might reveal that the victim burned to death very rapidly as a result of some type of magic, but not that it was affected by a fireball.

A character with this proficiency may diagnose himself or any other character, or animals, except for supernatural creatures (such as a ghost or skeleton) and creatures from another plane of existence (like a xorn or aerial servant). He may attempt to diagnose an individual or creature only once.

If a character also has the Healing proficiency, he may modify all Diagnostic checks by +1.</p>

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<name>Diplomacy</name>

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<h2>Diplomacy</h2>

<p>This is the grand art of high diplomacy between states or organizations. A character skilled in diplomacy knows the correct procedures and unwritten rules of negotiations between states or large organizations. He is capable of discerning the true intent of the various declarations, statements, and gifts or exchanges that make up a diplomatic encounter, and he is able to take his own wishes and couch them in proper diplomatic terms.

Normally, the character need only make proficiency checks if the negotiations are particularly delicate or difficult. However, if there is a specific goal or compromise the character is working towards, he may attempt a check to see if he can win the other side over to his point. Naturally, the DM can apply a modifier of –8 to +8 depending on what the diplomat’s offer means for the parties involved. Requesting the surrender of a vastly superior enemy is next to impossible, unless the character can convince them that they stand to gain something of great value by giving up. In any event, the DM shouldn’t use this ability as a substitute for good role playing by the players.</p>

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An individual who knows the art of diplomacy has a unique way with people that draws them to his person almost irresistibly. He has a flair for words, an extensive vocabulary, and is articulate and practiced in the arts of subtle and overt coercion. Any character with this ability who makes a successful check against his charisma score, and has at least one round of uninterrupted con-

versation with any creature that can understand him, adds + 5 to his reaction adjustment. For every additional round the character manages to speak, an additional + 1 is added, to a maximum bonus

of + 15 (including the original + 5).

Furthermore, the loyalty base of any associates of the individual is adjusted by a +2 bonus for every slot devoted to this proficiency. No ability check is necessary to receive this bonus.</p>

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<name>Direction Sense</name>

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<h2>Direction Sense</h2>

<p>A character with this proficiency has an innate sense of direction. By concentrating for 1d6 rounds, the character can try to determine the direction the party is headed. If the check fails but is less than 20, the character errs by 90 degrees. If a 20 is rolled, the direction chosen is exactly opposite the true heading. (The DM rolls the check.)

Furthermore, when traveling in the wilderness, a character with direction sense has the chance of becoming lost reduced by 5%.</p>

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<name>Direction Sense - for Dwarves only</name>

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<h2>Direction Sense - for Dwarves only</h2>

<p>Dwarves receive a +2 bonus to their modifier when using their direction sense underground. They may use it above ground, but at a -2 penalty to Wisdom. Sundered dwarves should reverse these modifiers to reflect their fear of the underground.</p>

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<name>Disguise</name>

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<h2>Disguise</h2>

<p> Characters trained in this proficiency can conceal their appearance through makeup and costuming. If they seek simply to alter their appearance without concealing size, sex, or race for example, to go out in a city without anyone discovering what they look like they can succeed without a proficiency check.

If the task is more difficult the character in disguise meets and talks with an acquaintance, for example a successful proficiency check is required. Characters who try to alter the appearance of their sex, race, or size, must make successful proficiency checks with a -2 penalty for each category.

Characters who attempt to disguise themselves as specific persons must make proficiency checks when they encounter and speak with someone who knows the other individuals. All of these checks suffer an inherent -2 penalty.

Note that the talent of impersonation (see traits) can improve a character’s success with the disguise proficiency.</p>

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<name>Display Weapon Prowess - must be from Al-qadim</name>

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<h2>Display Weapon Prowess - must be from Al-qadim</h2>

<p>Characters who have this proficiency can put on an impressive display of weapon prowess without

fighting at all - swords whooshing in a blur, daggers flashing, arrows splitting melons in two. An individual must use a weapon with which he or she is already proficient, but weapon specialization has no further effect. The show takes at least a round. Those whoare impressed are forced to make a morale check.(Results are outlined below.)

Not everyone is swayed by weapon prowess. Characters must pay attention before this proficiency

has an impact. For example, this skill might be useful in staring down a guard at the city gate, but would do nothing against a screaming mob or a charging band of desert raiders. Further, characters who have this proficiency must be of equal or higher level (or Hit Dice) than their audience to impress them. For instance, low-level warriors with flashing blades might awe the equally low-level city guards. But bullying their way through the sultan’s elite vanguard would be another matter

entirely. Creatures of higher level or Hit Dice than an individual using display weapon prowess are not impressed; they do not make morale checks.

Morale Check Results: Characters who make successful morale checks can see that an individual

with this proficiency handles a weapon well; otherwise they’re unaffected. Characters who fail their morale checks react in a manner suited to the circumstances at hand.

If the situation isn’t desperate, and violence isn’t inevitable, characters who fail their checks are likely to try talking to the individual with weapon prowess; else they’ll simply back away. They won’t surrender outright, but they’ll realize that the individual is not the sort to trifle with. In some instances, walking away and talking things over are not viable options. For example, if guards at

the sultan’s treasury fail their checks, they’ll stay at their posts and remain willing to fight. If forced into combat, however, they’ll suffer a -1 attack penalty.

Player characters are not affected by morale checks. If an individual with this proficiency attempts to awe a PC, the DM should provide a frank evaluation of the display, based on level and success. For example, the DM might say, "She looks darned good with that sword. Your PC might be able to beat her in a fair fight," or "This son of a dark camel looks like he picked up his swordsmanship watching jesters in the marketplace." Then it’s up to the player to decide how the PC reacts.</p>

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<name>Distant Sense</name>

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<h2>Distant Sense</h2>

<p>This proficiency enables a character to estimate the total distance he's traveled in any given day, part of a day, or a number of consecutive days equal to his level. For instance, a 9th level character can estimate the distance he's traveled in the previous week. The estimate will be 90% accurate.</p>

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<name>Dowsing</name>

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<h2>Dowsing</h2>

<p>: This is the skill of finding lost or hidden items by seeking a disturbance in the subtle natural energies that permeate the earth. A dowser is attuned to the invisible, intangible eddies and currents of the world around him; by careful and methodical searching, he can detect particular emanations or anomalies.

Dowsing has two general uses. First, the character can attempt to detect natural deposits or minerals in the ground, such as water, gold, or other ores. Secondly, the character can attempt to find a specific man made item that has been lost or hidden, such as a friend’s dagger, a buried treasure chest, or the entrance to a barrow mound. The search must be very precise—the dowser will have no luck if he sets out to find ‘the most valuable thing in this field’ or ‘the nearest magical weapon,’ but ‘Aunt Claire’s missing brooch’ or ‘the gold buried by the pirate Raserid’ are suitable searches.

Unlike the spell locate object, the dowser isn’t led or directed to the item he seeks; he has to actually pass within 10 feet of the item, or walk over the place where it is buried, and succeed in a proficiency check to detect the item. (The DM should keep this check hidden from the players so that he doesn’t give away the location with a failed check.) Dowsing can take a long time; quartering the dirt floor of a cellar 20 square feet might take 1d3 turns, while checking a field or courtyard might take 1d3 hours. Searching an area larger than 100 square yards is impractical—the dowser gets tired of concentrating.

A dowser can detect items or substances within 100 feet of the surface, although very strong or powerful sources may be detected slightly deeper. The dowser can guess the approximate depth of what he’s seeking within ±10% when he stumbles across it.</p>

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<name>Dramatist</name>

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<h2>Dramatist</h2>

<p>This is the knowledge of comedy and tragic drama and the ability to write plays. This also allows the character to critique other plays as well.

If a natural 1 is rolled while using this skill a masterpiece has been created with lasting value.</p>

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<name>Drinking</name>

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<h2>Drinking</h2>

<p>This proficiency, and its companion proficiency, Eating, is important to many humanoids, including centaurs, satyrs, and wemics. A successful check indicates that the humanoid can consume up to twice as much as normal at one sitting. This will allow the humanoid to go twice as long without drink before beginning to suffer adverse effects. If alcoholic beverages are involved, a successful check allows the humanoid to consume twice as much before adverse effects begin to bother him.</p>

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<name>Dwarf Runes - for Dwarves only</name>

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<h2>Dwarf Runes - for Dwarves only</h2>

<p>Dwarf runes are the basic dwarven alphabet and are taught to all young dwarves as a part of their basic education. Depending on the campaign background, runes may have been a gift from the gods, a creation of the dwarves themselves, or an altered form of some other written language. Dwarves will still claim runes to be an intrinsic part of their cultural heritage, and they may take offence if accused of having copied runes!

Dwarven runes are found engraved in stone and only rarely written on such transitory materials as parchment, cloth or paper. They are used to denote ownership, give warnings of nearby dangers and to record history. The tombs of dwarves who have been properly interred, as opposed to hasty burial during battle, are engraved with runes that tell the occupant's clan, his parentage, children, and the deeds of his life. In the absence of proper interment, dwarves erect stone monoliths or engrave entire cavern walls depicting the deeds of their dead. These list the clans, the names of those who died and the nature of their deaths. The numbers of slain enemies are greatly detailed.

Dwarven runes are not a phonetic form of writing, but a conceptual one, with each rune delineating an idea or implying a range of ideas depending on placement. A single rune might convey pages of human or elf writing or be as simple as a sign saying "stairs." It's a matter of knowing what the rune means and how it is to be interpreted in context. Dwarven runes do not contain conjunctions or pronouns, but proper names are represented by altering an existing rune. This makes runes difficult for other races to understand, and dwarves consider themselves superior to races who cannot read even the most simple of them. All dwarves know them at no cost.</p>

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<name>Eating</name>

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<h2>Eating</h2>

<p>Much like the drinking proficiency, this proficiency allows the humanoid to store up food .A successful check indicates that the humanoid can consume up to twice as much as normal. This allows the humanoid to go twice as long without food without suffering any adverse effects from hunger.</p>

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<name>Enamor</name>

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<h2>Enamor</h2>

<p>This proficiency allows a ninja to trick an NPC into falling in love with him or her. It is more than the skill of knowing which flowers to send or garments to wear. Enamor proficiency allows the ninja to study his target like a thief studies a vault, looking for weak points to exploit.

Standard use of the Enamor proficiency takes a week of constant contact for a susceptible victim, a month or more for a more difficult target. The DM can allow bonuses to the proficiency roll for a PC who is thorough and clever in his research into the victim's psyche and who takes extra time, and can assign penalties to one who spends too little time or makes wrong assumptions.

At the end of the contact period, the DM rolls the Enamor proficiency for the ninja and compares the results with those listed in Table 14.

Table 14: Enamor Proficiency Results

Ninja Lost by 4+

The victim has been (accidentally) insulted during the romantic pursuit. The victim may attack the ninja, may arrange to have the ninja assaulted, may pretend to be seduced in order to cause the ninja some great harm later, etc.

Ninja Lost by 2-3

The victim is not interested in the ninja and may become irritated with continued pursuit.

Ninja Lost by 1 The victim is flattered but not convinced. The ninja can start over with a –2 penalty to his Enamor check, or can abandon pursuit, perhaps leaving behind some hard feelings.

Even Roll

The victim is flattered but not convinced. The ninja can start over or can abandon pursuit with no hard feelings.

Ninja Won by 1

The victim is flattered but not convinced. The ninja can start over with a +1 bonus to his Enamor check, or can abandon pursuit with no hard feelings.

Ninja Won by 2-3 The victim is infatuated by the ninja but will not change ethics, goals, or loyalties.

Ninja Won by 4-6 The victim is in love with ninja and will help ninja in any way that does not violate important ethics and loyalties.

Ninja Won by 7+ The victim is madly in love with the ninja and will abandon all ethics, goals, and loyalties.

The DM, at his discretion, can additionally make a Wisdom check for the victim. If the victim makes the Wisdom check by more than the ninja made his Enamor proficiency check, the results are as for an Even Roll.

Ironically, the more complete the ninja's success, the more dangerous the situation becomes. A victim who is madly in love may do everything the ninja wishes, including betraying state secrets and turning traitor, but expects the character with Enamor proficiency to be just as much in love. The victim becomes dangerously jealous of potential rivals (seeing anyone remotely suitable as a potential rival) and could become murderous if he realizes he has been duped.

The relationship built by use of the Enamor proficiency need not be a romantic one. Depending on the situation, the relationship might be a friendship or the winning of someone's loyalty away from an enemy.

Although nothing prevents good-aligned characters from learning the Enamor proficiency, the first time they ruin a life with it may be the last time they use it.</p>

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<name>Endurance</name>

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<h2>Endurance</h2>

<p>A character with this proficiency can perform continual strenuous physical activity for twice as long as a normal character before becoming exhausted. If the character is ever required to make a Strength/Stamina check or a Constitution/Fitness check, the character can add his endurance score to his success number. If the fatigue rules from the Player’s Option: Combat & Tactics book are in play, the endurance proficiency is treated differently (see Combat & Tactics, Chapter One).</p>

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<name>Engineering</name>

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<h2>Engineering</h2>

<p>This proficiency is required for the design and construction of objects and installations of all sizes. Note that carpentry, stonemasonry, blacksmithing, or other proficiencies also might be necessary for the actual building. Characters can design and supervise the building of houses, boats, small bridges, palisades, and towers of up to about 30 feet high without proficiency checks.

Characters with this skill can try to design large bridges, fortresses, ships, war machines, locks and dams, and other more complicated projects. Plans for these types of objects generally require at least a week more if an exceptionally large project is being attempted. Complicated tasks require successful proficiency checks before a workable design can be made. If a check fails on a roll of less than 20, however, the engineer will be aware of the failure and can seek to create a new design go back to the drawing board, so to speak. On a roll of 20, the design is flawed but the danger will not be discovered until after the object is built.</p>

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<name>Engineering - for Dwarves only</name>

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<name>Escape</name>

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<h2>Escape</h2>

<p>This non-weapon proficiency allows a character to slip out of ropes and other types of bindings. When a character is bound or tied, the DM assigns a penalty based on the type and circumstance of the binding. Table 15 shows standard penalties for a variety of situations. The character with Escape proficiency can try to use his skill in order to free himself. He rolls his proficiency and applies the appropriate penalties. If the roll is successful, he can untie himself.

Table 15: Escape Proficiency Penalties

Binding Type - Penalty (Cumulative)

Standard rope - 0

Rawhide, dry - -2

Rawhide, soaked and shrunken - -4

Wire - -3

Fingers individually tied/taped - -4

Circumstance - Penalty (Cumulative)

Binding character takes extra time/attention - -2

Binding character takes little time/attention +2

Binding character is a thief or ninja - -3

Binding character makes find/remove traps roll - -2\*

Character with this proficiency tries to untie another character - +4

Bound character with this proficiency tries to untie another character - -4

\* The DM may assign a penalty equal to the number by which the binding character makes his find/remove traps roll divided by five. (For example, if the character has a 50% chance but rolls a 30, he has made the roll by 20. The penalty is a -4.) Example: Ichiro the ninja is bound back-to-back with his fighter friend Olaf. Ichiro has been bound with standard rope, but the character tying him spent extra time on the task and individually tied the ninja's fingers. Ichiro receives a penalty of -6 against his Dexterity -1 roll of 16. The ninja rolls an 11 and fails. Ichiro then tries to free Olaf. The penalty is the same, but he's trying to untie another person while he himself is bound, resulting in an additional -4 penalty for a total of -10. The ninja manages to roll a 6 and successfully frees his ally.

Escape proficiency does not allow the character to undo locks or escape other sorts of traps. Those tasks require the open locks and find/remove traps skills.</p>

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<name>Etiquette</name>

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<h2>Etiquette</h2>

<p>Characters with this skill are familiar with the typical manners of formal interaction at least as they relate to the culture in the campaign world. They know what fanfares are required to greet royal visitors, how to seat the lords and ladies at a table, how to organize the reception line, and how everyone is to be addressed. None of these tasks require a proficiency check.

When dealing with a foreign or completely unknown culture, the characters must pass proficiency checks to correctly gauge the required etiquette. The check should be modified +2 if the foreigners are the same race as the character, +1 or more if the character has had some time to observe the foreigners.

Characters with the empathy trait gain a +2 bonus to their rating with this proficiency.</p>

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<name>Falconry</name>

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<h2>Falconry</h2>

<p>This is the Animal Training (Falcon) proficiency. A character with this skill is an expert in training and handling falcons, enabling him to teach them tricks and tasks.

This proficiency also allows the training of hawks at an additional -1 penalty. Owls are a separate proficiency and would require a -2 penalty if attempted to be trained with this skill.

A character can teach a falcon 2d4 tricks or tasks in any combination. It takes 2d6 weeks to teach the falcon a trick, three months for a task. At the end of the training period, the character makes a proficiency check. If the check succeeds, the falcon has learned the trick or task. If the check fails, the falcon is incapable of learning more.

If not using falconry training equipment the success roll required for training is penalized by -2.</p>

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<name>Fast Talking</name>

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<h2>Fast Talking</h2>

<p>Fast-talk is the art of distraction and conning. If a successful proficiency check is made, the fast-talker is able to get away with whatever scam he is attempting. Modifiers are based on the Intelligence and Wisdom of the target, as shown on Table 3. The DM may also introduce modifiers according to the difficulty or plausibility of what the character is attempting.

Table 3: FAST-TALKING MODIFIERS

Target's Target's

Intel. Modifier Wisdom Modifier

3 or less n/a 3 -5

4-5 -3 4-5 -3

6-8 -1 6-8 -1

9-12 0 9-12 0

13-15 +1 13-15 +1

16-17 +2 16-17 +3

18 +3 18 +5

19 +5 19+ n/a

20 n/a

Modifiers are cumulative. Targets of Intelligence 3 or less are so dim that attempts to fast-talk them fail automatically because they can't follow what's being said. (Creatures that are so stupid are easy to fool in other ways, however.) Targets with Intelligence of 20 or more or Wisdom of 19 or more are impervious to fast-talking.

Example: Julina the Silent, spy extraordinaire, is discovered by guards as she sneaks around the emperor's palace. She quickly decides to fast-talk them into believing that she is the mistress of the Steward of the palace and she just got lost in the labyrinthine halls. Unknown to Julina, the Steward is an elderly, faithfully and happily-married gentleman; and it is possible that the guards know of this reputation. The DM assumes the guards to have average Intelligence and Wisdom (no modifier), but he adds a -3 modifier because Julina's story contradicts the Steward's reputation. A 1d20 roll of 7 is less than 10 (Julina's Charisma of 13, with the -3 modifier), so she succeeds. The guards buy her story, and suggest that she go where she belongs immediately. If she failed they would call her bluff and perhaps escort her straight to the door of the Steward and his wife!</p>

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<name>Feign/detect Sleep</name>

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<h2>Feign/detect Sleep</h2>

<p>People who pretend to be sleeping seldom do it right. However, most people don't know how to tell the fakers from those really asleep. Characters with this proficiency are trained to feign sleep accurately and to determine when others are feigning sleep.

This skill is of special use to ninja on guard duty and those infiltrating a secure site. A ninja will use this skill when listening to seemingly sleeping guards and guests. If he detects one who is breathing wrong, he can take steps to capture or silence the faker. Likewise, a ninja can use this skill to convince an intruder that he is truly asleep, so that he can creep up on the intruder from behind when his back is turned.

Acting proficiency can convey the ability to feign sleep, but the Acting check is made at a -4 penalty instead of the standard -1.</p>

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<name>Field Of Study</name>

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<h2>Field Of Study</h2>

<p>This covers everything else in a sage’s field of expertise not already covered under existing proficiencies. The more detailed a category, the more information the sage has and can turn up in research (and the more expensive the research should be!). A hedge wizard with a proficiency in elven art who looks at a pair of old vases can tell one is an elven vase made about 1,500 years ago in Myth Drannor, and the other was probably made about 500 years ago in Everska. A hedge

wizard with the field of study of elven art during the rule of King Alfroi can tell that the first vase was made by the master craftsman Iriam Talltree during his revisionist period, but he can’t tell anything about the second vase at all other than it appears of elven make.

Typical major fields of study are: art, folklore, cryptography, languages (doubles the number of

languages spoken by the hedge wizard not all that important with tongues spells available), folklore, genealogy, geography, geology, mathematics, mathemagics, philosophy, and sociology. A failed skill roll means either no knowledge (just missed the number needed) or misinformation (if roll was off by more than four).</p>

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<name>Fire-building</name>

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<h2>Fire-building</h2>

<p>A character with this proficiency can build a fire in 1d20 minutes, as long as there is dry wood and some small bits of tinder. Add another d20 minutes for each of these factors: the wood (or tinder) is wet, it’s raining or foggy, or the winds are strong. A proficiency check is required if conditions are bad and the character is forced to work without shelter.</p>

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<name>Fishing</name>

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<h2>Fishing</h2>

<p>A character with this proficiency knows how to catch fish with hook and line, net, and spear. If fish are present in a body of water, a successful proficiency check means the character has caught something. Typically, with a successful check, the fisherman he will catch 1d6 fish in an hour. This number can be doubled if many fish are present. It is reduced to one fish per hour if the character is seeking large quarry such as sturgeon, muskellunge, giant carp, or salt-water fish.</p>

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<name>Foraging</name>

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<h2>Foraging</h2>

<p>By using this proficiency, a character can search a wilderness area in an attempt to locate a desired substance, such as a medicinal herb, a wren‘s egg, or wild rose. The character must search for 2d4 hours in an area where the material is theoretically available (rose petals aren’t available in the desert, wren’s eggs aren’t available in the arctic). The DM decides if the material is actually available; he doesn’t reveal this information until the character completes his search. If the DM decides the material isn’t in the area, he reveals that the character’s search was in vain; no proficiency check is needed. If the DM decides the material is available, a successful proficiency check means the character found what he was looking for. Generally, the character locates no more than a handful of the material, though the DM may make exceptions (if searching for rose petals, the character may stumble upon an acre of rose bushes). If the check fails, the material isn’t found. The character may search a different area, requiring another 2d4 hours and a new proficiency check.</p>

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<name>Forgery</name>

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<h2>Forgery</h2>

<p>This proficiency indicates a skill at creating false documents, mimicking the handwriting of others, and detecting forgeries. No check is required if the character is simply trying to duplicate a style of writing the issuing of an anonymous military decree, for example. Characters trying to duplicate the signatures of specific individuals must see those signatures; the DM rolls the proficiency checks secretly to see if the forgeries are successful. If a character writes a longer message in a specific hand, the DM rolls the check with a -2 modifier. The DM should also roll the check if a character seeks to determine if another document is a forgery. On a 20, the character makes the wrong assumption, whereas a failure with less than 20 means that the character is not sure of the truth or falsehood of the sample.</p>

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<name>Forgery - for Dwarves only</name>

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<h2>Forgery - for Dwarves only</h2>

<p>This proficiency indicates a skill at creating false documents, mimicking the handwriting of others, and detecting forgeries. No check is required if the character is simply trying to duplicate a style of writing the issuing of an anonymous military decree, for example. Characters trying to duplicate the signatures of specific individuals must see those signatures; the DM rolls the proficiency checks secretly to see if the forgeries are successful. If a character writes a longer message in a specific hand, the DM rolls the check with a -2 modifier. The DM should also roll the check if a character seeks to determine if another document is a forgery. On a 20, the character makes the wrong assumption, whereas a failure with less than 20 means that the character is not sure of the truth or falsehood of the sample.</p>

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<name>Fortune Telling</name>

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<h2>Fortune Telling</h2>

<p>This non-weapon proficiency covers knowledge of a variety of methods of divination—all of them fake. The thief with Fortune Telling is familiar with numerous devices and methods, such as tarot cards, palm reading, interpreting the flight of sparrows or the arrangement of a sacrificed animal's entrails, and so forth or at least the thief is familiar enough with these practices to make it appear that he's an authentic soothsayer. (If fortune telling can make accurate predictions in the DM's campaign, this proficiency does not necessarily enable the thief to do so; it confers no magical powers.) The thief makes up the prediction he wishes to tell.

A successful proficiency check indicates that the thief's customer or client believes the fortune he was told to be authentic. If the check fails, the sham is discovered in some way, or the prediction is simply not believed. If the DM wishes, the same modifiers described for fast-talking (above) may be used, based on the Intelligence and Wisdom of the subject and the believability of the fortune predicted.

Optional Rule: If a natural 1 (or another number secretly chosen by the Dungeon Master before the die is rolled) comes up, the event that the thief predicted actually comes true!</p>

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<name>Fungi Recognition - for Dwarves only</name>

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<h2>Fungi Recognition - for Dwarves only</h2>

<p>Although they prefer not to, dwarves sometimes have to survive on a diet of fungi. They would rather use these as supplements to their regular diet, but when times are hard, or when involved in an extended underground expedition, it is useful to be able to tell edible fungi from the poisonous or unwholesome varieties. Approximately 50% of underground fungi are poisonous. They may cause an upset stomach or be so poisonous they cause death. It is impossible to harvest edible fungi without the fungi identification proficiency.

If the character has plenty of light and an opportunity to study the fungus in question closely for 10 minutes, no proficiency check is required. If he is unable to see the fungus properly, often the case when using infravision, or has to make a hasty decision about edibility, a proficiency check must be made.</p>

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<name>Gae Bolga - must be from Celtic area</name>

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<h2>Gae Bolga - must be from Celtic area</h2>

<p>This is the rarest of all feats. It requires a dexterity of 17 and proficient with spear first.

The Gae Bolga is a barbed spear, which must be thrown using the foot rather than the hand. If it strikes, the spear's barbs tear through the victim's flesh terribly, almost guaranteeing death.

When this feet is used, the character may make no other attacks in that round or the next and loses all dexterity based AC adjustments for those two rounds. This is because the feat requires absolute concentration and leave the character off balance. A normal attack roll is made for the attack, and if it succeeds the character may use his level as a multiplier for he spear's damage. Thus, in the hands of a 3rd level character, the Gae Bolga cause triple normal damage, with in the hands of a 10th level character damage is multiplied by 10.</p>

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<name>Gaming</name>

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<h2>Gaming</h2>

<p>The character knows most common games of chance and skill, including cards, dice, bones, draughts, and chess. When playing a game, the character may either play out the actual game (which may take too much time for some) or make a proficiency check, with success indicating victory. If two proficient characters play each other, the one with the highest successful die roll wins. A character with gaming proficiency can also attempt to cheat, thus gaining a +1 bonus to his ability score. If the proficiency check for the game is 17 to 20, however, the character has been caught cheating (even if he won the game).</p>

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<name>Gem Cutting</name>

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<h2>Gem Cutting</h2>

<p>A character with this proficiency can finish the rough gems that are discovered through mining at a rate of 1d10 stones per day. A gem cutter derives no benefit from the assistance of non-proficient characters. A gem cutter must work with a good light source and must have an assortment of chisels, small hammers, and specially hardened blades.

Uncut gems, while still of value, are not nearly as valuable as the finished product. If the cutting is successful (as determined by a proficiency check), the gem cutter increases the value of a given stone to the range appropriate for its type. If a 1 is rolled, the work is exceptionally brilliant and the value of the gem falls into the range for the next most valuable gem (the DM has the relevant tables).</p>

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<name>Gem Cutting - for Dwarves only</name>

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<h2>Gem Cutting - for Dwarves only</h2>

<p>A dwarf with this proficiency may cut 2d8 gems per day instead of 1d10. He also has a greater chance of increasing the value of a gem. If a dwarf rolls a 1 or a 2 during cutting, he increases the value of the gem to that of the next most valuable class (see page 134 of the Dungeon Master's Guide). For example, Duram is cutting a fancy stone with a finished value of 100 gp. He does an exquisite job and actually increases its value to that of a precious gem with a value of 500 gp.

Any character who fails a gem cutting roll cuts the gem, but does so poorly and reduces its value to the next lower category. Duram, flushed with success, tries his hand at a precious stone with a finished value of 500 gp but he slips with his chisel and reduces its value to that of fancy gem (value 100 gp).

A character who rolls a 20 when cutting a gem splits it in half and ends up with two uncut gems with a combined value one class lower than that of the original gem. Duram starts one more gem. It has a value of 50 gp. He places his cutting clamp, over tightens the jaws, and splits the gem in half (he rolls a 20!). He now has two uncut gems with a value of 5 gp each.</p>

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<name>Genie Lore - must be from Al-qadim</name>

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<h2>Genie Lore - must be from Al-qadim</h2>

<p>Characters with this proficiency are versed in the nature and background of all geniekind, from the

smallest elemental gen to the grandest noble pasha or caliph. They know the proper manner for greeting and conversing with a genie: in other words, the manner least likely to offend the creature. In contrast, other characters must rely on successful Charisma checks both initially and every time they commit a potential faux pas (in the DM’s opinion).

Characters who have genie lore also know the hierarchy and organization of geniekind. At a glance, they can tell whether a creature is a marid, djinni, dao, or efreeti. They can also say whether a creature they’re conversing with is noble or base. If a genie is masquerading as a common human, a successful proficiency check reveals the ruse. If this check fails, perception is completely reversed from the truth. In other words, the genie seems definitely to be a common person, and a common person seems definitely to be a genie. A character with genie lore can perform only one check per suspect. The DM rolls this check separately and secretly (not revealing

the true results). If an individual with genie lore has no reason to be suspicious, the check is made with half the usual proficiency score, rounded down.

Genie lore also enables a character to detect the work of genies:that is, the physical manifestation of genie spells, as well as items created by a genie’s spelllike abilities. The chance of success is limited. The character makes the proficiency check using half the usual score, rounded down. If successful, the individual may discern, for example, whether a wall has been constructed by genie-magic, whether a meal was summoned into being by a djinni, or whether a princess is enamored magically by the effects of a daogranted limited wish.

Genie lore does not enable a character to detect genies moving invisibly through the immediate area. Nor does it help the character see through an extraordinary disguise unless the genie is working some wonder of magic at the time.</p>

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<name>Geology</name>

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<h2>Geology</h2>

<p>A character with this proficiency, is able to identify different types of rocks and minerals, including precious metals and gems. Though he cannot accurately appraise the value of such items, he

can differentiate between ornamental, semiprecious, and precious stones, and can make an educated guess at the purity of any vein of precious metal. He is also familiar with underground formations and functions of the natural world related to this science, such as earthquakes, volcanic

activity, and the processes involved in the creation of the various rocks and minerals.

There are few dwarves who are not familiar with the basics of geology, and it is also a favorite with gnomes, especially deep gnomes. This skill adds a +2 bonus to all mining skill checks.</p>

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<name>Giant Kite Flying - Oriental area only</name>

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<h2>Giant Kite Flying - Oriental area only</h2>

<p>This proficiency is of use only to characters who intend to fly the unusual items called hito washi (human eagle) and yami doko (man-sized kite). It is an expensive skill and difficult to master, so there are very few practitioners. Without this proficiency, a character trying to use a giant kite is certain to crash and do himself great harm, if not kill himself. Even with this proficiency, the character is very likely to do so.</p>

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<name>Glassblowing</name>

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<h2>Glassblowing</h2>

<p>A character skilled at this trade can manufacture all kinds of glass containers, jars, or bottles. Creating symmetrical or precise pieces requires a proficiency check, but if a character is making items for usefulness instead of decoration, he can produce about 10 small containers, 5 medium containers, or 2 large ones in a day’s work. The character must have access to a specialized glazier’s workshop and furnace in order to make use of this skill.</p>

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<name>Granted Powers</name>

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<h2>Granted Powers</h2>

<p>priests only, granted powers come at certain levels, based on the deity worshiped</p>

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<name>Grooming - must be from Al-qadim</name>

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<h2>Grooming - must be from Al-qadim</h2>

<p>Grooming is the ability to make another look his or her best - with clean skin, well-trimmed hair, and

a virtually unmarred complexion. This skill is usually the province of barbers (see Chapter 3).

Grooming takes about an hour, and after that the patron gains a +2 bonus to encounter reactions when dealing with individuals of his or her own race. The same bonus applies when the patron interacts with geniekind (genies always appreciate a well-groomed supplicant). The effect lasts for two days after the grooming. (Only one reaction roll is required for a given individual encountered during that time, however.)

When combined with the disguise proficiency, grooming enables characters to disguise others just as well as they can disguise themselves. All modifications for disguise still apply, as listed in Table 37 of the Playerís Handbook.</p>

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<name>Haggling - must be from Al-qadim</name>

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<h2>Haggling - must be from Al-qadim</h2>

<p>Check with the DM before taking this proficiency.

While it enhances the flavor of the AL-QADIM campaign, haggling may result in PCs spending too

much time at the bazaar and too little time on the battlefield (or in other realms of high adventure).

The bazaar is a place of give and take, where steep prices are demanded and modest amounts are paid. The price list for equipment in Chapter 6 shows three amounts for each item. The first is the asking price, the second the normal price, and the third the bargain price. If the DM chooses to avoid all haggling, only the normal price applies. But if haggling is allowed, then all three prices come into play in the AL-QADIM campaign.

The asking price is just that what a merchant typically asks for a given item when a buyer points it

out. A poor haggler usually ends up paying that price. The bargain price reflects the most successful result of a haggling character, while the normal price reflects a middle ground a sort of standoff or compromise between buyer and seller.

Here’s how the proficiency works in play. A buyer with the haggling proficiency usually a PC points

to an item for sale and asks the price. (Prices are rarely posted.) Variations exist, but as a general rule, merchants are assumed to have the haggling proficiency too, with a Wisdom of 14 to back it up. (In other words, their haggling score is 14.) The PC makes a haggling check. The DM does the same for the merchant. Results are as follows: If the buyer makes a successful check but the merchant doesn’t, the item will sell for the bargain price - usually with some complaint by the merchant.("You are stealing from me! You remember that it was Iwho was so good to you when next you need supplies. Now, what else may I show you?")

If both the buyer and the seller make successful checks, the merchant will not settle for less than the normal price, regardless of bickering. If both the buyer and the seller fail their checks, the merchant won’t settle for less than the normal price (the fine price, the excellent price, "the price

that barely feeds my wife and my ten sick children" - a virtual killing!).

If the buyer fails the check but the seller succeeds, the merchant will hold firm to the asking price, and no amount of haggling will change it. ("Hah! You insult me with your swine-headed ways! If you think you can get a better price, then go somewhere else! Now, what else may I show you?")

Lacking the haggling proficiency is the same as failing the proficiency check. For example, if the buyer lacks the proficiency, and the seller’s proficiency check fails, then the normal price applies.

If the PCs are together, only one of them can haggle for a particular item; a merchant won’t begin

anew with another player character. Further, the price of an item determined by haggling applies

throughout the business day. Return attempts are useless until the next morning. If the character

wishes to buy another item of the same type, the previous price automatically applies. A character

can haggle for another kind of item right away, but could not, for example, attempt to buy a second

waterskin that day from the same merchant for a better price.

At the DM’s option, merchants may decide not to haggle with a PC who appears not to have the asking price in hand. (Why should merchants waste effort on a pauper who has no intention of buying?) "Let me see your silver" is a common response to a questionable buyer’s attempt to haggle.

Bazaars are packed with all manner of goods, some rare and strange, such as armor imported from

northern realms or an occasional coffee-pouring automaton. If an item is not listed in Chapter 6, the

DM should set a normal price, add 50 percent to determine the asking price, and subtract 25 percent from the normal price to find the bargain price. For example, a set of fine crystalline cups might have a normal price of 100 gp. The asking price would be 150 gp, and the bargain price would be 75 gp.

Haggling should enhance the flavor of adventures in the Land of Fate, with appropriate role-playing to supplement the proficiency checks. The DM should not allow it to dominate or otherwise slow the

campaign.</p>

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<name>Healing</name>

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<h2>Healing</h2>

<p> A character proficient in healing knows how to use natural medicines and basic principles of first aid and doctoring. If the character tends another within one round of wounding (and makes a successful proficiency check), his ministrations restore 1d3 hit points (but no more hit points can be restored than were lost in the previous round). Only one healing attempt can be made on a character per day.

If a wounded character remains under the care of someone with healing proficiency, that character can recover lost hit points at the rate of 1 per day even when traveling or engaging in no strenuous activity. If the wounded character gets complete rest, he can recover 2 hit points per day while under such care. Only characters with both healing and herbalism proficiencies can help others recover at the rate of 3 hit points per day of rest. This care does not require a proficiency check, only the regular attention of the proficient character. Up to six patients can be cared for at any time.

A character with healing proficiency can also attempt to aid a poisoned individual, provided the poison entered through a wound. If the poisoned character can be tended to immediately (the round after the character is poisoned) and the care continues for the next five rounds, the victim gains a +2 bonus to his saving throw (delay his saving throw until the last round of tending). No proficiency check is required, but the poisoned character must be tended to immediately (normally by sacrificing any other action by the proficient character) and cannot do anything himself. If the care and rest are interrupted, the poisoned character must immediately roll a normal saving throw for the poison. This result is unalterable by normal means (i.e., more healing doesn't help). Only characters with both healing and herbalism proficiencies can attempt the same treatment for poisons the victim has swallowed or touched (the character uses his healing to diagnose the poison and his herbalist knowledge to prepare a purgative).

A character with healing proficiency can also attempt to diagnose and treat diseases. When dealing with normal diseases, a successful proficiency check automatically reduces the disease to its mildest form and shortest duration. Those who also have herbalism knowledge gain an additional +2 bonus to this check. A proficient character can also attempt to deal with magical diseases, whether caused by spells or creatures. In this case, a successful proficiency check diagnoses the cause of the disease. However, since the disease is magical in nature, it can be treated only by magical means.</p>

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<name>Healthy Cooking</name>

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<h2>Healthy Cooking</h2>

<p>Must be a Halfling and already have Cooking, Healing and Herbalism proficiencies.</p>

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<name>Heraldry</name>

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<h2>Heraldry</h2>

<p>The knowledge of heraldry enables the character to identify the different crests and symbols that denote different persons and groups. Heraldry comes in many forms and is used for many different purposes. It can be used to identify noblemen, families, guilds, sects, legions, political factions, and castes. The symbols may appear on flags, shields, helmets, badges, embroidery, standards, clothing, coins, and more. The symbols used may include geometric patterns, calligraphic lines of script, fantastic beasts, religious symbols, and magical seals (made for the express purpose of identification). Heraldry can vary from the highly formalized rules and regulations of late medieval Europe to the knowledge of different shield patterns and shapes used by African tribesmen.

The character automatically knows the different heraldic symbols of his homeland and whom they are associated with. In addition, if the character makes a successful proficiency check, he can correctly identify the signs and symbols of other lands, provided he has at least a passing knowledge of the inhabitants of that land. His heraldry skill is of little use upon first entering a foreign land.</p>

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<name>Herbal Brew - must be Druid and have Herbalism\*3</name>

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<h2>Herbal Brew - must be Druid and have Herbalism\*3</h2>

<p>A character with the herbalist proficiency may use herbs as an adjunct to the healing skill, as explained in Chapter 5 of the PH59). However, some druids possess exceptional herb lore, which enables them to produce magical herbal brews. Druids who devote at least three slots to the herbalism proficiency can create these brews.

An herbal brew is a concoction of several herbs (and sometimes fungi or tree bark) that produces exotic effects. The name of a brew does not refer to the herbs in it, but to its effects. Herbal brews require no magical plants; power comes from the combination of herbs and the secret techniques herbalist druids use in each stage of preparation.

Locating the Herbs

Finding an herbal brew's ingredients requires first locating the right place to look. The druid must search in the proper terrain for the time indicated in the brew's listing (starting on p. 105). Then, make an herbalism proficiency check, applying the brew's search modifier and a -4 penalty for snow-covered ground or darkness, if applicable.

Success means the druid locates enough herbs to produce one brew; failure means the character finds none. In either case, additional searches may be made, though a druid really should search only once per square mile of appropriate terrain. Repeated searches of an area carry a cumulative -2 penalty--there may be nothing there to find!

Some Common Herbs

Druids find these herbs especially useful in their magic. Others may be included, real or unique to your own campaign world.

Angelica root - Mustard seed

Anise seed - Myrrh gum

Cassia buds - Peppermint leaf

Chamomile flowers - Poppy seeds

Cloves - Sage leaf

Damiana leaf - Sarsaparilla root

Elder flowers - Thyme leaf

Gentian root - Valerian root

Marjoram leaf - Yerba mate leaf

Preserving Herbal Ingredients

Most herbs work best while fresh, but druids may wish to store some for future use rather than immediately turning them into brews. Preserving ingredients by drying, powdering, and packing the herbs takes six hours per set of ingredients (enough for one brew) and requires a successful herbalism check.

The DM makes this roll, informing the player whether the ingredients have spoiled only when the druid tries to use them in a brew. A successful roll ensures the herbs stay fresh while in a waterproof container. Failure indicates they will spoil in 1d6 days.

Making an Herbal Brew

To create an herbal brew, the druid must have the appropriate ingredients, either fresh or preserved. The brewing process requires a quiet place that fosters deep concentration. It involves both physical work (chopping and cleaning herbs, mixing the ingredients in proper portions, steaming them, etc.) and ritual gestures and prayer. As with granted powers and spells, if the druid has not remained faithful to the Order, the herbs fail to take on their magical properties.

After preparing the concoction as long as the brew's description requires, the druid rolls another herbalism proficiency check, using the modifiers shown. In addition, a -2 modifier applies if the druid used preserved rather than fresh herbs. A successful check means the druid creates the brew. Failure means the druid ruins the ingredients; a roll of 19 or 20 always fails.

A druid with several sets of ingredients for the same herbal brew may mix multiple batches at the same time. If the final proficiency check succeeds, the druid concocts all the batches; if it fails, the ingredients all go to waste.

Types of Herbal Brews

The next several pages offer descriptions of various herbal brews. Feel free to create new ones for your own druid characters.

Each brew entry includes these details:

Terrain tells where to find ingredients for the brew, as well as any special notes (gather only at night, etc.).

Search Time/Modifier indicates how many hours a druid must search for the brew’s ingredients and offers a modifier to the herbalism proficiency check that determines whether the druid finds them.

Preparation Time/Modifier suggests how many hours it takes the druid to prepare the brew and offers a modifier to the herbalism proficiency check needed for successful brewing.

Application tells how to apply the brew: either as a tea, ointment, poultice, or vapor.

A tea consists of a mix of broken or crushed dried herbs infused into water. The rules for drinking potions apply to herbal teas, which keep indefinitely in dry form.

An ointment is a brew mixed with lard, beeswax, lanolin, or another similar base and rubbed onto skin. Treat it as a magical oil.

A poultice consists of a damp herbal brew bandaged onto a wound or area of skin. The contents of the poultice soaks into the skin gradually. Applying a poultice takes two rounds; it can be applied only to an unresisting or grappled subject.

A vapor, a mixture intended to be inhaled rather than drunk, usually affects an area. The dry ingredients must be stirred into boiling water so the brew's recipient can breathe in the steam. Administration requires two rounds and a source of hot water.

Effects describes what the brew does.

Save explains what kind of saving throw, if any, can resist the brews effects. Most saving throws are against poison even if a brew is not actually deadly.

Crawlbane

Terrain: Swamp and deep forest

Search Time/Modifier: 6/-1

Preparation Time/Modifier: 2/-1

Application: Ointment

Effects: This ointment strongly repels insects. Anyone covered head to foot in it remains unaffected by normal insects, even those summoned by spells such as creeping doom and insect plague. Giant insects still may attack the character, but do so at a -3 penalty, due to their revulsion.

Save: None

Darkweed

Terrain: Desert oasis

Search Time/Modifier: 6/-2

Preparation Time/Modifier: 10/-4

Application: Ointment

Effects: A character who smears this ointment over both eyes becomes blind within two rounds. However, the character can see invisible, astral, ethereal, or illusory objects as if they were real and fully visible.

Save: Neg. if save vs. spell

Deathmock

Terrain: Mountain slopes

Search Time/Modifier: 4/-3

Preparation Time/Modifier: 6/-3

Application: Tea

Effects: Deathmock causes drinkers to fall into a cataleptic trance; characters display muscle rigidity and do not appear to breathe or have a heartbeat. While injuries cause them little bleeding, they otherwise suffer normal damage. Those under the influence of this tea sleep for 2d4 days, during which time they need no food or water. They need only one-twentieth the air unaffected people do and can survive freezing temperature.

Save: Neg. if save vs. poison

Fiendflower

Terrain: Deep forest or jungle

Search Time/Modifier: 12/-4

Preparation Time/Modifier: 8/-3

Application: Tea

Effects: Characters who drink this bitter tea see horrifying visions that drive them temporarily mad. After 1d20 turns, drinkers suffer an episode of 2d6 minutes, during which they turn enraged, violent, and homicidal; such a PC should be played by the DM. Afterward, drinkers cannot recall what happened during the episode, which recurs once per day (at irregular intervals) for the next 2d4 days. A neutralize poison spell ends fiendflower's effects.

Save: Neg. if save vs. spell

Ghostroot

Terrain: Old graveyards at night

Search Time/Modifier: 8/-4

Preparation Time/Modifier: 4/-6

Application: Vapor

Effects: This mixture's luminous vapors repel undead. Any undead attempting to draw near must save vs. spell. Failure prevents them from approaching within 10 feet of the steaming brew. Success allows them to ignore its effects; once they save, they remain immune to the brew for the rest of the day. The vapors last for one turn.

Save: Neg. if save vs. spell

Nevermind

Terrain: Forest clearings or caverns

Search Time/Modifier: 8/-3

Preparation Time/Modifier: 8/-7

Application: Tea

Effects: Characters develop amnesia one minute after drinking this tea, permanently forgetting all events since they last slept.

Save: Neg. if save vs. spell

Hushthorn

Terrain: Forests at night

Search Time/Modifier: 4/-3

Preparation Time/Modifier: 4/-3

Application: Tea

Effects: This tea causes drinkers to fall into a deep, natural sleep, from which they cannot be awakened for 2d10+13 hours.

Save: Neg. if save vs. poison

Snakesalve

Terrain: Jungle

Search Time/Modifier: 6/-1

Preparation Time/Modifier: 2/-1

Application: Poultice

Effects: If applied to a living snake-bite victim, this poultice neutralizes the poison.

Save: None

Springberry

Terrain: Moonlit spring meadows

Search Time/Modifier: 8/-3

Preparation Time/Modifier: 8/-7

Application: Tea

Effects: Within an hour of drinking the tea, characters fall in love with the first person of the opposite sex they see. The drinkers, while not charmed, act besotted and devote all efforts to wooing their love. The effects last for 2d4 days unless a player rolled a 20 on the save; in that case they are permanent.

Save: Neg. if save vs. spell

Wintersalve

Terrain: Mountain slopes or tundra

Search Time/Modifier: 6/-3

Preparation Time/Modifier: 6/-3

Application: Ointment

Effects: This ointment, when smeared over exposed body parts, provides the same protection against cold that a heavy fur coat would, but without the encumbrance. Combined with winter clothing, it allows for survival below zero and gives a +1 bonus to saving throws against cold-based attacks.

Save: None</p>

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<name>Herbalism</name>

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<h2>Herbalism</h2>

<p>Those with herbalist knowledge can identify plants and fungus and prepare non-magical potions, poultices, powders, balms, salves, ointments, infusions, and plasters for medical and pseudo-medical purposes. They can also prepare natural plant poisons and purgatives. The DM must decide the exact strength of such poisons based on the poison rules in the DMG. A character with both herbalism and healing proficiencies gains bonuses when using his healing talent (see the Healing proficiency).</p>

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<name>Herbalism - for Dwarves only</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Herbalism - for Dwarves only</h2>

<p>Those with herbalist knowledge can identify plants and fungus and prepare non-musical potions, poultices, powders, balms, salves, ointments, infusions, and plasters for medical and pseudo-medical purposes. They can also prepare natural plant poisons and purgatives. The DM must decide the exact strength of such poisons based on the poison rules in the DMG. A character with both herbalism and healing proficiencies gains bonuses when using his healing talent (see the Healing proficiency).</p>

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<name>Hiding</name>

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<h2>Hiding</h2>

<p>Hiding is the ability to instinctively select the best hiding place under nearly any condition. Humanoids who make successful checks can virtually disappear from view. Success is determined by modifiers based upon the Intelligence of the character being hidden from. This proficiency operates independently of any natural camouflage or hiding ability the humanoid might already have.

Hiding Modifiers

Opponent's Intelligence Modifier

3 or less -5

4-5 -3

6-8 -1

9-12 0

13-15 +1

16-17 +2

18 +3

19 +5

20+ +7</p>

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<name>Hiding - must be a Barbarian</name>

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<h2>Hiding - must be a Barbarian</h2>

<p>This proficiency lets the character use the natural elements of the immediate environment-vegetation, shadows, depressions-to conceal himself. A successful check means he’s virtually disappeared from view. The hidden character must remain motionless and silent to prevent discovery. The concealed character stays hidden unless the creature or character searching makes a successful intelligence check, modified as shown on table 35. If more than one character or creature is searching the same area, base the check on the highest intelligence score in the group.

The DM may prohibit the use of the hiding proficiency in situations where no natural cover is available (a smooth stone plateau, a feature less room).

Further, the proficiency has no effect on creatures who detect their prey with senses other than sight

Barbarians: As explained in Chapter 1, a barbarian automatically has the hiding proficiency in his homeland terrain. If he spends two slots, he may use this proficiency in all types of terrain.

Table 35 Hiding Modifiers

Searcher’s

Intelligence Modifier

3 or less -5

4-5 -3

6-8 -1

9-12 +0

13-15 +1

16-17 +2

18 +3

19 +5

20+ +7</p>

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<name>Hold Breath</name>

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<h2>Hold Breath</h2>

<p>This proficiency helps a character hold her breath for extended periods of time. (See the rules in the Player's Handbook, Chapter 14, for the amount of time a character can normally hold her breath.)

With Hold Breath proficiency, a character can hold her breath for half her Constitution score in rounds (rounded up). If the character is exerting herself, this time is halved (again rounding up).

When attempting to hold her breath beyond this time, the character rolls the usual Constitution check each round. The first check has no penalty, but each subsequent check takes a cumulative -1 penalty. Once a check is failed, the character must breathe; if she cannot reach air, she dies.</p>

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<name>Holy Sword Powers</name>

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<h2>Holy Sword Powers</h2>

<p>paladins only, project 30' around, dispel all hostile magic of a level up to the paladin</p>

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<name>Horde Summoning - must be a Barbarian</name>

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<h2>Horde Summoning - must be a Barbarian</h2>

<p>Though a character may spend the slots to acquire this proficiency at any point in his career, he may only use it when he reaches 10th level. The proficiency enables him to summon a horde of like-minded characters to carry out a specific mission. The character may only summon a horde in his homeland. Only members from his homeland will join the horde. No evil-aligned members will respond.

To summon a horde, the character must meet the following conditions: He must state a clear and specific mission for the horde, such as:

Defend our homeland from invasion,

Gather food for our starving neighbors,

Drive the ogres from the forest.

He must designate a staging area in his homeland where the horde will gather.

He must remain in his homeland for a week to spread the word of his intentions.

At the end of the week, he makes a proficiency check If the check fails, the horde fails to respond. He may spend another week attempting to rally a horde, making a second proficiency check at the end of this period, this time at a -3 penalty. If the check fails a second time, he cannot rally a horde for a period of one month.

If the check succeeds, the horde begins to assemble in the staging area at the rate of 500 men and women per week. The total number of members is equal to the summoner’s experience point level divided by 2,000. (If the summoner has 1,500,000 experience points, the horde consists of 750 members; 500 arrive the first week, 250 the second week.) The number of members can’t exceed the eligible population of the summoner’s homeland.

Approximately 90% of the horde consists of 0-level fighters. The remaining 10% consists of 1st-level fighters. The horde also includes one aide for every 500 members, rounded up; the aides have one-half the level of the summoner (rounded up) and should be the same class as the summoner. Additionally, each aide has two assistants; the assistants have one-half the level of the aides (rounded up) and may be any class of the DM’s choice. Finally, the DM may include one wizard or priest per 1,000 members rounded up); these characters have half the level of the summoner. (Example: A 14th-level warrior with 1,500,OO experience points summons a 750-member horde. The horde consists of 675 0-level fighters, 75 1st-level fighters, two 7th-level aides, four 4th-level assistants, and one 7th-level priest.)

The horde tries to fulfill its mission to the best of their ability. The summoner may not change the mission. If he attempts to do so, the horde immediately disbands and the members return home; the original mission fails. Likewise, if the horde remains inactive for more than two weeks, the members’ desert; again, the mission is a failure. Otherwise, the summoner can hold the horde together for a period of weeks equal to his level. Controlling the horde is a full-time job. During this time, the summoner is constantly required to settle disputes, assign duties, and punish the disobedient. Though his aides can handle many of these chores, the ultimate responsibility belongs to the summoner. In any given week that the summoner fails to devote his full attention to his horde, he must make a proficiency check. If the check fails, the horde disbands and the mission is a failure.

If the mission hasn’t been completed in a number of weeks equal to the summoner’s level-and the horde is still intact-the summoner may appeal to the horde to stay together longer. The summoner must make a proficiency check; if the horde is on the verge of success or they’ve managed to accumulate substantial treasure, the DM may modify the check by as much as +4. If the proficiency check succeeds, the horde remains intact for another week. If the check fails, the horde disbands and the mission fails. No horde may stay together for more weeks than 150% of the summoner's level, rounded up. (Theoretically, a 13th-level summoner could keep a horde together for 20 weeks. Note, however, that this would require successful proficiency checks for seven weeks in a row.)

If the horde disbands after a successful mission, the summoner will have a better chance of rallying them again; for the next year, he receives a +2 bonus when summoning a horde. But if the mission fails, his reputation suffers; he must wait a full year before he can attempt to summon another horde.

Barbarians. A barbarian horde consists entirely of barbarian fighters, in the same proportions described above. At the DMs option, the horde may include a shaman (half the level of the summoner) for every 1000 members, rounded up. The summoner may not order a horde to undertake a mission that requires them to leave their home land unless he also has the leadership proficiency.</p>

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<name>Hunting</name>

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<h2>Hunting</h2>

<p>A barbarian has a +2 bonus when hunting in his homeland terrain, or when hunting an animal native to his homeland terrain. For example, a barbarian from a jungle homeland doesn't qualify for a bonus when hunting in the plains. But if he stalks a jungle animal on the plains (such as a tiger that escaped from a king's private game preserve), he makes his proficiency checks at +2. Table 33 indicates the number of rations provided by various sizes of game animals. These figures are approximations; the actual numbers depend on the consumers' sizes (a bulky fighter may need more food than a slim cleric), ages (adolescents may eat more than the elderly), health (a healthy character can do with less food than his ailing companion), and activities (a character who spent the day fighting may need more food than a friend who spent the day reading).

Table 33 Rations Produced Per Animal

Size of game animal Number of rations\*

S 1-2/2-3

M 3-4/4-6

L 5-8/8-12

H 9-15/15-25

\* A ration is the food necessary to feed an average adult for one day. The figures to the left of the slash indicate the number of rations obtained when a character of average skill handles the butchering. The figures to the right show the number of rations obtained by a character with the animal rending proficiency.</p>

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<name>Hunting - for Dwarves only</name>

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<h2>Hunting - for Dwarves only</h2>

<p>A dwarf has a +2 bonus when hunting in his homeland terrain, or when hunting an animal native to his homeland terrain. For example, a dwarf from the underdark doesn't qualify for a bonus when hunting in the plains. But if he stalks an underdark animal on the plains (such as a cave fisher in a canyon), he makes his proficiency checks at +2. Table 33 indicates the number of rations provided by various sizes of game animals. These figures are approximations; the actual numbers depend on the consumers' sizes (a bulky fighter may need more food than a slim cleric), ages (adolescents may eat more than the elderly), health (a healthy character can do with less food than his ailing companion), and activities (a character who spent the day fighting may need more food than a friend who spent the day reading).

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<name>Hypnotism Proficiency</name>

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<h2>Hypnotism</h2>

<p>With this proficiency, the wizard can hypnotize another character, placing him into a relaxed state in which he is susceptible to suggestions. The subject must be willing and must know he is being hypnotized. Only human, demihuman, and humanoid characters may be hypnotized, and the hypnotist and subject must be able to understand one another’s language.

It takes about five minutes to hypnotize someone in a reasonably calm or peaceful environment. Once hypnotized, the subject is willing to do almost anything that isn’t very dangerous or against his alignment. However, a hypnotized subject can be fooled into thinking he’s doing one thing when he’s actually doing something else. Hypnotism can have the following effects:

A character can be induced to remember things he has forgotten by reliving a frightening or distant event.

A character can be made calm and unafraid in the face of a specific situation that he has been prepared for, gaining a +2 bonus to saving throws versus fear effects or morale checks.

A character can be cured of a bad habit or addiction (but not of curses, physical diseases, or magical afflictions.)

Hypnotism can’t increase a character’s attributes, give him skills he does not normally possess, let him do things that are beyond his capabilities, or give him information he couldn’t possibly know. As a guideline for adjudicating effects, the hypnotism proficiency is substantially weaker than magical commands or directions, such as charm person, command, or hypnotism. Spells magically compel a person to obey the caster’s will; a well phrased hypnotic command is nothing more than a strong suggestion.</p>

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<name>Iaijutsu - Oriental area only</name>

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<h2>Iaijutsu - Oriental area only</h2>

<p>Although this is a skill learned and used with a weapon and not a peaceful proficiency, it is one that can be learned by anyone willing to devote the time and effort. Iaijutsu is the art of fast drawing a melee weapon-unsheathing and sheathing it with blinding speed. Characters with weapon specialization in a melee weapon automatically learn Iaijutsu for that type of weapon. However, Iaijutsu can also be learned separately for weapons the character is not specialized in.

Upon selecting this proficiency, the player must state what weapon it applies to. The weapon must

be specific, not a general class. There after, the character can change to or from that weapon without penalty (changing a weapon normally requires one round) and under certain situations (as determined by the DM) has a better chance of surprising the opponent.</p>

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<name>Immune To Disease</name>

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<h2>Immune To Disease</h2>

<p>paladins only, immune to all natural diseases, not magical ones</p>

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<name>Information Gathering</name>

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<h2>Information Gathering</h2>

<p>This proficiency represents the ability to gather information from the underworld, most commonly about roguish "jobs" and characters. A character with this proficiency, in appropriate circumstances, will be aware of any major rumors circulating among the lowlife of an area; and with a successful proficiency check, specific information about a person or place can be gathered. (The DM must decide how specific the information is.)

The following modifiers may adjust the proficiency check:

Characters' reaction adjustments (based on Charisma) should benefit or penalize the roll, assuming contact with people is involved in the search.

Thieves' guild members receive a bonus of +2, because they are assumed to have more and better-informed contacts than freelancers. Also, their "territory" (below) is considered to be that of the guild, not just their own area of operation.

Since this proficiency depends on a network of informants and contacts, the thief will be at a disadvantage trying to use it in an area other than his own territory. "Territory" refers to his regular base of operations: a town, one neighborhood of a city, or even a whole province or countryside. Outside this territory the thief does not hear rumors automatically (a normal proficiency roll is required), and gathering specific information suffers a penalty of at least -3. The DM may make it greater in truly foreign areas (e.g., a thief of Waterdeep trying to gather information in Calimshan), due to great differences in language, culture or race.

Finally, any time a proficiency check is required for information gathering, a small investment of money for drinks, bribes, and so forth must be made, or an additional penalty of -3 is imposed. A total of 1d10 gp is typical, and it is lost whether or not the desired information is found. (If the information is still unknown, the character can continue his search the next day, spending more money and making another proficiency check.) The DM is free to increase the cost of using this proficiency if it suits the campaign.

Examples:

1. Urlar is hanging around the local tavern in his neighborhood when he hears rumors of a dragon to the north, recently slain as it raided a village. The dragon's cave and treasures are as yet undiscovered. But some bragging adventurers are said to have found a map to them. Urlar's contacts provide this information to him automatically, while another PC would need to approach people, talk with them, and probably buy them several drinks in order to learn of the map and treasure.

2. His greed sparked, Urlar wants to know who these adventurers are, so that he can steal their map and find the dragon's hoard for himself. This requires a couple of drinks (a 2 gp investment); and the proficiency check has a -1 penalty because of Urlar's low Charisma (7). Urlar's Intelligence is 10, so he needs to roll a 9 or lower to find out who the adventurers are. If they are not very well known, he may need to make additional checks to track them down (find where they are staying, what temples they visit, or whatever).

3. Julina the Silent is hired as a spy to infiltrate the emperor's palace. She needs to find an easy way in a sewer, service exit, or the like. She has an expense account from her employers for bribes. Her Intelligence is 14 and her modifiers are: +1 (for Charisma 13 reaction adjustment), +2 (thieves' guild member), and -3 (for this not being her home territory); so she must roll 14 or lower on 1d20 to get the information she needs.

It's best to role-play information searches whenever possible.</p>

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<name>Intimidation</name>

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<h2>Intimidation</h2>

<p>This is a talent for bending people to your will by scaring the living daylights out of them. NPCs who are intimidated are quite likely to do what they're told, out of fear. On the negative side, they are also very likely to harbor much resentment against the character that intimidates them. The NPCs will keep their resentment hidden—until the first chance to avenge their pride arises.

Intimidation may be attempted with one of two abilities: Strength or Charisma. If Strength is used, the thief is threatening immediate, personal bodily harm. If Charisma is used, the intimidation consists of more subtle threats, which need not be physical. If successful, the NPC is convinced that the thief is ready and capable of making his life miserable—if not immediately, then in the near future.

Player characters are never forced to submit to intimidation, as this would detract from the players' freedom to role-play.</p>

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<name>Investigation</name>

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<h2>Investigation</h2>

<p>This is the art of discovering the truth through careful examination of a problem or situation. A character with this skill is familiar with the process of interviewing or interrogating witnesses, searching scenes for clues or information, and the general execution of a logical and thorough investigation. Priests who are associated with the local government may be called upon to solve common crimes against the state, while other priests may be inquisitors or theological investigators.

The DM may allow the PC to attempt a proficiency check when the player is missing an obvious line of inquiry or step of deductive reasoning, although this should be a rare use of this ability. An investigation proficiency check can also be used to discover clues at the scene of a crime or to extract information from a witness or suspect.</p>

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<name>Jousting</name>

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<h2>Jousting</h2>

<p>This proficiency includes the combat skills necessary for a successful joust, as well as the manners, behavior, and flair needed to impress an audience. To take this proficiency, a character must first have a weapon specialization in the jousting lance.

A character with this proficiency modifies his attack rolls in a jousting match by +2 (see the "Routine Activities'' section of Chapter 7 for jousting rules). The use of this proficiency presumes that the character has an adequate lance, shield, and mount.

Should a character win a match, his stylish performance favorably impresses the audience. Audience members with a special interest in the match (such as royalty, gamblers, or potential paramours) who later encounter the jouster modify their reaction rolls by +2. If he wins several matches in a tournament, the bonus doesn't rise above +2. If he later loses a match or two in the same tournament, he still earns the bonus. However, if the jouster has an especially disastrous day say, if he follows a winning joust with a long string of losses the audience may dismiss the win as a fluke, and the DM may cancel the bonus.</p>

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<name>Juggling</name>

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<h2>Juggling</h2>

<p>The character can juggle, a talent useful for entertainments, diversions, and certain rare emergencies. When juggling normally (to entertain or distract), no proficiency check is required. A check is made when trying spectacular tricks ("Watch me eat this apple in mid-air!"). However, juggling also enables the character to attempt desperate moves. On a successful attack roll vs. AC 0 (not a proficiency check), the character can catch small items thrown to harm him (as opposed to items thrown for him to catch). Thus, the character could catch a dagger or a dart before it hits. If this attack roll fails, however, the character automatically suffers damage (sticking your hand in the path of a dagger is likely to hurt).</p>

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<name>Juggling - for Dwarves only</name>

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<h2>Juggling - for Dwarves only</h2>

<p>The character can juggle, a talent useful for entertainments, diversions, and certain rare emergencies. When juggling normally (to entertain or distract), no proficiency check is required. A check is made when trying spectacular tricks ("Watch me eat this apple in mid-air!"). However, juggling also enables the character to attempt desperate moves. On a successful attack roll vs. AC 0 (not a proficiency check), the character can catch small items thrown to harm him (as opposed to items thrown for him to catch). Thus, the character could catch a dagger or a dart before it hits. If this attack roll fails, however, the character automatically suffers damage (sticking your hand in the path of a dagger is likely to hurt).</p>

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<name>Jumping</name>

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<h2>Jumping</h2>

<p>The character can attempt exceptional leaps both vertically and horizontally. If the character has at least a 20-foot running start, he can leap (broad jump) 2d6+his level in feet. No character can broad jump more than six times his height, however. With the same start, he can leap vertically (high jump) 1d3 plus half his level in feet. No character can high jump more than 1-½ times his own height.

From a standing start, a character with this proficiency can broad jump 1d6 plus half his level in feet and high jump only three feet.

The character can also attempt vaults using a pole. A vault requires at least a 30-foot running start. If a pole is used, it must be four to 10 feet longer than the character's height. The vault spans a distance equal to 1-½ times the length of the pole. The character can clear heights equal to the height of the pole. He can also choose to land on his feet if the vault carries him over an obstacle no higher than ½ the height of his pole. Thus, using a 12-foot pole, the character could either vault through a window 12 feet off the ground (tumbling into the room beyond), land on his feet in an opening six feet off the ground, or vault across a moat 18 feet wide. In all cases, the pole is dropped at the end of the vault.</p>

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<name>Languages, Ancient</name>

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<h2>Languages, Ancient</h2>

<p>The character has mastered a difficult and obscure tongue, now primarily found in the writings of pedantic sages and sorcerers. The main use of the language is to read tomes of ancient secrets written by long-dead mystics. This proficiency enables the character to either read and write or speak the language (his choice).</p>

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<proficiency>

<name>Languages, Modern</name>

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<h2>Languages, Modern</h2>

<p>The character has learned to speak a language of the known world. To do so, there must be a teacher available. This could be another player character, an NPC hireling, or simply a local townsman.</p>

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<name>Law</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Law</h2>

<p>A character with this proficiency is thoroughly familiar with the legal system of his homeland (or any other region of his choice). He knows which laws are rigorously enforced (illegal gambling may be tolerated in one region, aggressively prosecuted in another), and routine legal procedures (such as how to file suit against a debtor). Understanding nuances of the law, such as interpreting fine points of a contract, require proficiency checks.

A successful proficiency check also allows the character to conduct a strong defense when he or a companion stands accused of a crime. If the judge is fair-minded and the evidence of the crime is ambiguous, a successful check will sway the verdict in the defendant's favor; either he receives the smallest possible sentence or fine, or is completely vindicated. However, if the evidence clearly calls for a conviction or the judge is corrupt, a successful proficiency check won't help.

A character may spend additional slots to know the legal systems of other regions. Alternately, he may spend slots to acquire expertise in a particular area of the law, such as tax codes or property rights. Expertise assumes a broad understanding of the chosen area, requiring checks only in extreme instances.

Law and Paladins

A paladin with the Law proficiency won't defend anyone he believes to be guilty, including his own companions. Though a paladin won't knowingly break the law, he may take advantage of this proficiency to defend himself if wrongly accused of a crime; a failed defense may result in his conviction.</p>

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<name>Law</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Law</h2>

<p>A character with this proficiency is thoroughly familiar with the legal system of his homeland and is skilled in representing cases before judges, officers, nobles, and magistrates. This is a working knowledge of the law, as opposed to the theoretical knowledge of the sage area of study. With a successful proficiency check, the character can build a strong defense for a person accused of a crime; if the judge or jury are fair minded and honest, he stands an excellent chance of winning his client’s case. Of course, corrupt or intimidated officials can still deliver unjust verdicts despite the character’s best efforts.</p>

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<name>Laying On Hands</name>

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<h2>Laying On Hands</h2>

<p>paladins only, 2 hit points/experience level, only once a day</p>

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<proficiency>

<name>Leatherworking</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Leatherworking</h2>

<p>This proficiency enables a character to tan and treat leather and to make clothing and other leather objects. The character can make leather armor, as well as backpacks, saddlebags, saddles, and all sorts of harnesses.</p>

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<name>Light Sleeping - must be a Barbarian</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Light Sleeping - must be a Barbarian</h2>

<p>This proficiency lets the character receive the benefits of a full night's rest from a one-hour nap. The character must make a proficiency check before going to sleep. If the check succeeds, the character awakens in an hour, fully refreshed; he recovers the same amount of lost hit points as if he'd rested for eight hours. If the check fails, he remains asleep, awakening as usual. He may use this proficiency only once per week, regardless of whether it fails or succeeds.

This proficiency is not effective for purposes of spell memorization.</p>

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<name>Linguistics - only after 3 other languages are known</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Linguistics - only after 3 other languages are known</h2>

<p>must know three different langauages (not dialects) then can learn new langauges "on the fly" and retain only a short time. see notes for full explination</p>

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<name>Local History</name>

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<h2>Local History</h2>

<p>The character is a storehouse of facts about the history of a region the size of a large county or a small province. The character knows when the ruined tower on the hill was built and who built it (and what happened to him), what great heroes and villains fought and fell at the old battlefield, what great treasure is supposed to be kept in a local temple, how the mayor of the next town miraculously grew hair on his balding pate, and more.

The DM will provide information about local sites and events as the character needs to know them. Furthermore, the character can try to retell these events as entertaining stories. Once the subject is chosen, he can either make a proficiency check and, if successful, add that tale to his repertoire, or actually tell the story to other characters. If the character succeeds in entertaining them, the player need not make a proficiency roll for the character, since he has succeeded. The character can tell these stories to entertain others, granting him a +2 bonus to his Charisma for the encounter. But telling stories to hostile beings is probably not going to do any good.</p>

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<name>Local History, Dwarf - for Dwarves only</name>

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<h2>Local History, Dwarf - for Dwarves only</h2>

<p>This proficiency is different from the local history proficiency, a character with this proficiency is only knowledgeable about dwarf history. This is chiefly concerned with lineages and events affecting dwarves. It deals with the founders of the clans and strongholds, and traces the descendants to the present. The battles and events of clan and stronghold are known, as well as the fates of those who have left to establish new homes or who perished while adventuring.

The extent of geographical knowledge is dependent on the campaign background. Those who have had no contact with the world above may be totally ignorant of what lies on the surface, but will have extensive knowledge of their own stronghold. Those whose relatives have established new strongholds or are members of such strongholds would have knowledge of the area between the two and some knowledge of the geography surrounding them. Even so, most dwarves, unless they live in close proximity to other races, have a very hazy idea of where the sea is, for example.

While a character with this proficiency knows dwarf history, his knowledge of the history of other races is minimal. If humans fought a great battle against each other, a dwarf who did not live with humans is not likely to have heard of it. If the battle involved dwarves he would probably know of it. If it involved dwarves from his own stronghold or clan, he would have extensive knowledge of the events leading to it and the course of the battle. As with some other dwarf proficiencies the exact extent of an individual's knowledge is determined by his background.

The local dwarf history proficiency may be used to entertain other characters. When so engaged, he gains a +2 bonus to his Charisma while dealing with dwarves. With other races he does not gain the bonus, because dwarf stories tend to be dull, slow moving and overly concerned with who is related to whom, their places of origin, and all of the places the heroes' ancestors founded along the way. Trying to tell a dwarf story to hostile beings is likely to incite them to violence. Orcs will not be impressed, even with the best-told dwarf tale.</p>

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<name>Locksmithing</name>

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<h2>Locksmithing</h2>

<p>This is the specialized skill of making locks. It is treated like other "craft" proficiencies when checking for success. Also, thieves with this proficiency gain a 10% bonus to their lock picking skill, because they are intimately familiar with the internal structure and working of so many locks.

Besides troubleshooters, dwarf and gnome thieves of any kit can take the locksmithing proficiency to fill one slot, because of the tradition of craftsmanship and mechanical things in their cultural heritages.</p>

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<name>Locksmithing - for Dwarves only</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Locksmithing - for Dwarves only</h2>

<p>With the locksmithing proficiency a character can make and repair all kinds of mechanical locks. Thieves with this proficiency gain a 10% bonus to their lock picking skill, because they are intimately familiar with the internal structure and working of locks.</p>

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<name>Looting</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Looting</h2>

<p>This proficiency represents a knack for grabbing the best loot in the shortest time. For instance, a cat burglar breaks into a room in a wealthy mansion. He has about two minutes to fill his backpack, so that he can escape before guards are summoned by magical alarms. If his proficiency check succeeds, he is able to recognize and stuff into his pack the most valuable combination of items that is feasible, given his limitations of time and space.</p>

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<name>Lower Plane Knowledge</name>

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<h2>Lower Plane Knowledge</h2>

<p>This proficiency gives the character some knowledge about a particular lower plane; who lives there, what’s needed to survive or get there, etc. The character doesn’t have automatic knowledge of spell keys, but he does have some knowledge of what kinds of magic may be affected with a successful proficiency check.</p>

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<name>Masseur - Oriental area only</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Masseur - Oriental area only</h2>

<p>This is the ability to relax a person by manipulating their muscles. Upon a successful check this skill can be used to remove one level of fatigue.</p>

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<name>Medicinal Cooking</name>

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<h2>Medicinal Cooking</h2>

<p></p>

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<name>Mental Resistance</name>

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<h2>Mental Resistance</h2>

<p>Through lengthy training and iron discipline, a character with this proficiency prepares himself to resist magical or psionic assaults on his mind. The character receives a +1 bonus to his saving throws against attacks of this nature, if the attack normally allows a saving throw. Generally, this includes any attack form that a character’s magical attack adjustment bonus for his Wisdom score might affect, including mind affecting spells, charm or fear powers of monsters, and telepathic sciences or devotions that allow the subject a saving throw.</p>

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<name>Metalworking</name>

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<h2>Metalworking</h2>

<p>Characters with this proficiency can work artistically in silver, copper, gold, tin, brass, and other soft metals. They can produce beautiful and useful common metal items.

A successful proficiency check results in a useful item of high quality. Failure may indicate that a

craftsman has fashioned something ugly and unsuited for sale. More often (and for PCs), failure means that an item still looks pleasing, but is somehow flawed or fragile, and fails when put to the test. (For example, the pot leaks, a handle breaks, and so forth.)

Characters with an artistic ability proficiency that relates to metalworking gain a +1 bonus. While

metalworking does allow characters to fashion iron or steel with some deftness, it does not grant them the ability to make effective weapons or armor. Metalworkers may attempt to repair nonmagical

armor that’s made of metal, but a failed proficiency check results in the destruction of the armor.

(Characters seeking armor repair should visit ametalworker only as a last resort; armorers are far

better suited to the task.)</p>

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<name>Metalworking - must be from Al-qadim</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Metalworking - must be from Al-qadim</h2>

<p>Characters with this proficiency can work artistically in silver, copper, gold, tin, brass, and other soft metals. They produce the beautiful and useful metal items common to any bazaar: oil lamps, coffee pots, vases, trays, and the like.

A successful proficiency check results in a useful item of high quality. Failure may indicate that a

craftsman has fashioned something ugly and unsuited for sale. More often (and for PCs), failure means that an item still looks pleasing, but is somehow flawed or fragile, and fails when put to the test. (For example, the pot leaks, a handle breaks, and so forth.)

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<proficiency>

<name>Military Science</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Military Science</h2>

<p>This proficiency indicates that the character has both theoretical and practical knowledge of tactics and strategy, as well as knowledge o how to rain troops. The DM will allow a military commencer who makes a successful skill check insights in the deployment and plan of his opponents.

When using the Battlesystem rule any unit commander who has had time to work with his troops and drill a battle plan into them may roll a Military Science check prior to the battle A successful check indicates his plan is good: add a +2 to his CD (Command Distance) and a +1 to his Charisma bonus for that battle only.</p>

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<name>Mining</name>

<desc>

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<h2>Mining</h2>

<p>A character with mining proficiency is needed to site and supervise the operations of any mine. First, the character can attempt to determine what types of ores or gems can be found in a given area. To do this, he must spend at least a week searching a four-square-mile area. The DM may rule that more area must be searched to find anything of value and may thus increase the amount of time required. At the end of the search, the character can say what is likely to be found in this area. After this, the character can site the mine. On a successful proficiency check (made secretly by the DM), the character has found a good site to begin mining for any minerals that may be in the area. The check does not guarantee a successful mine, only that a particular site is the best choice in a given area. The DM must determine what minerals, if any, are to be found in the region of the mine. On a failed check, the character only thinks he has found a good site. Much effort is spent before the character is proved wrong, of course.

Once the mine is in operation, a character with mining proficiency must remain on site to supervise all work. Although this is a steady job, most player characters will find it better to hire an NPC for this purpose.</p>

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<name>Mining - for Dwarves only</name>

<desc>

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<h2>Mining - for Dwarves only</h2>

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<name>Mountaineering</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Mountaineering</h2>

<p>A character with this proficiency can make difficult and dangerous climbs up steep slopes and cliffs with the aid of spikes, ropes, etc. If a character with mountaineering proficiency leads a party, placing the pitons (spikes) and guiding the others, all in the party can gain the benefit of his knowledge. A mountaineer can guide a party up a cliff face it could not otherwise climb. A character with this proficiency gains a 10% bonus per proficiency slot spent to his chance to climb any surface. Note that mountaineering is not the same as the thief's climbing ability, since the latter does not require aids of any sort.</p>

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</proficiency>

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<name>Multiple Attacks Per Round</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Multiple Attacks Per Round</h2>

<p>only warrior sub classes get these attacks, all other must use weapon styles to achieve this</p>

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</desc>

</proficiency>

<proficiency>

<name>Musical Instrument</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Musical Instrument</h2>

<p>The character can play a specific musical instrument. An additional instrument can be added for every extra slot devoted to this proficiency. The character plays quite well, and no proficiency check is normally required. The DM may direct the character to make a proficiency check in what he feels are extraordinary circumstances.</p>

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<name>Musical Instrument - for Dwarves only</name>

<desc>

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</body>

</desc>

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<name>Natural Fighting - Humanoid races only</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Natural Fighting - Humanoid races only</h2>

<p>This proficiency allows humanoids with natural weaponry (claws, fangs, tails, etc.) a +1 damage bonus on all natural weapon attacks. In addition, they receive a free natural attack beyond normal attacks they are allowed. A successful proficiency check must be made at the beginning of combat to gain the benefits of this skill. Failure indicates that the benefits Can not be used for the duration of the battle.</p>

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<name>Navigation</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Navigation</h2>

<p>The character has learned the arts of navigating by the stars, studying currents, and watching for telltale signs of land, reefs, and hidden danger. This is not particularly useful on land. At sea, a successful proficiency check by the navigator reduces the chance of getting lost by 20 percent.</p>

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<name>Navigation - for Dwarves only</name>

<desc>

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<h2>Navigation - for Dwarves only</h2>

<p>The character has learned the arts of navigating by the stars, studying currents, and watching for telltale signs of land, reefs, and hidden danger. This is not particularly useful on land. At sea, a successful proficiency check by the navigator reduces the chance of getting lost by 20 percent.</p>

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</proficiency>

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<name>Necrology - Necromancers only</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Necrology - Necromancers only</h2>

<p>A character with this skill is well versed in the lore of undead creatures. This proficiency may be used to help determine the probable lairs, dining habits, and history of such creatures (no ability check needed). Whenever a character with this skill confronts an undead, he or she may be able to specifically identify the creature (discerning between a ghast and a common ghoul, for instance). In addition, providing the character makes another successful ability check, he or she recalls the creature's specific weaknesses and natural defenses or immunities. At the DM's discretion, a failed ability check (in either of these cases) will reveal misleading or even completely erroneous information which may actually strengthen or otherwise benefit the undead.</p>

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<name>Netherworld Knowledge</name>

<desc>

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<h2>Netherworld Knowledge</h2>

<p>With this proficiency, a character learns about the cosmology and organization of the AD&D® game multiverse, focusing primarily on the ultimate destination of spirits after death: the Outer Planes. In addition, the character learns about the behavior of the dangerous creatures that inhabit the nether regions, including such fiends as the tanar'ri and the baatezu. As with necrology (which applies exclusively to undead), netherworld knowledge can reveal the specific weaknesses and natural immunities of beings from the Outer Planes. The proficiency can also be used to classify the exact type of extraplanar creature encountered. Both of these abilities require an ability check, however.</p>

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<name>Night Vision</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Night Vision</h2>

<p>This proficiency improves a character's ability to see in low-light conditions. It is not equal to infravision but is still useful.

To use his Night Vision, the character must spend five rounds in the type of light he will be moving or waiting in. Until he has spent that amount of time in the dark, this proficiency just does not work. (However, the character can be doing other things while letting his eyes adjust, so long as these other tasks do not expose him to varying light conditions.)

Once his eyes have adjusted, the character can use his Night Vision at any time. Whenever he looks at something, he must make a Night Vision proficiency check. With a successful check, the character's Visibility Ranges (from the Player's Handbook, Chapter 13) are doubled in the following conditions: Fog (dense or blizzard), Fog (moderate), Night (full moon), and Night (no moon), and Twilight. Thus, a character under a full moon at night would be able to spot movement at 200 feet rather than at 100 feet. If the character with this proficiency is exposed to a change in illumination—such as by having a fireball go off within 500 feet or by having a torch or lamp waved in his face—his eyes are dazzled. His Night Vision is gone and cannot be regained until the character has again spent five rounds letting his eyes adjust.</p>

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<name>Noh - Oriental area only</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Noh - Oriental area only</h2>

<p>Noh is a type of drama performed in some lands of Kara-Tur. It combines speech, singing, and dance in a single performance. There are a great number of noh plays, mostly dealing with historical subjects. These plays are very exacting and stylized. Each move and word is meant to be done in a specific way, each costume represents a specific person, etc. Mastering the art of noh requires the character to learn the parts, movements, and rituals associated with the. drama, to perform them correctly, demonstrate grace and beauty, and provide an individual interpretation of the play within the restrictions of the form. Noh masters are highly prized, often being requested to perform for important nobles.</p>

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<name>Numeracy</name>

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<h2>Numeracy</h2>

<p>A character with the numeracy proficiency is well-versed in numbers and numerical computations, including accounting, mathematics, and other processes requiring recorded numbers. Balancing the books, paying the troops, and figuring total income (as well as arguing with the tax collector) all figure in numeracy. A character without this skill will still be able to perform simple mathematical actions, but their figures may go awry on more complex formula.</p>

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<name>Numerology</name>

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<h2>Numerology</h2>

<p>Like numeracy, numerology deals with numbers, but from their mystic and magical side. Each number has its own presence and power, and an individual’s birth hour or favorite number is as revealing as other methods of divination as to his or her future. The numerology proficiency is often used to determine the best time for certain actions, ceremonies, or pronouncements, and in its most skilled level (and the most exact data) can calculate the locations of doorways to other planes.</p>

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<name>Observation</name>

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<h2>Observation</h2>

<p>Characters with this proficiency have cultivated exceptionally acute powers of observation. The DM may ask for a proficiency check (or secretly roll it himself) anytime there is something subtly askew; he may also allow characters with observation to increase their chance of finding secret or concealed doors by 1 in 6. The proficiency covers all the senses.

Example: Julina is questioning a man who claims to be a craftsman who has worked on the palace; she is searching for the most discreet entrance. The DM secretly rolls an observation proficiency check; it is successful. "You notice," he tells her, "that his hands are in beautiful condition, entirely lacking calluses." From this observation, Julina may deduce that the

an is actually just posing as a craftsman; he may be a con man taking advantage of a few free drinks or coins, or he could even be a spy for her enemies.</p>

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<name>Omen Reading</name>

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<h2>Omen Reading</h2>

<p>There are hundreds of myths and superstitions about the art of divination, or predicting the future through the reading of signs or indications. A character with this proficiency is skilled in a form of divination and knows the proper ceremonies and observances to use in order to obtain a valid reading. He is also familiar with the various messages or indications that characterize a form of divination. Omen readers use dozens of different methods for their auguries, including astrology, numerology, reading palms, examining animal entrails, casting bones, dice, or runes, and burning incense to observe the smoke, just to name a few. The exact nature of the character’s expertise is up to the player.

To use this proficiency, the omen reader phrases a general question about a course of action, such as “Is this a good day to start our journey?,” “Should we try to track the orcs to their lair, or wait for their next raid?,” or “When will the dragon return?” The DM then makes a proficiency check in secret; if the character fails, the DM can tell him that the signs were inconclusive, or make up a false answer for a spectacular failure (a natural 20 on the check, for instance). If the omen reader succeeds, the DM can give the character a vague answer based on his assessment of the situation. An omen is usually good, bad, or inconclusive, although an answer of “a day or two” or “proceed, but with caution” is acceptable as well. Omens aren’t guaranteed; if a party ignores a bad omen, they might succeed in their task anyway. An omen is nothing more than the DM’s best guess about a course of action.

Performing the ceremony of reading an omen requires an hour or more. Special tools or supplies, such as runesticks, may be necessary depending on the character’s favored form of omen reading. Some superstitious or primitive cultures may place a great deal of weight on omen reading, and a skilled diviner may be held in high regard by these people.</p>

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<name>Oratory</name>

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<h2>Oratory</h2>

<p>This is the power to move other people with words and emotion. By captivating an audience, the priest can convince them of the rightness of his words through force of will and dramatic speaking. Priests with this skill can attempt to proselytize (seek converts) among small audiences by proclaiming the glories of their faith and the dangers of non-belief, but the character must pass his check by a margin of four or more to win any long-lasting converts to the faith. A convert will listen to the priest’s suggestions or ideas, but won’t necessarily become a follower or hireling of the character.

The DM can decide how any group of listeners is likely to be affected by the priest’s exhortations. If they’re inclined to be hostile or are preparing to attack the priest, there’s very little he can say to change their minds. However, if the priest passes a proficiency check, he may be able to modify an encounter reaction check by one category hostile to indifferent, or indifferent to friendly, for example. Optionally, he may be able to encourage the crowd to take a specific action that they’re inclined to perform anyway. If an angry crowd wants to see an important prisoner freed because it’s rumored he was convicted wrongly, a priest with oratory may be able to push them into storming the jail or convince them to give up and go home. If the player presents an especially moving argument or speech, the proficiency check is made with a +1 to +4 bonus.</p>

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<name>Oratory</name>

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<name>Orienteering</name>

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<h2>Orienteering</h2>

<p>A character with this proficiency is capable of reading and following any normal map he comes across. He can even follow, in general terms, maps labelled in unfamiliar languages as long as he makes a successful ability check. Furthermore, if the sky is clear, the character can determine direc-

tion, night or day, by using the stars and daytime shadows as guides. The latter method requires one turn to make the proper measurements and calculations.

A character with this skill and an appropriate map gains a + 1 bonus to any survival skill roll. He also gains a + 1 bonus to any navigation skill roll he makes if he has the right map for the area.</p>

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<name>Origami - Oriental area only</name>

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<h2>Origami - Oriental area only</h2>

<p>(none)</p>

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<name>Papermaking</name>

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<h2>Papermaking</h2>

<p>A character with this skill knows how to manufacture paper. This can be an invaluable skill for a wizard, since paper may be fairly rare in many campaign settings. Rag pulp, bark, linen, hemp, and wood were all used to make paper in medieval times. The material is pounded or pressed flat and treated with various chemical compounds to bind and strengthen it. At the DM’s option, the character may also be familiar with the manufacture of parchment and vellum. Parchment is finely scraped animal skin, treated with lime and other chemicals; vellum is unusually supple and smooth parchment taken from very young animals.

A wizard who makes his own paper can reduce the costs of manufacturing a spell book by 50%, although this requires one to two weeks of time and a suitable work area. Normally, a traveling spell book costs 100 gp per page, and a standard spell book costs 50 gp per page. If the wizard also knows the bookbinding nonweapon proficiency and binds the volume himself, the cost of the spell book is reduced by 75% altogether.</p>

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<name>Persuasion</name>

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<h2>Persuasion</h2>

<p>Unlike oratory, which relies on emotion and rhetoric, the art of persuasion is built around intelligent arguments and personal charm. A character with this proficiency is able to present especially cogent arguments and explanations in conversation with an individual or small group. With a successful proficiency check, he can convince them to take moderate actions they may be considering already; for example, he may convince city guards to leave without making arrests if a brawl’s already finished by the time they get there, or he may convince a court official that he needs an audience with the king. If the player’s thoughts and arguments are particularly eloquent and acute, the proficiency check is made with a +1 to +4 bonus.</p>

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<name>Pest Control</name>

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<h2>Pest Control</h2>

<p>This proficiency is for dwarves only and it used to keep dwarf strongholds free of pests like rats, carrion crawlers, jermalaines, kobolds, and other small creatures. Similar to the set snares proficiency, it is concerned with catching underground pests and does not use snares. Traps are set to trigger metal cages, drop nets, or iron doors that shut off individual tunnel sections. Spring traps or small deadfalls may be rigged (damage 1d6 maximum) using this proficiency. There is no -4 modifier when using pest control to trap larger creatures.

Only thief characters may use this proficiency to rig larger traps suitable for human or orc sized creatures. These traps may include crossbows, larger deadfalls, and spiked springboards.

A character with this proficiency does not have the ability to make the items required for these devices, he can only set the traps and their triggers.

A proficiency check must be rolled when the trap is set. A failed proficiency check means that the trap will fail to operate. It may not have been set properly, was poorly concealed, or it was too small or too large for the creature to trigger.

Setting a trap takes one hour and the character must have the proper equipment and materials with him.

Characters with the animal lore proficiency gain a +2 bonus when attempting to set traps to catch animal pests.</p>

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<name>Philosophy</name>

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<h2>Philosophy</h2>

<p>This confers a knowledge of current philosophies as well as an understanding of older or more conservative modes of thought. This includes questions of morality and the state of human existence; theories of government; thoughts on the proper forms of art, music and drams; and scientific inquiry, as well as mathematics and aesthetics. Successful use of the this proficiency makes characters known for wisdom and thoughtfulness by those who hear them speak, and might give them insight into riddle, puzzle or problems which occur during the game.</p>

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<name>Poetry</name>

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<h2>Poetry</h2>

<p>A character taking this proficiency specializes in either lyric or narrative poetry. Lyric poetry expresses thoughts and feelings, and includes ballads, sonnets, odes, and hymns. Narrative poetry tells stories in verse, some true, some fictional. A character spending two slots may specialize in both forms.

The proficiency enables the character to judge the quality of poetry in his specialty. He also knows a sizeable repertoire of poems and can recite them with spellbinding skill. No proficiency checks are required for these applications.

The character can also compose poems in his specialty; a successful check means the poem is of exceptional quality. If the character has the Reading/Writing proficiency, he can record his poems.

Poetry for Paladins

With permission from the DM, a paladin with the Poetry proficiency may offer a composition to his church (or other designated recipient) instead of a tithe. The paladin must inform the church a month in advance if he intends to offer a composition; either lyric or narrative poetry is acceptable. If the church (that is, the DM) disapproves, the paladin must pay his normal tithe. If the church approves, the paladin may present a composition when his tithe is normally due.

The composition must be presented at the church or to a church official at a pre-arranged location. The paladin then makes a Poetry proficiency check. If the check fails, the composition is deemed unworthy; the normal tithe must be paid immediately. If the check succeeds, the DM determines the value of the composition; the value is equal to 3d20 gp. If the value is greater than or equal to the normal tithe, no tithe is required that month. The paladin doesn't receive any "change'' if the value is more than his tithe; the excess value is forfeited.

If the value is less than the tithe, the paladin subtracts the value from the tithe, then pays the difference (if the paladin owes 20 gp and the value of the composition is 15 gp, he must pay

5 gp). A paladin may exercise this option as often as he likes.</p>

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<name>Politics - Nobles only</name>

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<h2>Politics - Nobles only</h2>

<p>This is political and diplomatic savvy, the ability to navigate the Byzantine complexities of domestic and foreign politics. A character with this proficiency is aware of the current political event (as news reaches him). He know basic information about major political figures, including everyone serving as the Kings Advisors (if from Terraguard). A successful Politics check combined with good role-playing is usually enough to secure an invitation to meet with a magistrate or other political figure. Influencing them of course depends on the character's actions.</p>

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<name>Pottery</name>

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<h2>Pottery</h2>

<p>A character with this proficiency can create any type of clay vessel or container commonly used in the campaign world. The character requires a wheel and a kiln, as well as a supply of clay and glaze. The character can generally create two small- or medium-sized items or one large-sized item per day. The pieces of pottery must then be fired in the kiln for an additional day.

The raw materials involved cost 3 cp to make a small item, 5 cp to make a medium-sized item, and 1 sp to make a large item.</p>

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<name>Pottery - for Dwarves only</name>

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<name>Prestidigitation</name>

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<h2>Prestidigitation</h2>

<p>This is the art of street magic or sleight of hand, the trade of the magician. The character is skilled at concealing or manipulating small items and familiar with such tricks as pulling a coin from a child’s ear, separating two joined rings, or causing a pigeon or rabbit to vanish. For the most part, nothing more than manual dexterity and showmanship are required, and any kind of character may learn prestidigitation.

While true wizards have little time for these parlor tricks, many apprentices practice with their cantrips by duplicating these feats. A wizard with a cantrip spell handy can really manipulate a small object by briefly levitating it, teleport something small from one hand to the other, or use a tiny dimensional pocket to make an object disappear or seem to contain something it shouldn’t.

There is no particular game effect for prestidigitation, although it is a form of entertainment and can earn a wizard his dinner with a good performance, or possibly distract or fool an NPC under very limited circumstances. For example, a wizard trying to conceal a wand or precious gem from a robber searching him at knifepoint might be able to hide the item with a successful proficiency check.</p>

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<name>Prophecy - Seer Only</name>

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<h2>Prophecy - Seer Only</h2>

<p>This proficiency allows a seer to convey the information he recieves through divination magic in a fairly understandable way. Most information gleaned through divinatory methods comes to the seer in quick, almost explosive visions, or nearly incomprehensible words. The seer can use this prophecy to "translate" those visions and words into a format more easily understood by normal men and women.

This is not to say that such messages become crystal clear. In fact, these prophecies are still couched in enigmatic and cryptic language. However, without this proficiency, a seer's warnings would be totally incomprehensible.

Once a seer receives a prophetic vision through the use of his magic, he must make a Prophecy proficiency check. Failure means that he was unable to convey the message of his vision in a way that anyone else can understand.

The seer can also use this proficiency to decipher prophecies made by others. In order to do this, the seer must have the complete prophecy - either written down or memoried - on hand. He then makes a proficiency check with a -2 penalty. If he succeeds, he is able to get a general sense of the prophecy. Failure, however, indicates that the seer could not decipher the prophecy.

If the seer fails to interpret a prophecy, he cannot take another shot at it until he has had a full night's sleep. Once he wakes up with a refreshed mind, the seer can attempt to interpret the prophecy again.

If the prophecy is a particularly long or complicated one, the DM can require several successful checks on the seer's part. Each time a check is passed, the DM should give the seer a short clue as to the meaning of a particular passage from the prophecy. It's still up to the seer to piece the whole thing together.

If a seer critically fails (rolls at 20) his proficiency check when deciphering a prophecy, he comes up with an interpretation that is totally incorrect. However, he is unaware of his error.

The misinterpretation should be something stated by the DM so that the seer (and any who believe his interpretation) will actually work to make the prophecy come true if they are trying to prevent it. For example, if the prophecy states that the party should destroy Oghar's gem, the seer misconstrues the warning and tells the party that they must protect the item. Conversely, if the are struggling to bring the prophecy to fruition, this interpretation will actually set them at cross-purposes to their true desires.

If the seer entirely misinterpreted a prophecy, he cannot attempt to reinterpret it until he is conclusively shown his error. In addition, he requires a full night's rest before attempting to interpret the prophecy again.

No equipment is requred to make use of this nonweapon proficiency. All the seer needs is either the message from a spell to turn into a prophecy or a prophecy which someone else has made.</p>

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<name>Prospecting</name>

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<h2>Prospecting</h2>

<p>This proficiency grants knowledge in the practice of searching for valuable metals and minerals. There are many techniques available, and the character is fairly familiar with those practiced by his culture (or the culture wherein he was taught prospecting). This includes using metal or wood pans and fine meshes to sift through riverbeds and dirt. A successful check performed on a daily or weekly basis indicates that something of worth was found, though usually such results yield only small gains at most.</p>

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<name>Quick Study</name>

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<h2>Quick Study</h2>

<p>This proficiency allows a ninja to temporarily learn enough about a skill, a job, or an area of scholarship to pass as someone who belongs to a related profession.

When using this proficiency, the ninja spends one week (eight hours a day) studying the skill she wishes to learn. At the end of the week, the character has a working knowledge of the field studied. Over the next several days, she will be able to pass as a practitioner of that skill, though not as an expert.

When she has completed his study and must utilize the skill, the character makes a normal proficiency check with an additional -3 penalty. One week after the character has completed her study, she suffers a -2 penalty because she has forgotten some details of the skill. Each week thereafter, she takes another cumulative -2 penalty.

This proficiency will not allow a character to demonstrate an expert level of ability with the skill being simulated. If the character undertakes a task that, in the DM's estimation, calls for an especially broad or deep knowledge of the subject, the DM can decide that the character cannot perform the task. The character can then make a normal Intelligence check; success means that she realizes that she's in over her head and cannot succeed.

It is not possible to spend extra non-weapon proficiency slots on Quick Study to improve the roll. However, it is possible to buy the proficiency more than once in order to study two skills per mission.</p>

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<name>Reading Lips</name>

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<h2>Reading Lips</h2>

<p>The character can understand the speech of those he can see but not hear. When this proficiency is chosen, the player must specify what language the character can lip read (it must be a language the character can already speak). To use the proficiency, the character must be within 30 feet of the speaker and be able to see him speak. A proficiency check is made. If the check fails, nothing is learned. If the check is successful, 70% of the conversation is understood. Since certain sounds are impossible to differentiate, the understanding of a lip-read conversation is never better than this.</p>

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<name>Reading Lips - for Dwarves only</name>

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<name>Reading/writing</name>

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<h2>Reading/writing</h2>

<p>The character can read and write a modern language he can speak, provided there is someone available to teach the character (another PC, a hireling, or an NPC). This proficiency does not enable the character to learn ancient languages (see Languages, Ancient).</p>

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<name>Religion</name>

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<h2>Religion</h2>

<p>Characters with religion proficiency know the common beliefs and cults of their homeland and the major faiths of neighboring regions. Ordinary information (type of religious symbol used, basic attitude of the faith, etc.) of any religion is automatically known by the character. Special information, such as how the clergy is organized or the significance of particular holy days, requires a proficiency check.

Additional proficiencies spent on religion enable the character either to expand his general knowledge into more distant regions (using the guidelines above) or to gain precise information about a single faith. If the latter is chosen, the character is no longer required to make a proficiency check when answering questions about that religion. Such expert knowledge is highly useful to priest characters when dealing with their own and rival faiths.</p>

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<name>Research</name>

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<h2>Research</h2>

<p>A wizard with this skill is well versed in the theory and application of spell research. He is familiar with the use of libraries, laboratories, and other resources, and also has a good grasp of the fundamental processes of experimentation and problem solving. With a successful proficiency check, the character gains a +5% bonus to his success roll when researching a new spell and only requires one half the usual amount of time to perform spell research or determine the process necessary to manufacture a particular magical item. However, the amount of money spent on research remains the same because the wizard is still expending the same amount of books and supplies.</p>

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<name>Rhetoric</name>

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<h2>Rhetoric</h2>

<p>The character with this proficiency has mastered the science of public oratory. He can speak well, but more importantly, he know the accepted rules and conventions for delivering legal and political speeches. Rhetoric was adopted after the Barbarian Wars and because an integral part of the education of upper-class Terraguardians. Many citizens attended the law courts and political speeches not out of interest in the case or issues, but simply to hear the most skilled orators speak.

When a character makes a formal speech to an audience of educated citizens he may make a Rhetoric check. If successful, his delivery was excellent (regardless of the content of the speech) and the audience was at least entertained and possibly moved. The DM will give a bonus of up to +5 on subsequent use of Law or Politics Proficiencies. However use of rhetoric does not impress barbarian or commoners, nor it is appropriate of haggling with merchants over prices. If two characters get into a debate over an issue, the highest roll that also succeeds wins. Only the winner receives a bonus.</p>

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<name>Riding, Airborne</name>

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<h2>Riding, Airborne</h2>

<p>The character is trained in handling a flying mount. The particular creature must be chosen when the proficiency is chosen. Additional proficiency slots can be used to learn how to handle other types of mounts. Unlike land-based riding, a character must have this proficiency (or ride with someone who does) to handle a flying mount. In addition, a proficient character can do the following:

Leap onto the saddle of the creature (when it is standing on the ground) and spur it airborne as a single action. This requires no proficiency check.

Leap from the back of the mount and drop 10 feet to the ground or onto the back of another mount (land-based or flying). Those with only light encumbrance can drop to the ground without a proficiency check. In all other situations, a proficiency check is required. A failed roll means the character takes normal falling damage (for falling flat on his face) or misses his target (perhaps taking large amounts of damage as a result). A character who is dropping to the ground can attempt an immediate melee attack, if his proficiency check is made with a -4 penalty to the ability roll. Failure has the consequences given above.

Spur his mount to greater speeds on a successful check, adding 1d4 to the movement rate of the mount. This speed can be maintained for four consecutive rounds. If the check fails, an attempt can be made again the next round. If two checks fail, no attempt can be made for a full turn. After the rounds of increased speed, its movement drops to 2/3 its normal rate and its Maneuverability Class (see Glossary) becomes one class worse. These conditions last until the mount lands and is allowed to rest for at least one hour.

The rider can guide the mount with his knees and feet, keeping his hands free. A proficiency check is made only after the character suffers damage. If the check is failed, the character is knocked from the saddle. A second check is allowed to see if the character manages to catch himself (thus hanging from the side by one hand or in some equally perilous position). If this fails, the rider falls. Of course a rider can strap himself into the saddle, although this could be a disadvantage if his mount is slain and plummets toward the ground.</p>

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<name>Riding, Camel Spec - must be from Al-qadim</name>

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<h2>Riding, Camel Spec - must be from Al-qadim</h2>

<p>Rather than riding and keeping horses, camelriders become masters of camels. A character with this

proficiency gains the following skills:

The rider can fall from a camel and suffer no damage upon making a successful proficiency check.

The character can vault onto a moving camel upon making a successful check - assuming there are ropes, saddles, or patches of fur to allow such mounting. (This feat is more difficult than vaulting

onto a horse.)

Failure indicates that the individual is sprawled in the dust, but suffers no damage beyond a battered pride.

Upon making a successful proficiency check, the camel-rider can grab an item while riding past it,

provided the item is within reach (typically having a handhold at least 3 feet above the ground). Living targets can fight back, and if they succeed the rider, the attempt to grab is foiled.

The character can ride a camel without a saddle and suffer no discomfort or loss in ability. The character can even use spears or lances while riding bareback.

The rider can persuade a camel to move at twice its normal daily movement rate for up to 10 days without ill consequence, provided that a proficiency check is made each day. This does not mean that the rider’s camel is moving faster only that the character has urged an otherwise recalcitrant beast to keep to its path.

A rider with this proficiency is also a master at caring for camels, able to identify camel afflictions and

immediately discern the quality of a camel. (See Chapter 6 in the DMG.) A camel-rider who also has

the animal training proficiency can break a camel of unpleasant proficiency traits in 1d4 weeks, provided both checks are made. Similarly, an individual with both proficiencies can train a camel to perform a particular trick in 1d4 weeks (such as "come when called" or "don’t bite unless I give the command"). Such a trick is not a bonus; it counts toward the total number of feats (2d4) that any

camel can learn.

This proficiency refers only to camels; if any other mount is used, the benefits do not apply. (To receive those benefits, the character must take the land-based riding proficiency for the new mount.)</p>

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<name>Riding, Horse Spec - must be from Al-qadim or Horde</name>

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<h2>Riding, Horse Spec - must be from Al-qadim or Horde</h2>

<p>Characters with this proficiency can ride and perform stunts on horseback even better than characters with the land-based riding proficiency described in the Player’s Handbook. Horse

specialization enables a rider to do everything that land-based riding involves, plus the following:

The rider suffers no damage from falling from a horse, provided that a proficiency check is made.

The character can leap or vault onto a moving horse upon making a successful proficiency check.

Failure indicates that the rider lies sprawled in the dust, suffering no damage other than battered pride.

While seated, the rider can grab an item from the ground even if the horse is at a full gallop, upon

making a successful proficiency check. A handkerchief is easy to snare. A living target, however, has the opportunity to fight back. Should, for example, a damsel happen to punch her would-be rescuer, the horseman’s attempt would fail.

The character automatically can ride bareback with no discomfort or loss in ability. The character can even use spears or lances without need of a saddle.

In addition to combat benefits, characters with this proficiency are masters at caring for horses, able to identify horse afflictions and tell immediately the quality of a horse (as noted in Chapter 6 of the

Dungeon Muster’s Guide). Characters who combine this proficiency with animal training can break a horse of unpleasant traits in one to four (1d4) weeks, provided both proficiency checks are made. Similarly, they can use both proficiencies to train a horse to perform a trick in just 1d4 weeks (instead of the usual 2d6 weeks required with animal training alone). A horse can learn only 1d4 tricks in this speedy fashion. The tricks are not bonuses; they count toward the total number of

feats (2d4) that any horse can learn.

This proficiency applies only to horsemanship. If any other mount is used - including related creatures such as zebras or unicorns - the benefits do not apply.</p>

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<name>Riding, Land-based</name>

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<h2>Riding, Land-based</h2>

<p>Those skilled in land riding are proficient in the art of riding and handling horses or other types of ground mounts. When the proficiency slot is filled, the character must declare which type of mount he is proficient in. Possibilities include griffons, unicorns, dire wolves, and virtually any creatures used as mounts by humans, demihumans, or humanoids.

A character with riding proficiency can perform all of the following feats. Some of them are automatic, while others require a proficiency check for success.

The character can vault onto a saddle whenever the horse or other mount is standing still, even when the character is wearing armor. This does not require a proficiency check. The character must make a check, however, if he wishes to get the mount moving during the same round in which he lands in its saddle. He must also make a proficiency check if he attempts to vault onto the saddle of a moving mount. Failure indicates that the character falls to the ground--presumably quite embarrassed.

The character can urge the mount to jump tall obstacles or leap across gaps. No check is required if the obstacle is less than three feet tall or the gap is less than 12 feet wide. If the character wants to roll a proficiency check, the mount can be urged to leap obstacles up to seven feet high, or jump across gaps up to 30 feet wide. Success means that the mount has made the jump. Failure indicates that it balks, and the character must make another proficiency check to see whether he retains his seat or falls to the ground.

The character can spur his steed on to great speeds, adding 6 feet per round to the animal's movement rate for up to four turns. This requires a proficiency check each turn to see if the mount can be pushed this hard. If the initial check fails, no further attempts may be made, but the mount can move normally. If the second or subsequent check fails, the mount immediately slows to a walk, and the character must dismount and lead the animal for a turn. In any event, after four turns of racing, the steed must be walked by its dismounted rider for one turn.

The character can guide his mount with his knees, enabling him to use weapons that require two hands (such as bows and two-handed swords) while mounted. This feat does not require a proficiency check unless the character takes damage while so riding. In this case, a check is required and failure means that the character falls to the ground and sustains an additional 1d6 points of damage.

The character can drop down and hang alongside the steed, using it as a shield against attack. The character cannot make an attack or wear armor while performing this feat. The character's Armor Class is lowered by 6 while this maneuver is performed. Any attacks that would have struck the character's normal Armor Class are considered to have struck the mount instead. No proficiency check is required.

The character can leap from the back of his steed to the ground and make a melee attack against any character or creature within 10 feet. The player must roll a successful proficiency check with a -4 penalty to succeed. On a failed roll, the character fails to land on his feet, falls clumsily to the ground, and suffers 1d3 points of damage.</p>

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<name>Riding, Land-based - for Dwarves only</name>

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<h2>Riding, Land-based - for Dwarves only</h2>

<p>Because of their stout, stocky build, dwarves are uncomfortable riding horses or other animals of similar size. They are capable of riding donkeys, ponies, and smaller creatures. Dwarves may leap onto their saddles. Some suitable mounts for dwarves are dire wolves, giant boars, and giant lizards.</p>

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<name>Riding, Sea-based</name>

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<h2>Riding, Sea-based</h2>

<p>This proficiency allows the character to handle a particular species of sea-based mount The type of mount must be specified when the proficiency is acquired. The character may spend additional slots to enable him to handle other species.

In addition to riding the mount, the proficiency enables the character to do the following:

When the mount is on the surface of the water, the character can leap onto its back and spur it to move in the same round. No proficiency check is required.

The character can urge the mount to leap over obstacles in the water that are less than 3' high and 5' across (in the direction of the jump). No proficiency check is required. Greater jumps require a proficiency check, with bonuses or penalties assigned by the DM according to the height and breadth of the obstacle and the type and size of mount. Failure means the mount balks; an immediate second check determines if the character stays on the mount or falls off.

The character can spur the mount to great speeds. If an initial proficiency check fails, the mount resists moving faster than normal. Otherwise, the mount begins to move up to 2d6 feet per round beyond its normal rate. Proficiency checks must be made every five rounds. So long as the checks succeed, the mount continues to move at the faster rate for up to two turns. After the mount moves at this accelerated rate for two turns, its rate then drops to 2/3 of its normal rate. It can move no faster than 2/3 of its normal rate until allowed to rest for a full hour.

If the second or any subsequent check fails, the mount's movement drops to half its normal rate. It continues to move at this half-speed rate until allowed to rest for an hour.

If a sea-based mount on the surface of the water is attacked, it will normally submerge unless it makes a successful morale roll. If the morale roll fails, the rider can command the mount to re-surface by making a successful proficiency check. If the check fails, the rider can attempt another check each round thereafter, so long as he is physically able. While submerged with the mount and attempting to force it to surface, the rider risks drowning (see Chapter 14 of the Player's Handbook). Because he's exerting himself, the number of rounds the rider can hold his breath is equal to half his Constitution score.</p>

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<name>Rope Use</name>

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<h2>Rope Use</h2>

<p>This proficiency enables a character to accomplish amazing feats with rope. A character with rope use proficiency is familiar with all sorts of knots and can tie knots that slip, hold tightly, slide slowly, or loosen with a quick tug. If the character's hands are bound and held with a knot, he can roll a proficiency check (with a -6 penalty) to escape the bonds.

This character gains a +2 bonus to all attacks made with a lasso. The character also receives a +10% bonus to all climbing checks made while he is using a rope, including attempts to belay (secure the end of a climbing rope) companions.</p>

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<name>Rowing</name>

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<h2>Rowing</h2>

<p>Many water craft depend on strong rowers. Characters with this skill know how to use the oars of a vessel, how to pull in concert with other oarsmen, the special maneuvers for ramming other ships, and how to avoid over extending or tiring while rowing.

Those without this proficiency quickly acquire blisters, tire more quickly and pull muscles while trying to learn to row properly.</p>

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<name>Running</name>

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<h2>Running</h2>

<p>The character can move at twice his normal movement rate for a day. At the end of the day he must sleep for eight hours. After the first day's movement, the character must roll a proficiency check for success. If the die roll succeeds, the character can continue his running movement the next day. If the die roll fails, the character cannot use his running ability the next day. If involved in a battle during a day he spent running, he suffers a -1 penalty to his attack rolls.</p>

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<name>Sage Knowledge</name>

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<h2>Sage Knowledge</h2>

<p>This proficiency represents a specialized area of knowledge or learning. A character with this skill is a fully qualified sage in the area of study chosen and is capable of answering questions concerning the topic after some time spent researching. Refer to Table 62: Sage Modifiers and Table 63: Research Times in the DMG. As noted in the DMG, a sage requires an excellent library as a resource—at least 50 to 100 books, costing no less than 10,000 gp altogether. Naturally, a character may be able to strike a deal with a university, monastery, or wizards’ guild hall in order to gain access to their library.

In addition to his ability to perform sage research, the character’s high level of learning allows him to make field observations or attempt to come up with knowledge off the top of his head. For example, a sage who studies botany may attempt a proficiency check in order to identify a particular plant, while one who studies toxicology may be able to identify a poison by its symptoms in a victim. These on the spot observations should be limited to information any expert could reasonably come up with in the field— identifying a common gemstone is one thing for a geologist, but making a guess about the electrical conductivity of quartz crystal or the enchantments of a magical gem is a different matter entirely.

Purchasing this proficiency at its base cost (2 slots or 5 character points) gives the sage a broad overview of the area of study in question, allowing him to answer general or specific questions in the field. For an additional proficiency slot (or 2 CPs), the character may become an expert in one particular aspect of the topic. For example, a botanist may spend another slot to specialize in moss and lichens, ferns, or all plants found in a particular climate or ecosystem. This detailed knowledge allows the character to attempt to answer exacting questions in the field. The fields of study available to a sage include:

Alchemy: This is the study of magical chemistry, especially as it applies to elemental transmutations and potions, oils, and magical compounds or solvents. Unlike the proficiency of alchemy, the sage knowledge of alchemy concentrates on theories and principals, not on the practical day to day manufacture of specific compounds and substances. An alchemist specialist wizard or a character with the alchemy proficiency gains a +2 bonus to his proficiency rating in this area of sage knowledge.

Architecture: This is the study of the development, theories and styles of architecture. (The architecture proficiency, on the other hand, represents the practical execution of workable building plans.) A sage with this field of study can attempt to identify the age, origins, and general purpose of ruined buildings or structures.

Art: The sage is familiar with the great works of the past as well as the works of the best contemporary artists. If he specializes in one particular art form (sculpture, paintings, ornamental pottery, etc.) he is able to identify works of the masters, spot fakes, and appraise pieces for sale value.

Astrology: This is the history and theoretical background of astrology, not the actual art of prediction. Someone with the astrology proficiency knows that Planet X passing in front of Constellation Y means trouble, but a sage knows why that’s a sign of ill fortune. In addition, the sage has the ability to perform historical astrology by working backwards to determine the stars’ and planet’s alignments for thousands of years in the past. An expert in this field may be familiar with the constellations and beliefs of vanished or dead cultures.

Astronomy: For the astrologer, planets and constellations are representations of greater powers. The astronomer, on the other hand, assigns no characteristics or indications to these heavenly bodies, and instead concentrates on studying their movements in the skies. He can predict eclipses, anticipate the return of comets or meteor showers, and answer questions about the locations or predicted locations of various planets or other bodies in the skies.

Botany: This is the study of plants, ranging from simple cataloguing and observation to detailed studies of life cycles and ecologies. Areas of specialization include simple plants, water plants, grasses and brush, flowering plants, domesticated plants, plant diseases, and ecological systems such as rain forest, tundra, prairie, etc.

Cartography: Cartography is the art of map making. A sage who specializes in this field knows where to find maps for any given region or area, knows how to interpret maps using various forms of notation, and can attempt to solve or complete encrypted or partial maps.

Chemistry: While alchemy focuses on the study of magical substances, chemistry concentrates on the study of the properties of mundane substances. Note that a character with the alchemy proficiency is assumed to use a fair amount of mundane chemistry to produce acids, solvents, and pyrotechnic substances.

Cryptography: This is the study of codes, ciphers, and puzzles. A sage with skill in cryptography can attempt to break codes or solve written puzzles with time and study.

Engineering: The character is familiar with the science of building devices, engines, and structures. Sage knowledge of engineering provides a +2 bonus to the character’s nonweapon proficiency score in engineering, if he has both proficiencies. The character can specialize in small machines, large machines (water wheels, etc.), siege engineering, fortifications, bridges and roads, or buildings.

Folklore: The sage studies legends and folk tales. By spending another proficiency slot, he can specialize in the folklore of a particular culture or region.

Genealogy: This is the study of lines of descent. A sage with this skill knows research techniques and sources for tracing family trees and is also familiar with the histories of the important royal and noble families.

Geography: A sage with this knowledge has learned about the lands and cultures of his world. He knows general principles of cartography, topography, climatology, and sociology, and can identify individuals or artifacts from other lands.

Geology: Geology is the study of landforms, rock, and the physical makeup of the earth. A sage with knowledge in this area can add a +2 bonus to his rating in the mining nonweapon proficiency and can attempt a proficiency check to identify various sorts of gemstones or precious minerals.

Heraldry: Coats of arms, banners, flags, and standards are all emblazoned with heraldic designs. A sage with this skill is familiar with the evolution of heraldry and the significance of various symbols and colors. He can identify common coats of arms on sight and knows where to research obscure or unknown devices. This area of knowledge adds a +2 bonus to a character’s heraldry nonweapon proficiency score.

History: A sage with this skill has an excellent grasp of history and the historical methods. Unlike a character with the ancient or local history proficiencies, a sage with this skill is a generalist, but he can be considered an expert on a particular era or culture by spending an additional slot to specialize. Whether or not the historian knows something off the top of his head doesn’t matter—he knows exactly where to look when he needs to find out the details of a person’s life or an important event. Skill in this field of knowledge provides a +2 bonus to the character’s proficiency score in ancient history or local history.

Languages: A character with a modern language proficiency knows how to speak a second language, and a character with an ancient languages proficiency knows how to read a second language, but a sage who specializes in languages is concerned with the study of the language itself—grammar, syntax and constructs, and vocabulary and word origin. His expertise is limited to one particular tongue, but for each additional slot the linguist may add another language to his field of expertise. This knowledge adds a +2 bonus to the linguist’s rating in any modern or ancient language proficiencies he possesses.

Law: A sage with this field of study is an expert on matters of law. He is familiar with any national constitutions or charters, the origin and history of the law, and important matters of precedent. He can examine contracts, warrants, orders, or decrees and determine if there is a way to enforce or avoid them.

Mathematics: The study of abstract or theoretical mathematics may seem unusual in a fantasy setting, but it dates back thousands of years in our own world; the ancient Greeks laid the groundwork for geometry, while algebra was a pastime of Islamic scholars and nobles before the European Renaissance. A dimensionalist gains a +2 bonus on his proficiency rating in this area of study.

Medicine: A sage with this skill studies both the history and development of medicine, as well as current methods and treatments. This provides the character with a +2 bonus to his healing nonweapon proficiency score. In addition, the character may be able to come up with treatments for nonmagical diseases or injuries.

Meteorology: This is the study of weather and weather patterns. A sage with this skill knows historical records and prediction methods. In the field, his knowledge of weather provides a +2 bonus to any weather sense proficiency checks he makes.

Music: The sage knows the theory and notation systems of music and has studied the works of the great masters. He can attempt to identify unknown pieces or decipher musical puzzles.

Myconology: Myconology is the study of fungi. A myconologist can identify samples of fungus, mold, or spores. He is familiar with dangerous or monstrous varieties as well and may be able to spot these in the wild before he or his companions come to harm. His knowledge of mushrooms and molds gives him a +2 bonus to herbalism nonweapon proficiency checks.

Oceanography: A sage with this skill studies the ocean, including weather, marine biology, navigation and charting, and undersea topography. An oceanographer may be able to explain unusual phenomena at sea or discover the location of wrecks or other sites of interest.

Philosophy: The study of philosophy is the study of logic, ethics, aesthetics, and metaphysics (for game purposes, anyway), and a sage with expertise in this field is conversant with the great thinkers and arguments of his race or culture.

Physics: In most AD&D campaigns, the study of physics centers around mechanics and thermodynamics; some of the more advanced fields of study simply haven’t been invented yet.

Planes, Inner: Most individuals in a campaign have little to no knowledge of worlds beyond the one in which they live, but a sage with expertise in this field is familiar with the characteristics and properties of the Ethereal Plane and the various Elemental Planes beyond that. He understands how the Inner Planes are aligned and how the multiverse is put together. If he spends an additional slot to specialize, he can be an expert on a particular plane, capable of answering exacting questions on the topic.

Planes, Outer: The great religions of a campaign tend to disseminate a very limited view of the multiverse, centering on the home of their deity and that of their deity’s principal foes. A sage who studies this field has a general understanding with the general arrangement of all the Outer Planes and the characteristics of the Astral Plane. For an additional slot, he can specialize in a particular plane, learning the general properties of its layers, its chief inhabitants and domains, and other important details.

School of Magic: A sage with expertise in a school of magic is familiar with the important theories, works, and great mages of that field. By engaging in research and passing a proficiency check, the sage could identify spells or magical items belonging to the school by the item’s general effects or appearance. For example, if he was a student of the school of force, he could identify a wand of force or beads of force as if he were trying to answer a specific question. If the sage is also a wizard, he gains a +5% bonus to his chance to learn spells from the school in question. A specialist wizard gains a +2 to his score in this proficiency if the school of magic is his own specialty.

Sociology: This is the study of social structures, customs, mores, and ways of life. The sage is also acquainted with past societies and their customs.

Theology: A sage with expertise in this area is conversant with the tenets and beliefs of most major religions, gaining a +2 bonus to his religion nonweapon proficiency check. In addition, he studies the theories and lore surrounding the powers and boundaries of the gods themselves. With research, a theologist can determine what a particular god might or might not be capable of doing.

Toxicology: This is the study of poisons, both natural and artificial. A sage with expertise in toxicology can identify poisons both from samples and from examining the symptoms of a poisoned victim. By using toxicology, a sage can also gain a +1 to any healing proficiency check dealing with poisons.

Zoology: Zoology is the study of animals. A sage who acquires knowledge in this area has a good overall grasp of the science of zoology, and in addition, he is considered a specialist in one general class of animals or monsters. Each additional slot he spends on this proficiency adds one more type or class to his expertise. Classes of animals available include birds, reptiles, mammals, fish, amphibians, insects, amorphous monsters (slimes, jellies, and molds), aquatic monsters, insectile monsters, reptilian monsters, mammalian monsters, hybrid monsters (griffins, perytons, etc.), and any other reasonable

class or grouping the DM allows.

A zoologist can identify common species in the field with a successful proficiency check and may be able to predict behavior or capabilities based on his knowledge of the creature in question.</p>

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<name>Salmon Leap - must be from Celtic area</name>

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<h2>Salmon Leap - must be from Celtic area</h2>

<p>To chose this skill the character must have jumping first. This skill allows the character to make a standing jump to avoid a weapon or strike over a shield.

By using the salmon leap (which counts as an attack) the character may make a standing high jump of 1d3 plus their level in feet, with a minimum of 3 feet. Combining the salmon leap with an attack over an opponent's shield gives the attack +2 to hit unless the opponent makes a successful Dexterity check. Using the salmon leap to dodge an attack improves the character's AC by 2.

The character makes a Balance check to see whether the salmon leap was successfully carried out. If not, the leap is the normal 3 feet allowed by the jumping non-weapon proficiency and combat bonuses do not apply.</p>

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<name>Scribe</name>

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<h2>Scribe</h2>

<p>Before printing came into common use, professional scribes created books by copying manuscripts. Even after printing presses were in widespread use, scribes were in demand for their calligraphy and the quality of their illuminated (or illustrated) pages. A character with this proficiency is familiar with a scribe’s techniques for preparing pages and working both swiftly and accurately. This is an invaluable skill for a wizard; with a successful proficiency check, the character gains a +5% bonus to any rolls he must make in order to copy or transcribe a spell into his spell book or onto a scroll.</p>

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<name>Seamanship</name>

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<h2>Seamanship</h2>

<p>The character is familiar with boats and ships. He is qualified to work as a crewman, although he cannot actually navigate. Crews of trained seamen are necessary to manage any ship, and they improve the movement rates of inland boats by 50 percent.</p>

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<name>Seamstress/tailor</name>

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<h2>Seamstress/tailor</h2>

<p>The character can sew and design clothing. He can also do all kinds of embroidery and ornamental work. Although no proficiency check is required, the character must have at least needle and thread to work.</p>

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<name>Seamstress/tailor - for Dwarves only</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Seamstress/tailor - for Dwarves only</h2>

<p>The character can sew and design clothing. He can also do all kinds of embroidery and ornamental work. Although no proficiency check is required, the character must have at least needle and thread to work.</p>

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<name>Set Snares</name>

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<h2>Set Snares</h2>

<p>The character can make simple snares and traps, primarily to catch small game. These can include rope snares and spring traps. A proficiency check must be rolled when the snare is first constructed and every time the snare is set. A failed proficiency check means the trap does not work for some reason. It may be that the workmanship was bad, the character left too much scent in the area, or he poorly concealed the finished work. The exact nature of the problem does not need to be known. The character can also attempt to set traps and snares for larger creatures: tiger pits and net snares, for example. A proficiency check must be rolled, this time with a -4 penalty to the ability score. In both cases, setting a successful snare does not ensure that it catches anything, only that the snare works if triggered. The DM must decide if the trap is triggered.

Thief characters (and only thieves) with this proficiency can also attempt to rig man-traps. These can involve such things as crossbows, deadfalls, spiked springboards, etc. The procedure is the same as that for setting a large snare. The DM must determine the amount of damage caused by a man-trap.

Setting a small snare or trap takes one hour of work. Setting a larger trap requires two to three people (only one need have the proficiency) and 2d4 hours of work. Setting a man-trap requires one or more people (depending on its nature) and 1d8 hours of work. To prepare any trap, the character must have appropriate materials on hand.

Characters with animal lore proficiency gain a +2 bonus to their ability score when attempting to set a snare for the purposes of catching game. Their knowledge of animals and the woods serves them well for this purpose. They gain no benefit when attempting to trap monsters or intelligent beings.</p>

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<name>Shield-rim - must be from Celtic area</name>

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<h2>Shield-rim - must be from Celtic area</h2>

<p>This feat allows the sharpened edge of a shield to be used to attack as a khopesh sword in all respects.</p>

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<name>Shipwright</name>

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<h2>Shipwright</h2>

<p>With this skill the character is knowledgeable regarding techniques for ship construction and repair. He or she can design and build ships of all types with a proficiency check only being required for an unusual feature.

This skill also allows the character to perform routine maintenance on sailing vessels or galleys, including repairing sails and caulking the hull without a proficiency check.

A shipwright need not have other workmen to finish small vessels, but vessels of any size require large crews of shipwrights and other laborers to build or repair.</p>

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<name>Sign Language - for Dwarves only</name>

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<h2>Sign Language - for Dwarves only</h2>

<p>Sign language is most frequently used by dwarves who were engaged in long running warfare with other dwarves or races. It permits silent communication with anyone who sees and understands the signals. The maximum range is usually line of sight in a lit area, or the extent of the receiver's infravision. Sign may be an extensive language capable of handling long conversations, or simply a means of communicating a few easy to understand phrases such as "attack," "orcs behind the rock," or "you three move left." A proficiency check is made when speaking or interpreting sign. The +2 bonus should only be used when giving short, easily recognized commands. More detailed signals require a -1 modifier.</p>

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<name>Signaling</name>

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<h2>Signaling</h2>

<p>This proficiency gives the character the ability to send messages over long distances. The character must designate his preferred method for signaling. Typical methods include smoke signals, whistling, waving flags, drums, or reflecting mirrors. For each additional slot spent, the character may choose an additional method.

Because signaling is essentially a language, messages of reasonable complexity can be communicated. A practiced signaler can transmit as many as 10 words per combat round.

To interpret the signal, the recipient must be able to see or hear it. He must also have the signaling proficiency and know the same signaling method as the sender. To send a message and have it understood, both the signaler and the recipient must make successful proficiency checks. If one fails his roll, the message is distorted; the message can be sent again in the following round, and proficiency checks may be attempted again. If both checks fail, or if either character rolls a natural 20, an incorrect message was sent and received; the message has the opposite of the intended meaning. Characters without the signaling proficiency, as well as characters who have the proficiency but use a different signaling method, can't understand the signals.</p>

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<name>Signaling - for Dwarves only</name>

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<h2>Signaling - for Dwarves only</h2>

<p>The signaling proficiency allows a character to send messages underground using sound. To send a signal, tap on a section of wall with a rock, hammer, or a piece of metal. The sound will echo through rock to a distance of 1d4 miles. The sound transmitted by this proficiency resembles Morse code and it may be used to send extensive messages or short commands and instructions. To send a message, roll a proficiency check. If successful, the message transmits as desired. If not, the message may be only partially understood or complete nonsense. It may even convey a meaning contrary to the message sent. Successful transmission of a message is no guarantee that it will be understood by the receiving end and proficiency checks are required to correctly interpret the message. It is possible to fail to understand an incorrectly sent signal, yet still infer a message from it, one very different from what was intended.</p>

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<name>Silk Maker - Oriental area only</name>

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<h2>Silk Maker - Oriental area only</h2>

<p>This skill involves all aspects of silk making from harvest to weaving and dyeing.</p>

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<name>Singing</name>

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<h2>Singing</h2>

<p>The character is an accomplished singer and can use this ability to entertain others and perhaps earn a small living (note that bards can do this automatically). No proficiency check is required to sing. The character can also create choral works on a successful proficiency check.</p>

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<name>Singing - for Dwarves only</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Singing - for Dwarves only</h2>

<p>The character is an accomplished singer and can use this ability to entertain others and perhaps earn a small living (note that bards can do this automatically). No proficiency check is required to sing. The character can also create choral works on a successful proficiency check.</p>

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<name>Single Weapon Style</name>

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<h2>Single Weapon Style</h2>

<p>+1 ac bonus, if another slot if spent an additional +1 is earned 2 slot maximum</p>

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<name>Skating</name>

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<h2>Skating</h2>

<p>When using skates to travel across icy surfaces the character can only move at 1/4 their movement rate. Those with the proficiency can move at full movement rate.</p>

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<name>Skiing</name>

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<h2>Skiing</h2>

<p>Those with out the Skiing proficiency move at only 1/2 movement rate downhill and must make a balance check to avoid falling and taking 1d6 points of damage and a 5% chance of breaking a bone.

Those with the proficiency can move at full movement cross country and at 36 downhill. A successful skill check negates the need for a balance check if skiing downhill.</p>

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<name>Slow Respiration - for Dwarves only</name>

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<h2>Slow Respiration - for Dwarves only</h2>

<p>A character with this proficiency has the ability to enter a deep trance and reduce the amount of air he needs to stay alive. To induce the trance, he must be in a restful position, either sitting or lying down. After concentrating for one turn, pulse and breathing drop well below normal, so that breathing requires only 10% of the rate when resting. The character emerges from his trance at will, fully aware of anything that has occurred nearby.</p>

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<name>Smelting</name>

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<h2>Smelting</h2>

<p>The smelting proficiency is closely tied to the Mining proficiency. Between them they provide all of the metal to the strongholds. With this proficiency a smelter can be operated. See Chapter 9.</p>

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<name>Smelting - for Dwarves only</name>

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<name>Soothsaying - must be a Barbarian</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Soothsaying - must be a Barbarian</h2>

<p>This proficiency gives the character a limited ability to see into the future. When he acquires the proficiency, he must select a soothsaying technique. Possibilities include casting pebbles on the ground, snapping a branch and checking the splintered wood, studying the wrinkles on a subject‘s face, examining the entrails of an animal, or gazing at the stars. Once he selects a technique, he can’t change it. To use this proficiency, he must employ his technique; for instance, if his technique involves gazing at the stars, he can’t make a soothsaying attempt during the day.

If he can employ his technique, the character may pose a single yes-or-no question. The question must relate to an event occurring within the next 30 days. Among the acceptable questions:

Will we find treasure in the dragon’s cave?

‘Will our leader survive until the next full moon?

Are these mushrooms safe to eat?

The DM makes a proficiency check in secret.

If the check fails, the character receives no information. If the check succeeds, the DM answers the question honestly; if the DM isn’t sure of the correct answer, he may say that the outcome is uncertain. If the character asked a question that the DM wishes to remain unanswered-for instance, he may not want the character to know that the dragon’s cave contains treasure-he may decline to give the character any information, even if the check succeeds. On a natural roll of 20, the DM gives the character an incorrect answer.

A character may use this proficiency once per week, regardless of whether the check succeeds or fails.</p>

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<name>Sorcerous Dueling</name>

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<h2>Sorcerous Dueling</h2>

<p>This proficiency involves the study of manipulating magic in a sorcerous duel the conversion of magical energies into the spell points for use in the tightly controlled, ritual combat. Only those sorcerers who have this proficiency may duel, and many secret societies encourage their members to learn this ability.</p>

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<name>Sound Analysis - for Dwarves only</name>

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<h2>Sound Analysis - for Dwarves only</h2>

<p>This proficiency allows a character to gauge the size of underground areas by generating noise and analyzing the echoes that return. Using this skill, he can calculate distances up to one mile, and determine sound direction.

To use sound analysis, the character must work in absolute silence. The sound created must have a sharp, staccato quality. A howl or wail is ineffective, but a clicking sound, or loud "hey" works well.

The PC must make a proficiency check. If the check is successful, he has correctly analyzed the size of the area in question to within plus or minus 25% of its height, width, and length. If the check fails, the echo has become garbled in its reverberations. No further attempts by the PC to analyze that area will succeed, though others with the proficiency may try.

A proficiency check of 5 or less means the character has learned not only the size of the analyzed area, but other details as well: the number of branching side passages, whether there is a straight or wandering corridor, and whether or not water exists.

The disadvantage of this ability is that, while it is useful for learning about a completely unknown area, it announces the characters to all creatures in hearing range. They will certainly be prepared, and may go looking for the intruders.</p>

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<name>Spear Catch - must be from Celtic area</name>

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<h2>Spear Catch - must be from Celtic area</h2>

<p>This feat allow the character to catch a spear thrown at him and hurl it right back. The character must know throwing spear first before taking this skill.

Catching and returning a spear counts as a single attack; the character much make a Aim check to catch the spear modified by half the difference in level (rounded up) between the catcher and the thrower. For an example a 3rd level trying to catch a 10th level attacks has a penalty of -4 ( {3-10} \* .5 = -3.5 or -4; while the opposite would result in a +4) If the check is failed the attack is resolved normally.

Having caught the spear the character may throw it back by making a normal attack roll. The catch and throw count as a single attack. The spear may be thrown at the original thrower or at anything within a 5 foot radios of the original thrower, subject to normal targeting rules. A character may always choose to keep a spear rather than throw it back.</p>

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<name>Spell Use</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Spell Use</h2>

<p>wizards and priest only, basic use of spells</p>

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<name>Spellcraft</name>

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<h2>Spellcraft</h2>

<p>Although this proficiency does not grant the character any spellcasting powers, it does give him familiarity with the different forms and rites of spellcasting. If he observes and overhears someone who is casting a spell, or if he examines the material components used, he can attempt to identify the spell being cast. A proficiency check must be rolled to make a correct identification. Wizard specialists gain a +3 bonus to the check when attempting to identify magic of their own school. Note that since the spellcaster must be observed until the very instant of casting, the spellcraft proficiency does not grant an advantage against combat spells. The proficiency is quite useful, however, for identifying spells that would otherwise have no visible effect.

Those talented in this proficiency also have a chance (equal to ½ of their normal proficiency check) of recognizing magical or magically endowed constructs for what they are.</p>

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<name>Spelunking</name>

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<h2>Spelunking</h2>

<p>A character with this proficiency has a thorough understanding of caves and underground passages, including their geology, formation, and hazards. The character generally knows what natural hazards are possible and what general equipment a spelunking party should outfit itself with. A successful proficiency check can reveal the following information:

Determine, by studying cracks in the walls and pebbles on the floor, sniffing the air, etc., the likelihood of a cave-in, flash flood, or other natural hazard. This only works with respect to natural formations, and is negated if the natural formations have been shored up, bricked in, or otherwise tampered with.

Estimate the time required to excavate a passage blocked with rubble.

While exploring extensive underground caverns, a successful check reduces the chance of getting hopelessly lost when confronted by multiple unmarked passages, sinkholes, etc. to a maximum of 30%, assuming good lighting (see DMG Table 81-82).</p>

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<name>Spirit Lore</name>

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<h2>Spirit Lore</h2>

<p>A character with the spirit lore proficiency knows methods to contact spirits, deities, and extraplanar powers. He or she can more easily communicate with these beings, gaining a +5% chance of success (no ability check necessary) when attempting divinatory spells such as augury, contact other plane, commune, divination, speak with dead, summon spirits, and so on.

This ability may also be used to contact the dead without resorting to magic (handy for low-level characters and individuals who do not know magic, such as psionicists). Using pyromancy (divination by candles), tarot cards, and other mystical rites, the character can ask questions of these powers as if using a summon spirit or speak with dead spell (no body required, and there is no applicable time limit).

Before beginning the contact, the character must prepare for half an hour, making sure that the area has no spirits around to confuse readings. Contact with the dead is established if a successful check is made. A failed roll reveals nothing. If the roll is 10 more under the number needed, a specific spirit can be contacted. A roll of four or more above the needed number (or a 20) reveals incorrect information, perhaps from an evil spirit. Individuals with the psionic ability of spirit sense gain +2 to ability checks.

The summoner can ask questions of these spirits, but the spirits are not obliged to answer. If annoyed, the spirits can sever the link at will. The questioner can ask 1-3 questions, plus one for every slot above two spent on this proficiency. Contact may not be made more than once per day and is inadvisable more than once per week. The dead do not appreciate being disturbed and may take revenge. The DM can refer to the new 4th-level spell summon spirits for more details about interacting with the dead.</p>

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<name>Sports</name>

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<h2>Sports</h2>

<p>The character chooses a sport when picking this skill. They know the rules and basic history of the sport and can compete at a high level.</p>

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<name>Statecraft</name>

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<h2>Statecraft</h2>

<p>This proficiency include the knowledge and understanding of politics within the state and in the state's dealings with other states. It also encompasses the diplomatic skills needed to analyze, guide and influence people and events to achieve government and personal ends.

A character with this proficiency know and understand the significance of current events the major personalities that shape them. He is knowledgeable about the cultures and ambitions of foreign allies and enemies. He also understands the conflicts between prominent count, churchmen and royal officers and he studies the will and whim of the king.</p>

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<name>Stewardship</name>

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<h2>Stewardship</h2>

<p>This skill gives the administrative knowledge and skills to run a large estate. Land is wealth, and proper management of land resources and the servants and freemen on that land is essential to a noble's well being. The noble himself needs at least a rudimentary understanding o stewardship, but loyal subordinates are usually entrusted with the management of day-to-day affairs.

A character who has this proficiency understands not only the technical business of land an estate management, but the politics and personalities of manor and palace. He is alert and sensitive to power and influence in families and retainers of a noble household. He knows where to seek information and how to apply pressure to achieve the objectives of his lord and his own personal ends. He recognizes strengths and weaknesses in a noble household, and he knows how to take advantage of them. He also understands quality and luxury, and he knows how to impress and influence other with hospitality.</p>

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<name>Stonemasonry</name>

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<h2>Stonemasonry</h2>

<p>A stonemason is able to build structures from stone so that they last many years. He can do simple stone carvings, such as lettering, columns, and flourishes. The stone can be mortared, carefully fitted without mortar, or loosely fitted and chinked with rocks and earth. A stonemason equipped with his tools (hammers, chisels, wedges, block and tackle) can build a plain section of wall one foot thick, ten feet long, and five feet high in one day, provided the stone has already been cut. A stonemason can also supervise the work of unskilled laborers to quarry stone; one stonemason is needed for every five laborers. Dwarves are among the most accomplished stonemasons in the world; they receive a +2 bonus when using this skill.</p>

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<name>Stonemasonry - for Dwarves only</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Stonemasonry - for Dwarves only</h2>

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<name>Street Fighting - Urban setting only</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Street Fighting - Urban setting only</h2>

<p>Restricted to members of the warrior classes only, this proficiency is extremely beneficial to a character who is engaged in unarmed combat. An individual knowledgeable in street fighting

may add his strength score to the %KO column on Table 58: Punching and Wrestling Results, page 97 of the 2nd Edition PHB, when a successful unarmed attack is made. Thus, a fighter with 15 strength and this proficiency will, on a roll of 12 on Table 58, have a 20% (5% + 15%) chance of

knocking out his opponent.

Furthermore, if the warrior makes a successful dexterity check on the same round, he is allowed a second attack roll on Table 58, but this time without the strength score bonus.</p>

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<name>Street Sense - Urban setting only</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Street Sense - Urban setting only</h2>

<p>This proficiency is limited to members of the rogue classes. A rogue with this proficiency is adept at

making a good impression on underworld contacts in the less-savory neighborhoods of towns and cities, allowing him to better use the information-gathering proficiency described in The Complete Thief’s Handbook. Those whom the rogue contacts are not necessarily moved to trust the rogue

using this skill, but they may decide the rogue is worth talking to because he is so entertaining or because he is a person of importance. A street-sense skill check can be attempted once whenever the rogue is talking to a contact. Success means that the contact becomes favorably inclined

toward the rogue and will reveal additional information to him, possibly unrelated to the rogue’s inquiries, at the DM’s discretion. Success also means that the contact will act positively toward the rogue in future situations, unless circumstances dictate otherwise.

Possession of this skill adds a +2 bonus to any information-gathering skill check.</p>

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<name>Stroke Of Precision - must be from Celtic area</name>

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<h2>Stroke Of Precision - must be from Celtic area</h2>

<p>First the character must be specialized in an edged melee weapon. The stroke of precision can only be used with that weapon.

Before making the attack roll, the player may nominate a body location that the character I trying to hit. This counts as a called shot and incurs the normal -4 penalty to hit and +1 to initiative. If the attack roll succeeds, it has a chance of severing the location as though it were an attack with a sword of sharpness. The number rolled on the attack die, with no modifiers is used to determine this.</p>

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<name>Style Analysis - Oriental area only</name>

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<h2>Style Analysis - Oriental area only</h2>

<p>This specialized proficiency gives the character knowledge about (not skill in) armed and unarmed combat. After watching someone fight for at least one round, a character with this proficiency can make a Style Analysis check to learn some facts about his subject's fighting style.

If the character makes his check by the given amount, he learns the facts following that number.

0 The general style used (e.g., karate, kenjutsu, fencing, etc.).

2 How good the practitioner is (e.g., a basic student, an expert, a grand master of the style, etc.).

4 Which school of the style is being used (e.g., Odo family sumo wrestling).

6 Superficial or transitory weaknesses that the practitioner is currently exhibiting (such as favoring an injured leg). The character with Style Analysis receives a +2 on all attack rolls when fighting the practitioner (unless the practitioner switches styles). The +2 wears off after one day.

8 Who the practitioner's teacher probably was (e.g., Odo Kusuke).

10 General weaknesses in the practitioner's learning (such as a tendency to favor left-side attacks over right-side ones). The character with Style Analysis receives a +2 on all attack rolls when fighting the practitioner. The +2 wears off after one year.

Naturally, there are limits to what the character can learn even at the best levels of success. For example, he cannot learn the true identity of a teacher who is not commonly known, though he might be able to identify a style as being the same as another character's, thus inferring a common teacher.</p>

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<name>Survival</name>

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<h2>Survival</h2>

<p>This proficiency must be applied to a specific environment--i.e.., a specific type of terrain and weather factors. Typical environments include arctic, woodland, desert, steppe, mountain, or tropical. The character has basic survival knowledge for that terrain type. Additional proficiency slots can be used to add more types of terrain.

A character skilled in survival has a basic knowledge of the hazards he might face in that land. He understands the effects of the weather and knows the proper steps to lessen the risk of exposure. He knows the methods to locate or gather drinkable water. He knows how to find basic, not necessarily appetizing, food where none is apparent, thus staving off starvation. Furthermore, a character with survival skill can instruct and aid others in the same situation. When using the proficiency to find food or water, the character must roll a proficiency check. If the check is failed, no more attempts can be made that day.

The survival skill in no way releases the player characters from the hardships and horrors of being lost in the wilderness. At best it alleviates a small portion of the suffering. The food found is barely adequate, and water is discovered in minuscule amounts. It is still quite possible for a character with survival knowledge to die in the wilderness. Indeed, the little knowledge the character has may lead to overconfidence and doom!</p>

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<name>Survival, Underground - for Dwarves only</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Survival, Underground - for Dwarves only</h2>

<p>Underground survival provides knowledge of the underground. It helps the character distinguish between edible and poisonous insects and to be able to determine the safety and stability of tunnels, cavern ceilings, and the like.</p>

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<name>Swimming</name>

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<h2>Swimming</h2>

<p>A character with swimming proficiency knows how to swim and can move according to the rules given in the Swimming section (Chapter 14: Time and Movement). Those without this proficiency cannot swim. They can hold their breath and float, but they cannot move themselves about in the water.</p>

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<name>Swimming - for Dwarves only</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Swimming - for Dwarves only</h2>

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<name>Tactics</name>

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<h2>Tactics</h2>

<p>The character knows about successful tactics used in part military operations and has a grounding in current tactics and formations. This applies to both land and sea military operations. This skill is less comprehensive than the Military Science proficiency.

A successful tactics check give some insight into planning a strategy, highlights problems in a strategy being planned or shows some weakness in the enemy lines. A successful check at -5 allows the character to make a plan (with the DMs assistance) with may help their group. This will not guarantee victory, but it will give them a fighting chance.</p>

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<name>Tactics of Magic</name>

<desc>

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<h2>Tactics of Magic</h2>

<p>For many wizards, the principal use of their art is on the battlefield. Knowing which spell to employ at any given time and creating the greatest effect for one’s effort is a skill that can be learned with practice and experience. A wizard with the tactics of magic proficiency can attempt a proficiency check to gauge the range to a target, estimate how many enemies will be caught in a given area of effect, or determine whether or not he may be in danger of a rebounding lightning bolt or a fireball cast in too small a space.

In addition, a character with this skill may recall subtle effects or interactions that are not immediately apparent. For example, if the wizard is about to cast magic missile at an enemy wizard protected by a shield spell, the DM may allow the player a proficiency check to see if he suddenly recalls that the magic missile will fail—especially if the wizard also knows shield, but the player has just forgotten about the special effects of the spell. However, if there’s no way the character could know of a special immunity or property of a monster, spell, or magical item, this proficiency will not be of any help.</p>

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<name>Tattooing</name>

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<h2>Tattooing</h2>

<p>This is the art of injecting dyes beneath the surface of the skin in order to create lasting art upon the human body. The process is painful for the subject and, difficult for the tattoo artist because skin isn’t the best medium with which to work.

This proficiency is necessary to cast the tattoo of power spell, though it isn’t necessary to make a successful proficiency check when using this proficiency to cast that spell. The magic is able to guide an experienced hand in the correct patterns and designs to make with the dye.</p>

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<name>Tea Ceremony - Oriental area only</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Tea Ceremony - Oriental area only</h2>

<p>The tea ceremony is a highly Specialized art practiced by nobles in some lands. Although outwardly it appears to be a simple if not trivial procedure, it is actually a skill that requires painstaking concentration. Every movement and Step must be performed with an exact amount of grace and precision. Furthermore. The purpose of the ceremony is to create an atmosphere of utter calm and serenity, free of all mental distractions. Should this not be achieved, the ceremony has failed in its goal. Stories are told of masters of this art who are so skilled they cannot be surprised or distracted in the slightest while in the midst of the ceremony.

When a character is engaged in a tea ceremony, the DM Should secretly roll against the success number for the proficiency. If the die roll is greater than the number needed to succeed, the character has achieved that inner concentration. During the course of the ceremony, which lasts one hour, the character cannot be surprised.</p>

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<name>Thaumaturgy</name>

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<h2>Thaumaturgy</h2>

<p>This is the art of the casting of magic, the study of the interaction of verbal, somatic, and material components in order to produce a desired effect. While all wizards have some degree of familiarity with this field of knowledge, a character who becomes proficient in thaumaturgy has spent time studying the forms and practices of magic. This depth of knowledge gives the wizard a +5% bonus on his learn spell rolls after a successful nonweapon proficiency check has been made.</p>

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<name>Tight Weapon Group</name>

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<h2>Tight Weapon Group</h2>

<p>allows a group of weapons to be known, 16 different groups (see C&T for new info)</p>

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<name>Tightrope Walking</name>

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<h2>Tightrope Walking</h2>

<p>The character can attempt to walk narrow ropes or beams with greater than normal chances of success. He can negotiate any narrow surface not angled up or down greater than 45 degrees. Each round the character can walk 60 feet. One proficiency check is made every 60 feet (or part thereof), with failure indicating a fall. The check is made with a -10 penalty to the ability score if the surface is one inch or less in width (a rope), a -5 penalty if two inches to six inches wide, and unmodified if seven inches to 12 inches wide. Wider than one foot requires no check for proficient characters under normal circumstances. Every additional proficiency spent on tightrope walking reduces these penalties by 1. Use of a balancing rod reduces the penalties by 2. Winds or vibrations in the line increases the penalties by 2 to 6.

The character can attempt to fight while on a tightrope, but he suffers a -5 penalty to his attack roll and must roll a successful proficiency check at the beginning of each round to avoid falling off. Since the character cannot maneuver, he gains no adjustments to his Armor Class for Dexterity. If he is struck while on the rope, he must roll an immediate proficiency check to retain his balance.</p>

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<name>Toxicology - Ninjas only</name>

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<h2>Toxicology - Ninjas only</h2>

<p>In the hands of the ninja, proficiency in Herbalism is bent toward knowledge of knockout drugs and poisons. A Toxicologist knows more about such drugs than an Herbalist with a similar Intelligence score (hence the lack of penalty), but will not know anything about other types of chemical compounds.</p>

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<name>Tracking</name>

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<h2>Tracking</h2>

<p>Characters with tracking proficiency are able to follow the trail of creatures and characters across most types of terrain. Characters who are not rangers roll a proficiency check with a -6 penalty to their ability scores; rangers have no penalty to their ability scores. In addition, other modifiers are also applied to the attempt, according to Table 39.

The modifiers in Table 39 are cumulative--total the modifiers for all conditions that apply and combine that with the tracker's Wisdom score to get the modified chance to track.

For example, if Thule's Wisdom score is 16 and he is trying to track through mud (+4), at night (-6), during a sleet storm (-5), his chance to track is 9 (16+4-6-5). (Thule is a ranger so he does not suffer the -6 penalty for non-rangers tracking.)

For tracking to succeed, the creature tracked must leave some type of trail. Thus, it is virtually impossible to track flying or noncorporeal creatures. The DM may allow this in rare instances, but he should also assign substantial penalties to the attempt.

To track a creature, the character must first find the trail. Indoors, the tracker must have seen the creature in the last 30 minutes and must begin tracking from the place last seen. Outdoors, the tracker must either have seen the creature, have eyewitness reports of its recent movement ("Yup, we saw them orcs just high-tail it up that trail there not but yesterday."), or must have obvious evidence that the creature is in the area (such as a well-used game trail). If these conditions are met, a proficiency check is rolled. Success means a trail has been found. Failure means no trail has been found. Another attempt cannot be made until the above conditions are met again under different circumstances.

Once the trail is found, additional proficiency checks are rolled for the following situations:

The chance to track decreases (terrain, rain, creatures leaving the group, darkness, etc.).

A second track crosses the first.

The party resumes tracking after a halt (to rest, eat, fight, etc.).

Once the tracker fails a proficiency check, another check can be rolled after spending at least one hour searching the area for new signs. If this check is failed, no further attempts can be made. If several trackers are following a trail, a +1 bonus is added to the ability score of the most adept tracker. Once he loses the trail, it is lost to all.

If the modifiers lower the chance to track below 0 (for example, the modifiers are -11 and the character's Wisdom is 10), the trail is totally lost to that character and further tracking is impossible (even if the chance later improves). Other characters may be able to continue tracking, but that character cannot.

A tracking character can also attempt to identify the type of creatures being followed and the approximate number by rolling a proficiency check. All the normal tracking modifiers apply. One identifying check can be rolled each time a check is rolled to follow the trail. A successful check identifies the creatures (provided the character has some knowledge of that type of creature) and gives a rough estimate of their numbers. Just how accurate this estimate is depends on the DM.

When following a trail, the character (and those with him) must slow down, the speed depending on the character's modified chance to track as found from Table 39.

In the earlier example, Thule has a modified tracking chance of 9, so he moves at ½ his normal movement rate.</p>

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<name>Trail Marking</name>

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<h2>Trail Marking</h2>

<p>By notching trees, scattering pebbles, piling stones, and clipping weeds, the character can mark a trail through any wilderness area. Providing he moves at 2/3 his normal movement rate, he can mark a continuous trail as long as he likes; however, the longer the trail, the less likely he'll be able to follow it back.

A successful proficiency check enables a backtracking character to follow his own trail for a distance equal to his level in miles. If he fails a check, he loses the trail. For instance, assume a 3rd level character marked a 12-mile trail. His first successful proficiency check enables him to follow this trail back three miles. A second successful proficiency check means he can follow the trail another three miles. The third check fails, and he loses the trail; he's only been able to follow his trail for a total of six miles.

The tracking proficiency isn't necessary to use the trail marking proficiency. However, when a ranger loses his own marked trail, he may still attempt to follow it using his tracking proficiency. Any other characters with the tracking proficiency may also attempt to follow a ranger's marked trail, using the rules applicable to the tracking proficiency.

A marked trail lasts unless it is obscured by precipitation, a forest fire, or the passage of time (an undisturbed trail marked in a forest should last for weeks, while an arctic trail may last less than a day during periods of heavy precipitation; the DM decides). A ranger or other character with the tracking proficiency may still attempt to follow an obscured trail using the tracking rules.</p>

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<name>Trail Signs</name>

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<h2>Trail Signs</h2>

<p>A character with this proficiency can read symbolic messages indicated by an arrangement of stones or other physical objects. The character must designate the method of leaving messages preferred by his family, tribe, or culture. Typical methods include piling rocks, stacking branches, or building snow sculptures. When the character encounters such a message, he understands the meaning if he makes a successful proficiency check. ("A dragon dwells in these woods." "Eat the green berries for restored health.") The message is meaningless to characters without the trail signs proficiency. A character with the trail signs proficiency who uses methods other than the one encountered can try to read it at half the normal chance for success. This proficiency can also be used to identify the cultural group or tribe that has left a specific trail sign.</p>

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<name>Trailing</name>

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<h2>Trailing</h2>

<p>Trailing resembles tracking, except tracking is associated chiefly with the wilderness, and trailing typically is used in major urban centers (i.e., cities and large towns). It is the talent of tailing someone of keeping a certain distance or even catching up to them, though they may be attempting to blend into a crowd, or at least get lost in the confusion of a street full of people.

A proficiency check is first made to see if the thief is able to trail without being noticed. If the person followed has the alertness proficiency, then the thief suffers a -5 penalty.

If the thief is noticed, the person being followed may attempt to evade. To keep from losing the trail, the thief must make another proficiency check. A modifier from -3 to +3 (varying from first time in a foreign city to the thief's home neighborhood) may be used, if the DM so chooses, to reflect how well the thief knows the area. Warn the player beforehand if you will apply modifiers (though you needn't tell exactly what they are).

The DM should feel free to use situational modifiers on these rolls. For example, if a street is relatively clear, the thief should get -1 or -2 on an attempt to follow unnoticed, but +1 or +2 if he has been seen and is chasing after his subject. The opposite numbers could be used for exceptionally crowded situations, or at night.

For any Trailing proficiency roll, a -3 penalty applies if the person followed has the Trailing proficiency as well (and, presumably, knows better how to foil the tricks of his own trade).

Example: Julina is trailing an NPC through the Imperial capital, because she suspects that he is spying for a rival employer and has information that would be valuable for her. It is nighttime, on a nearly deserted street. The DM informs Julina of this, and says that she'll have trouble going unnoticed (-2 modifier on her first roll, he rules, but does not tell her); but if her quarry does spot her, he'll be easier to chase (+2). The DM also decides that Julina has been in the capital on this job long enough that she's fairly familiar with the streets and alleys, so she will not suffer a penalty on that account. However, unbeknownst to Julina, the spy she follows has both alertness (-5 modifier) and trailing proficiencies (-3 modifier). This means that her first roll has an adjustment of -10; if it fails, the second will have an adjustment of -6. Julina's Dexterity is 17. She needs to roll 7 or lower on her first roll, but gets a 13 and fails. "The man has spotted you," says the Dungeon Master. "He speeds up and ducks around a corner, into an alley." Julina follows; to keep from losing him, she needs to get an 11 or lower. She rolls an 11, just barely making it. "The alley is empty you are about to rush through to the next street, but through a window you spot a flash of red, like the man's coat, and hear footsteps up a staircase in the building to your right."</p>

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<name>Tumbling</name>

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<h2>Tumbling</h2>

<p>The character is practiced in all manner of acrobatics--dives, rolls, somersaults, handstands, flips, etc. Tumbling can only be performed while burdened with light encumbrance or less. Aside from entertaining, the character with tumbling proficiency can improve his Armor Class by 4 against attacks directed solely at him in any round of combat, provided he has the initiative and foregoes all attacks that round. When in unarmed combat he can improve his attack roll by 2.

On a successful proficiency check, he suffers only one-half the normal damage from falls of 60 feet or less and none from falls of 10 feet or less. Falls from greater heights result in normal damage.</p>

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<name>Turn Undead</name>

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<h2>Turn Undead</h2>

<p>paladins only, turn undead as a first level cleric starting at 3rd level</p>

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<name>Two-handed Style</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Two-handed Style</h2>

<p>reduce weapon speed by 3 and increase damage on certain weapons</p>

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<name>Two-weapon Style</name>

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<h2>Two-weapon Style</h2>

<p>This is a difficult style to master, since it requires exceptional coordination and skill. Normally, characters who fight with a weapon in each hand suffer a 2 penalty to attacks with their primary hand and a 4 penalty to attacks with the off-hand weapon. This can be partially or completely negated by the character's reaction adjustment for Dexterity (or Dex/Aim if you're also using Skills and Powers). Characters who specialize in this style reduce their penalty to 0 and 2, respectively. Ambidextrous characters who specialize in this style suffer no penalty with either attack.<br>

The character's secondary weapon must be one size smaller than his primary weaponbut knives and daggers can always be used as secondary weapons, regardless of the size of the primary weapon. Note that this means that for Man-sized characters, the secondary weapon has to be size S. However, if a character spends a second proficiency slot on two-weapon style specialization, he gains the ability to use two weapons of equal size, as long as he can use each one as a one-handed weapon. Rangers are considered to have the first slot of this style specialization for free as a character ability.

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<name>Undead Lore</name>

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<h2>Undead Lore</h2>

<p>A priest with this proficiency is trained in the identification, powers, and vulnerabilities of common undead monsters. With a proficiency check, the character can recall specific tactics or weaknesses of a monster; for example, if confronted by a vampire, he may recall that a mirror, garlic, or holy symbol strongly presented can drive the monster away for a short time. How the character uses this information is up to the player.</p>

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<name>Underclass</name>

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<h2>Underclass</h2>

<p>This proficiency imparts an understanding of the way the underclass the combination of poorer classes and criminal elements works in a society. The character with this proficiency can roll an Underclass check to learn things about the underworld of any community he visits. The DM should assign time and check penalties based on cultural differences and the sensitivity of the information the character seeks. Attempting to buy an illegal weapon would take about an hour and result in a check penalty of 0 or -1. Looking for the secret hideout of the local master of crime might take weeks and would impose a penalty of -8 or worse.</p>

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<name>Underground Navigation - for Dwarves only</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Underground Navigation - for Dwarves only</h2>

<p>A character with this proficiency can determine direction underground and the shortest route to the surface. By careful analysis of air currents and contents, a character can even determine whether there are any pockets of poisonous gas in the air. A successful proficiency check is required to use the proficiency.</p>

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<name>Venom Handling</name>

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<h2>Venom Handling</h2>

<p>With this proficiency, a character learns how to safely use both magical and mundane poisons. There is no danger of such a character accidentally stabbing someone with a poisoned weapon. Also, the character can identify a poison and a possible antidote by visual inspection of the venom or its symptoms in a victim (with an ability check). In addition, a character can identify naturally occurring animals, plants, or monsters that are poisonous (with an ability check). Any roll which fails by 4 or more results in a misidentification of both the poison and its antidote.

Characters with also the animal handling, herbalism, and brewing non-weapon proficiencies may be able to manufacture some of the more deadly poisons listed on page 73 of the DMG. The cost and time required for such an activity should be adjudicated by the DM, but providing all of the components are personally harvested by the character, it should take no less than 1-6 days to make one dose of poison. Magical poisons cannot be manufactured using this ability.</p>

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<name>Ventriloquism Proficiency</name>

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<h2>Ventriloquism</h2>

<p>The character has learned the secrets of "throwing his voice." Although not actually making sound come from somewhere else (like the spell), the character can deceive others into believing this to be so. When using ventriloquism, the supposed source of the sound must be relatively close to the character. The nature of the speaking object and the intelligence of those watching can modify the character's chance of success. If the character makes an obviously inanimate object talk (a book, mug, etc.), a -5 penalty is applied to his ability score. If a believable source (a PC or NPC) is made to appear to speak, a +2 bonus is added to his ability score. The observer's intelligence modifies this as follows:

Intelligence Modifier

less than 3 +6

3-5 +4

6-8 +2

9-14 0

15-16 -1

17-18 -2

19+ -4

A successful proficiency check means the character has successfully deceived his audience. One check must be made for every sentence or response. The character is limited to sounds he could normally make (thus, the roar of a lion is somewhat beyond him).

Since ventriloquism relies on deception, people's knowledge of speech, and assumptions about what should and shouldn't talk, it is effective only on intelligent creatures. Thus, it has no effect on animals and the like. Furthermore, the audience must be watching the character since part of the deception is visual ("Hey, his lips don't move!"). Using ventriloquism to get someone to look behind him does not work, since the voice is not actually behind him (this requires the ventriloquism spell). All but those with the gullibility of children realize what is truly happening. They may be amused--or they may not be.</p>

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<name>Veterinary Healing</name>

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<h2>Veterinary Healing</h2>

<p>The character can attempt to heal all types of normal animals, following the same procedures described in the description of the healing proficiency (returns 1-3 hit points if done within one round of wounding, once per creature per day; continued care can restore 1 hit point per day during non-strenuous traveling for up to 6 creatures; gives a +2 to save vs. poison if treated for 5 rounds within a round after poisoning; diagnose disease, magical origins identified, natural diseases take mildest form and shortest duration). Supernatural creatures (such as skeletons or ghouls) or creatures from another plane (such as aerial servants or xorn) cannot be treated with this proficiency.

This proficiency is not cumulative with the healing proficiency--the first used will take precedence. The veterinary proficiency can be used on humans, demihumans, and humanoids at half the normal chance for success.</p>

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<name>Voice Mimicry</name>

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<h2>Voice Mimicry</h2>

<p>Voice mimicry is the art of convincingly imitating the voices of other people. It is a very demanding skill, needing intense training of and practice with the vocal cords. For this reason it requires two non-weapon proficiency slots.

A character with voice mimicry is able to imitate any accent he has heard. Success is automatic unless people who themselves speak in that accent are his listeners; in such a case, a proficiency roll is required (with a +2 modifier).

More difficult is the imitation of a specific person's voice. To do this, the thief must, of course, be familiar with the voice. A proficiency check is needed to determine if the imitation is detected; modifiers depend on how well the listeners know the voice that is being mimicked. Success is of course certain if the listener is a stranger, someone who has never heard the original voice. To fool an acquaintance, there is no modifier; while fooling a friend of the subject is at -2, a close friend -5, and someone extremely close (e.g., parent or spouse someone who has had close contact with the person for years) is at -7.

This ability is often used in conjunction with the disguise proficiency. Which proficiency must be checked first depends on whether the character is seen or heard. If the disguise first is successful, there is a +5 modifier to the voice mimicry the listeners have already accepted the appearance, so they are less likely to doubt the voice. If the disguise fails, it doesn't matter how good the voice imitation is. If the voice is successfully mimicked first, it gives a +1 modifier to the disguise check.</p>

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<name>Warrior's Scream - must be from Celtic area</name>

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<h2>Warrior's Scream - must be from Celtic area</h2>

<p>This is a terrifying battle cry that strike fear into the hearts of one's enemies. A character may utter the warrior's scream only on the first round of combat with a particular opponent and gives up his first attack of that round in order to do so.

The feat requires a Health check. If successful it has the effect of the 3rd level priest spell Prayer, but only on the character who uttered the scream and his current opponent. Opponents must roll a successful saving throw vs. fear to negate the effects of the scream; this saving throw may be rolled at the start of each melee round until it is successful.</p>

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<name>Water Walking - Ninjas only</name>

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<h2>Water Walking - Ninjas only</h2>

<p>This proficiency allows the character to correctly use mizugumo, the special pontoons that ninja use to walk across still water surfaces. The ninja must make a proficiency check each round. An unsuccessful check means the ninja falls into the water with a big splash.</p>

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<name>Weapon & Shield Style</name>

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<h2>Weapon & Shield Style</h2>

<p>This skill is the ability to fight with a weapon and shield. Using a shield punch as an attack in a round. Up to two slots can be spent on this skill.</p>

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<name>Weapon Improvisation - must be a Barbarian</name>

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<h2>Weapon Improvisation - must be a Barbarian</h2>

<p>With this Proficiency, the character can improvise a weapon from natural materials. He must search the area for ld6 rounds, then make a proficiency check. If the check fails, he finds nothing useful; he may try again in a different area. If the check succeeds, he finds an object that can be wielded as a club, such as a branch, a bone, or an icicle. The improvised weapon inflicts ld6+1 damage to man-sized and smaller creatures, or ld3+1 to larger opponents. On a natural roll of 1 or 2, the object has jagged projections or is sufficiently heavy to cause additional damage: man-sized and smaller creatures suffer ld6+3 damage, larger opponents suffer ld3+3 damage. On a natural roll of 20, the improvised weapons shatters or splinters on its first use, causing no damage; it's useless thereafter. The DM may veto the use of this proficiency in inappropriate environments, such as a barren plain or a snow-filled valley. Likewise, he may impose penalties or bonuses to the check in areas where improvised weapons are exceptionally difficult or easy to find. For example, a hill covered with stones might merit a +1 bonus; an empty plain might merit a -2 penalty. Barbarians. A barbarian receives a +2 bonus when searching for an improvised weapon in his homeland terrain.</p>

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<name>Weapon Mastery</name>

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<h2>Weapon Mastery</h2>

<p>There are swordsmen, and then there are swordsmen. A warrior who devotes his life to the study of martial combat and the characteristics of a single type of weapon can become a weapon mastera fighter whose precision, quickness, and skill are virtually unequaled anywhere.<br>

Weapon masters are rare characters. Only single-classed fighters can ever achieve weapon mastery, and even then they do so with time, study, and sacrifice. To achieve mastery in a weapon, a character must first specialize in the use of that weapon. Then, at any time after he reaches 5th level, he can spend another proficiency slot to become a weapon master. He can continue to devote proficiency slots to the study of his chosen weapon, but can't progress faster than the rate at which he gains new weapon proficiency slots. So, a character who becomes a master at 5th level couldn't acquire his second slot of mastery until 6th level, his third until 9th level, and so on.<br>

Generally, only weapons that require some skill to handle or that have a history of cultural identification are chosen by weapon masters. Swords of any kind are the most common weapons mastered, followed by bows and then axes or spears. Polearms, crossbows, and firearms are the subject of weapon mastery only in rare cases. The DM can decide that a weapon isn't appropriate for mastery at his discretion, but he should do so before a character chooses to specialize in it.<br>

<br>

<b>Effects of Mastery</b><br>

If a fighter spends another proficiency slot on a melee weapon he already specializes in, his attack and damage bonuses increase to +3 and +3, respectively. For bows and crossbows, his point-blank bonuses increase to +3/+3 as with melee weapons, and he gains an additional +1 to hit at all other range categories, for a total of +2. (Remember, this bonus doesn't take range modifiers into account, so the archer has a total of +2 at short, +0 at medium, and 3 at long range, if the penalties are factored in.)<br>

A marksman who chooses to master a firearm gains an additional +1 bonus to hit, cumulative with the effects of specialization for a total bonus of +2 to hit. As with bows and crossbows, this is still reduced by range penalties. In addition, the marksman ignores heavy armor at all ranges as if he were firing at a short-range target. See Firearms in Chapter Seven for more information.

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<name>Weapon Specialization</name>

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<h2>Weapon Specialization</h2>

<p>By spending an extra proficiency slot on a weapon, a single-class fighter character can become a specialist. A fighter may only specialize in one weapon at a time. If she wishes to change her specialization to a different weapon, she must spend two extra proficiency slots to become a specialist in the new weapon, and loses all benefits of specializing in the previous one (although she is still proficient with it and always will be). Any more changes cost three slots each, so it's a good idea to pick one weapon and stick with it.<br>

The exact benefits of weapon specialization vary with the particular weapon involved. Generally, the types of benefits fall into one of five categories: melee weapons, missile weapons, bows, crossbows, and firearms.<br>

<br>

<b>Melee Weapons</b><br>

Specializing in a melee weapon provides a character with two main benefits: first of all, he gains a +1 bonus to attack rolls and a +2 bonus to damage rolls with that weapon; secondly, he gains an extra attack once per two rounds. A 1st-level fighter normally attacks once per round, but a 1st-level long sword specialist attacks three times per two rounds.

<br><br>

<b>Missile Weapons</b><br>

This category includes slings and thrown weapons. Generally, specialists gain an increased rate of fire with these weapons and a +1 bonus to attack rolls. If a character specializes in a weapon that can be used either for melee or as a missile weapon (spears, daggers, hand axes, etc.), he gains the melee benefit described above when using the weapon for hand-to-hand combat and the increased rate of fire for using the weapon for ranged attacks.<br>

Refer to the table below for the exact number of attacks available to the specialist for the various types of missile weapons.<br>

<br>

<b>Bows</b><br>

Characters who specialize in the bow gain a +1 bonus to hit at any range (normal range penalties still apply, of course), an increased rate of fire, and a new range category: point-blank. Point-blank is any shot of 30 feet or less. At point-blank range, the character gains a +2 to damage. In addition, bow specialists can automatically fire first as a very fast action if they have their target covered. This supercedes the specialization rules found in the Player's Handbook.<br>

<br>

<b>Crossbows</b><br>

Specialists with crossbows gain a +1 bonus to hit at any range, an increased rate of fire, and a point-blank range category, just like archers. For crossbows, point-blank range extends out to 60 feet. Crossbow specialists have a +2 bonus to damage rolls against any target at point-blank range. In addition, they share the archer's quick-shot benefit when covering an enemy.

<br>

<b>Firearms</b><br>

Firearms specialists are often referred to as marksmen or sharpshooters. Specializing in a firearm provides a character with three benefits: first of all, he has a better rate of fire than a nonspecialist; second, he gains a +1 bonus to hit at any range; and last, there is a 50% chance that any misfire he rolls while attacking with the firearm is simply a miss instead.<br>

<br>

Specialist Attacks per Round<br>

<br>

<br> Level of Specialist

Weapon 16 712 13+<br>

Melee Weapons 3/2 2/1 5/2<br>

Blowgun 2/1 5/2 3/1<br>

Bolas 1/1 3/2 2/1<br>

Bows 2/1 3/1 4/1<br>

Hand Crossbow 1/1 3/2 2/1<br>

Light Crossbow 1/1 3/2 2/1<br>

Heavy Crossbow 1/2 1/1 3/2<br>

Stonebow 1/1 3/2 2/1<br>

Repeating Crossbow 2/1 5/2 3/1<br>

Thrown Dagger/Knife 3/1 4/1 5/1<br>

Thrown Dart 4/1 5/1 6/1<br>

Firearms<br>

Arquebus 1/3 1/2 1/1<br>

Matchlocks 1/2 1/1 3/2<br>

Snaplocks 1/1 3/2 2/1<br>

Wheelock Belt Pistol 1/1 3/2 2/1<br>

Wheelock Horse Pistol 1/2 1/1 3/2<br>

Javelin 3/2 2/1 5/2<br>

Sling 3/2 2/1 5/2<br>

Staff Sling 1/1 3/2 2/1<br>

Shuriken 3/1 4/1 5/1<br>

Other Thrown Weapons 1/1 3/2 2/1<br>

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<name>Weapon Use</name>

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<h2>Weapon Use</h2>

<p>This is the basic slot to learn a single weapon. This gives the character Proficiency with the weapon.

See weapons table for complete list of weapons available</p>

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<name>Weaponsmithing</name>

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<h2>Weaponsmithing</h2>

<p>This highly specialized proficiency enables a character to perform the difficult and highly exacting work involved in making metal weapons, particularly those with blades. The character blends some of the skill of the blacksmith with an ability to create blades of strength and sharpness. A fully equipped smithy is necessary to use this proficiency.

The time and cost to make various types of weapons are listed on Table 41.Table 41:

Weapon Construction

Construction Material

Weapon Time Cost

Arrowhead 10/day 1 cp

Battle Axe 10 days 10 sp

Hand Axe 5 days 5 sp

Dagger 5 days 2 sp

H. Crossbow 20 days 10 sp

L. Crossbow 15 days 5 sp

Fork, Trident 20 days 10 sp

Spear, Lance 4 days 4 sp

Short Sword 20 days 5 sp

Long Sword 30 days 10 sp

2-hd Sword 45 days 2 gp</p>

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<name>Weaponsmithing - for Dwarves only</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Weaponsmithing - for Dwarves only</h2>

<p>This highly specialized proficiency enables a character to perform the difficult and highly exacting work involved in making metal weapons, particularly those with blades. The character blends some of the skill of the blacksmith with an ability to create blades of strength and sharpness. A fully equipped smithy is necessary to use this proficiency.

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Arrowhead 10/day 1 cp

Battle Axe 10 days 10 sp

Hand Axe 5 days 5 sp

Dagger 5 days 2 sp

H. Crossbow 20 days 10 sp

L. Crossbow 15 days 5 sp

Fork, Trident 20 days 10 sp

Spear, Lance 4 days 4 sp

Short Sword 20 days 5 sp

Long Sword 30 days 10 sp

2-hd Sword 45 days 2 gp</p>

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<proficiency>

<name>Weaponsmithing Crude</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Weaponsmithing Crude</h2>

<p>This proficiency allows the making simple weapons out of natural materials. This skill is most often found in those from a primitive, tribal, or savage background.

The crude weapons are limited to natural materials: stone, wood, bone, sinew, reed, and the like. Crude weapons take a certain amount of time to make. The DM may add additional primitive weapons to the basic list.

The chance for success is based on the character's Wisdom, with a -3 penalty. Any warrior or a character with the hunting proficiency has a +3 bonus. The fashioner must be proficient in the use of the weapon.

If successful, the weapon can be used normally. If failed, the weapon is so badly flawed as to be useless. On a roll of 20, the weapon seems sound, but will break upon first use. On a roll of 1, the weapon has no chance of breaking except against a harder material.

Optional: Crude weapons check for breaking upon inflicting damage; roll 1d6. Bone weapons break on a roll of 1 or 2, stone weapons break on a roll of 1.

Weapon Construction Time

Arrows 7/day

Axe, Battle 4 days

Axe, Hand day

Axe, Throwing 6 days

Bow, Long\* 15 days

Bow, Short 12 days

Dagger 2 days

Dart 3 day

Javelin 1 day

Knife 2 days

Quarterstaff 1 day

Spear 2 days

Staff Sling 3 days

Warhammer 5 days

\* Seasoning the wood takes 1 year.</p>

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<name>Weather Sense</name>

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<h2>Weather Sense</h2>

<p> This proficiency enables the character to make intelligent guesses about upcoming weather conditions. A successful proficiency check means the character has correctly guessed the general weather conditions in the next six hours. A failed check means the character read the signs wrong and forecast the weather incorrectly. The DM should roll the check secretly. A proficiency check can be made once every six hours. However, for every six hours of observation, the character gains a +1 bonus to his ability score (as he watches the weather change, the character gets a better sense of what is coming). This modifier is cumulative, although sleep or other activity that occupies the attention of the character for a long period negates any accumulated bonus.

Sometimes impending weather conditions are so obvious that no proficiency check is required. It is difficult not to notice the tornado funnel tearing across the plain or the mass of dark clouds on the horizon obviously headed the character's way. In these cases, the player should be able to deduce what is about to happen to his character anyway.</p>

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<name>Weaving</name>

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<h2>Weaving</h2>

<p>A character with weaving proficiency is able to create garments, tapestries, and draperies from wool or cotton. The character requires a spinning apparatus and a loom. A weaver can create two square yards of material per day.</p>

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<name>Weaving - for Dwarves only</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Weaving - for Dwarves only</h2>

<p>A character with weaving proficiency is able to create garments, tapestries, and draperies from wool or cotton. The character requires a spinning apparatus and a loom. A weaver can create two square yards of material per day.</p>

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<name>Whistling/humming</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

<h2>Whistling/humming</h2>

<p>Characters with this proficiency are exceptional whistlers and hummers. They can produce tunes as captivating as most songs. If a successful check is made, the character knows any particular tune in question. If he also has the animal lore proficiency, he can mimic any bird call he has ever heard.

Adventurers also use this proficiency to communicate with each other. This type of communication is only possible among the characters who have this proficiency. If two or more characters with this proficiency make successful checks, a single concept can be communicated between them.</p>

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<name>Wild Fighting - Humanoid races only</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Wild Fighting - Humanoid races only</h2>

<p>Characters with this proficiency employ an extremely unorthodox and unpredictable fighting style. Wild fighting is ferocious and deadly, without any grace or discipline. It is also extremely tiring, as part of its nature is that it focuses every bit of energy a character has into the attack.

The benefits are in the number of attacks the character gets and in the amount of damage attacks inflict. A wild-fighting character gets one more attack per round than normally entitled to. All damage rolls for attacks that hit receive a +3 bonus.

However, when wild fighting, a character's attack rolls also are reduced by 3. Also the attacker's armor class is penalized by 3, making it easier to hit him.

To use wild fighting, a character must make a successful proficiency check at the start of combat. A failure means that the character receives only the penalties of the proficiency and none of the benefits.

Wild fighting can only be used twice per day, as it is extremely tiring. After a battle ends, the wild fighter must rest for one hour before he can again call on the proficiency. Resting means doing nothing but resting or engaging in light travel (riding a slow-moving horse, etc,). If the character must walk, he cannot use the proficiency until four hours have passed. Without this rest, a tired character suffers a -3 penalty to all proficiency checks, a -5 to armor class, a -5 to THAC0, and a -3 from damage rolls. These penalties are in effect until the full resting period has elapsed.</p>

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<name>Wild Fighting - must be a Barbarian</name>

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<body style="font-family: Arial; font-size: 12pt; ">

<h2>Wild Fighting - must be a Barbarian</h2>

<p>A character with this proficiency has the ability to whip himself into an attack frenzy, employing a fierce fighting style devoid of discipline To use wild fighting, the character must make a proficiency check before combat ensues. If the check succeeds he receives the following benefits

1). He may make one more attack per round beyond his normal limit.

2). He receives a +3 to all damage rolls.

3). His Armor Class is penalized by 3 (to a limit of AC 10)

4). His attack rolls are penalized by 3

If the check fails, the character receives both of the penalties but neither of the benefits. Regardless of whether the check succeeds or fails, the character receives the proficiency effects for the duration of the battle or for one hour, whichever comes first. After the battle ends (or an hour expires), the character must rest for an hour before he can use the proficiency again. While he rests, the character may take no actions other than light travel such as riding a slow-moving horse). If he must walk, he can't use the proficiency until four hours pass. If he neglects to rest, he suffers the following penalties:

A -3 penalty to all proficiency checks.

A -5 penalty to his Armor Class.

A -5 penalty to his THACO.

1 extra point of damage from all successful enemy hits.

The penalties remain in effect until the character rests for the indicated period.</p>

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<name>Winemaking</name>

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<h2>Winemaking</h2>

<p>This proficiency allows characters to create wine from the fermented juice of grapes or other plants and fruits well enough to make a living at it. The character will always succeed to some extent; proficiency checks are only required when attempting to prepare a truly magnificent wine as a special gift or for a special celebration.</p>

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<name>Yoke-pole - must be from Celtic area</name>

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<h2>Yoke-pole - must be from Celtic area</h2>

<p>This feat requires the Charioteering proficiency also.

This feat involves running along the yoke-pole of a chariot while it is going at full speed. This is a risky endeavor as failure will send the character tumbling beneath the horses hooves and the chariot's wheels. It is used solely to impress and has very few practical applications - all though an inventive player might find a few.

The feat requires a Balance check. Success gains the character a +1 bonus on encounter reactions with all who witness the feat, while failure results in a fall, the individual suffering 2d8 points of damage.</p>

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<name>Alertness</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Wisdom/Intuition, +1<br>

Groups: All<br>

Some characters are unnaturally alert and instinctively note signs of trouble that other characters may miss. A character with this proficiency reduces his chance of being surprised by 1 in 10 if he makes a successful proficiency check. In situations where surprise is automatic, the character may still attempt a proficiency check. If he passes, he is surprised at the normal chance instead of automatically.

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<name>Ambidexterity</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Dexterity/Aim<br>

Groups: Warrior, Rogue<br>

Ambidextrous characters are able to use either hand with equal coordination and skill. They are neither right-handed nor left-handed. When fighting in two-weapon style, an ambidextrous character has two "primary" hands, and suffers a 2 penalty to hit with either weapon. If the ambidextrous character spends a slot to specialize in two-weapon fighting style, he suffers no penalty to attacks with either weapon.

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<name>Ambush</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Intelligence/Reason<br>

Groups: Warrior, Rogue<br>

A character with this proficiency is skilled at laying ambushes and setting up surprise attacks. Most characters can set up an adequate ambush when the terrain favors it and they know the enemy is coming, but a character who spends a slot on this skill is able to create ambushes where ambushes wouldn't normally be possible.

<br>Ambushes are impossible if the attackers have already been spotted by the victims; there's no point in hiding then. If the ambushing party knows their quarry is coming to them, they can lay an ambush. If the attack is going to take place in difficult or unusual circumstances, a proficiency check may be called for; failure indicates that the victims have spotted the ambush before they walk into it. Otherwise, the ambush is guaranteed to achieve surprise.

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<name>Camouflage</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Intelligence/Knowledge<br>

Groups: Warrior, Rogue<br>

Characters skilled in camouflage understand how to stay out of sight in natural surroundings. Unlike hiding in shadows, camouflage requires one of two things: good cover nearby or a lot of preparation. It's possible for a character to hide himself on a flat, rocky desert, but he'd need to have special clothes and time to ready a hiding spot. On the other hand, almost anyone can duck behind a tree on short notice.<br>

If the character passes his camouflage check, he is considered to be effectively invisible as long as he doesn't move. He can avoid encounters if he chooses, or gain a 1 bonus on his chance to surprise someone who doesn't spot him. The character's check is modified as noted below:

<b> Ground Cover:</b> 4 penalty if no vegetation is nearby;<br>

<b> Terrain:</b> +1 bonus if terrain is rocky, hilly, or broken, +2 if very rocky;<br>

<b> Preparation Time:</b> 2 if character has only one round of warning, 4 if character has no warning.<br><br>

Rangers and thieves gain a +40% to their chance to hide in shadows if they pass a camouflage check in conjunction with their attempt to hide in shadows.

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<name>Dirty Fighting</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Intelligence/Knowledge<br>

Group: Warriors, Rogues<br>

Veteran brawlers and soldiers acquire a repertoire of feints, ruses, and various unsportsmanlike tactics that can come in handy in a fight. A character with this "skill" can attempt to use a dirty trick once per fight; if he succeeds, he gains a +1 bonus to his next attack roll. If there's some reason the enemy believes the character will fight honorably (hardly a wise assumption!) the bonus is +2.<br>

Once a particular enemy has fallen prey to the character's dirty trick, he can never be caught off-guard again. In addition, if the character's opponent is skilled in dirty fighting himself, the attempt automatically fails.

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<name>Endurance</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Con/Fitness<br>

Group: Warrior<br>

This proficiency allows a character to perform strenuous physical activity twice as long as a normal character before fatigue and exhaustion set in. If the fatigue rules from Chapter One are in play, a character with this proficiency increases his fatigue points by 50%.<br>

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<name>Fine Balance</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Dex/Balance<br>

Group: Warrior, Rogue<br>

Characters with this talent are blessed with an innate sense of balance and have an uncanny knack for keeping their feet under them. With a successful proficiency check, the character gains a +2 bonus on any climbing checks, saving throws, or ability checks to avoid slipping or falling. In addition, the character reduces any penalties for fighting in off-balance or awkward situations by 2 points.<br>

The fine balance talent is also very useful for tightrope walking, tumbling, and climbing walls. If the DM determines that a particular feat would be influenced by the character's exceptional balance, the character gains a +2 (on d20 rolls) or +10% (on d100 rolls) bonus to his rolls to resolve the action.

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<name>Iron Will</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Wisdom/Willpower, 2<br>

Group: Warrior, Priest<br>

Some people are possessed of an amazing ability to drive themselves on despite injuries or exhaustion that would stop another person in his tracks. A character with the iron will talent gains a +1 bonus to saving throws vs. mind-affecting spells or effects, including charms, holds, hypnotism, fascination, suggestion, and other such spells.<br>

In addition, characters with iron will have the unqiue ability to keep fighting even after being reduced to negative hit points. Each round that the character wishes to remain conscious, he must roll a successful saving throw vs. death with his negative hit point total as a modifier to the roll. For example, a character reduced to 5 hit points can try to stay on his feet and keep moving and fighting by succeeding on a saving throw roll with a 5 penalty. As long as the character remains conscious, his condition does not worsenin other words, he doesn't begin to lose 1 additional hit point per round until he actually passes out.

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<name>Leadership.</name>

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Charisma/Leadership, 1<br>

Group: Warrior<br>

Characters with the leadership talent understand how to motivate troops and get the most out of their men. In battlefield situations, a military unit led by the hero gains a +2 bonus to any morale checks they have to make. If you are playing with the mass combat rules in Chapter Eight, the character is treated as if he were three levels higher than he really is, so a 4th-level fighter can command troops as a 7th-level fighter if he possesses this talent.

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<name>Quickness</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Dexterity/Aim<br>

Group: Warrior, Rogue<br>

A character with this talent is unusually fast. Her hand-eye coordination is excellent, and she can often get past her opponent's defenses before they realize how quick she really is. In combat, she gains a special 2 bonus to her initiative roll if she makes a proficiency check. She can use this bonus if she moves or makes an attack with a weapon of average speed or quicker, but her special bonus does not apply to attacks with slow weapons or stationary actions such as guarding or parrying.

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<name>Steady Hand</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Dexterity/Aim<br>

Group: Warrior, Rogue<br>

Characters with this talent are excellent shots with bows or crossbows. They have an unusually good eye for distance, a knack for judging a tricky shot, and a smooth and easy aim and release. If the character takes a full round to aim his shot (i.e., voluntarily holds his action until last in the round) he suffers no penalty for a medium-range shot and only a 2 penalty for a long-range shot. If the character would normally receive multiple attacks with his weapon, he has to forfeit them in order to use this talenthe can make only one shot per round.

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<name>Trouble Sense</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Wis./Int.<br>

Group: General<br>

Sometimes known as a danger sense, this talent gives the character a chance to detect otherwise undetectable threats by instinct. The character's trouble sense comes into play when the character is threatened by a danger he hasn't noticed yet. <br>

The DM should make trouble sense checks in secret. If the character succeeds, he is only surprised on a roll of 1 by a sneak attack and treats any rear attacks as flank attacks instead. The DM can modify the proficiency check if the character is taking extra precautions or if the attacker would be particularly hard to notice before striking.

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<name>Weapon High Mastery</name>

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By spending a second slot on mastery, a character can become a high master. By this time, the character has spent four slots on a single weapon and is at least 6th level. High masters increase the speed factor of their chosen weapon by one category; for example, a slow weapon in the hands of a high master is automatically considered to be of average speed. High masters also score critical hits on rolls of 16 or higher rather than 18 (if the optional critical hit system is used) that hit their opponent by a margin of 5 or more.

<br>High masters who specialize in bows, crossbows, slings, or firearms gain a new range category: extreme range. For all weapons, extreme range is 1/3 farther than long range. For example, if a weapon has a normal maximum range of 18 squares, in the hands of a master it can shoot 24 (1/3x18=6, 18+6=24) squares. Extreme range shots have a 10 penalty to hit before adjustments are made for the effects of mastery.

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<name>Weapon Grand Mastery</name>

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High masters who spend one more slot on learning their weapon of choice can become grand masters. Grand masters are capable of feats of swordplay that border on the fantastic. Grand masters gain one additional attack per round above and beyond a specialist's rate of attacks for their level, so a 12th-level melee weapon grand master would attack 3 times per round with his weapon of choice.

<br>Grand masters also increase the amount of damage and the chance of a knockdown when they employ their chosen weapon. The weapon's base damage die and knockdown die are increased to the next greater die size against all opponents. A long sword thus inflicts 1d10/1d20 points of damage in the hands of a grand master, and its knockdown die is increased to a d10. If the weapon causes multiple dice of damage, all of them are increased. Thus, a two-handed sword in the hands of a grand master inflicts 3d8 points of damage on large targets. Needless to say, grand masters are extremely dangerous opponents.

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<name>Weapon Expertise</name>

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Weapon expertise is a form of specialization that is available to nonfighters. Regular weapon specialization (described below) is only available to single-classed fighters, but weapon expertise can be learned by paladins, rangers, and multi-classed fighters. There's no reason a single-classed fighter couldn't learn expertise instead of specialization, but expertise is just as expensive as specialization and isn't as good.<br>

Weapon expertise allows a character to gain extra attacks as if he or she were a weapon specialist. At 1st level, an expert with the long sword gets to attack three times per two rounds. Weapon expertise also allows the use of any unusual weapon properties reserved for specialist use. Weapon expertise does not grant the character extra attack or damage bonuses, as weapon specialization does.<br>

Note that Skills & Powers allows a character to "customize" his class and receive abilities he normally could not attain. Under these rules, paladins, rangers, and multi-classed fighters can specialize at the cost of sacrificing other abilities or advantages. Similarly, priests and rogues may be able to gain weapon expertise. If you aren't using the Skills & Powers book, we recommend that you limit specialization and mastery to single-class fighters only, and limit expertise to paladins, rangers, and multi-class fighters.

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<name>Armor Proficiency</name>

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Similarly, characters can spend time and effort learning how to use their armor more efficiently. While this doesn't provide a bonus to Armor Class, it can help to offset the hefty encumbrance penalties of heavy armor. A character who spends a weapon proficiency slot becoming acquainted with a type of armor gains the special benefit of only suffering one-half the normal encumbrance of that armor.<br>

For example, chain mail normally weighs 40 pounds, but a character with a proficiency in chain mail only has to count 20 of this towards his encumbrance level. This represents the character's training in wearing the armor just the right way and his practice in moving around while wearing 30 or 40 pounds of ironmongery.

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<name>Shield Proficiency</name>

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By spending a weapon proficiency, characters can become more skilled in the use of their shield. Modern re-enactments of medieval tournaments have demonstrated that the shield is a very important part of a warrior's protection. The extra protection conferred by the shield varies by the exact type the character becomes proficient in:<br>

<br>

Shield Normal Proficient Number of<br>

Type AC bonus AC bonus Attackers<br>

Buckler +1 +1 1<br>

Small +1 +2 2<br>

Medium +1 +3 3<br>

Body +1/+2 vs. +3/+4 vs. 4<br>

missiles missiles<br><br>

The number of attackers is the maximum number of times the shield bonus can be used in a single round by the character. Normally, shields can only be used against enemies in the character's front spaces or in the flank spaces on the character's shield side.

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<name>Weapon and Shield Style</name>

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Normally, a character employing a shield in his off hand can shield-rush, shield-punch, block, or trap as if it were a secondary weapon, with the normal penalties for attacking with two weapons. The disadvantage is that the shield's AC bonus is forfeited for any round in which it is used this way.

<br>However, characters who specialize in weapon and shield style can choose to make one of these secondary attacks every round without losing the AC benefit for carrying a shield. If the heroic fray rules from Chapter Two are in use, the character only gets one secondary attack, not two, but his primary weapon attacks are still doubled, of course.

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<name>One-handed Weapon Style</name>

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The character is always free to treat his empty hand as a "secondary weapon" and punch, grab, or otherwise annoy anyone he is fighting. The normal penalties for using two weapons apply. If the character is also familiar with the two-handed weapon style and his weapon can be used either one- or two-handed, he can switch back and forth between the two styles at the beginning of every round of combat.

<br>Characters who specialize in this style gain a special AC bonus of +1 while fighting with a one-handed weapon and no shield or off-hand weapon. By spending an additional proficiency slot, the character can increase his AC bonus to +2, but that's the maximum benefit for style specialization.

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<name>Two-handed Weapon Style</name>

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Many weapons are so large that a character is required to use both hands to wield them. The rule of thumb is simple: a character can use a weapon with a size equal to or less than her own in one hand and can use a weapon one size larger than herself if she wields it two-handed.<br>

If a character specializes in two-handed weapon style, she increases the speed of her weapon by one category (slow to average, average to fast) when she fights using a two-handed weapon. If you're not using the new initiative rules presented in Chapter One, the weapon's speed factor drops by 3.<br>

There are a few weapons that can normally be employed one-handed or two-handed; these are noted in the weapons list of Chapter Seven. There are also a variety of weapons that are normally used one-handed but that can be used two-handed. This would allow a specialist in this style to gain the speed benefit mentioned above. In addition, the two-handed style specialist gains a +1 to damage rolls when using a one-handed weapon in two hands.

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<name>Missile or Thrown Weapon Style</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Some heroes specialize in fighting with ranged weapons; Robin Hood and William Tell spring to mind as good examples. Characters who choose to specialize in missile or thrown weapon style gain two benefits. First, they can move up to half their normal movement rate and still attack with their full rate of fire, or make a full move and attack at half their rate of fire. Second, they gain a bonus of 1 to their AC against enemy missile fire while attacking with a ranged weapon.<br>

<br>

<b>Horse Archers</b><br>

A proficient archer and rider who specializes in missile style gains a special benefit when mounted: any penalties he suffers for shooting while riding are reduced by 2. Normally, a character suffers a 2 penalty to missile attacks if his mount is moving at up to half its normal speed, and a 4 penalty if his mount is moving at full speed. Horse archers suffer no penalty for half-speed firing, and only a 2 penalty for firing at full speed.<br>

Horse archers are rare in a typical Western European fantasy setting. Historically, most horse archers came from central Asia. At the DM's discretion, a character may not qualify for this special benefit unless he has a suitable origin or makes an effort to locate someone from that culture who can teach him.

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<name>Adze</name>

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Resembling an axe with a sideways blade, the adze is a common tool. Some savage tribes use a short-handled war adze as a close-combat weapon. Common adzes can be found in most woodworkers' shops.

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<name>Ankus</name>

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The ankus is an elephant goad. It is a three- to four-foot staff with a metal hook and point at one end. The ankus was intended to be both a tool and a weapon, and some were used as elaborate ceremonial pieces.

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<name>Axe, stone</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This crude weapon consists of an edged piece of stone lashed to a wooden haft. Normally, it's only found in the most primitive of settings.

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<name>Bagh nakh</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Also known as "tiger claws," a bagh nakh is a set of metal blades worn on the palm. It is used with a cat-like clawing motion. Usually, the bagh nakh is used in pairs, one on each hand. It is available only in Indian or Oriental settings.

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<name>Axe, Battle</name>

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Hundreds of variations on the battle axe exist. Generally, any heavy axe that can be used one-handed or two-handed falls into this category. (If an axe can only be used two-handed, it's a two-handed axe.) Battle axes often have a spike, hammer, or smaller blade backing the primary blade. In some cases, both blades are equal in size in weight and can be used interchangeably.

<br>Other names for a battle axe include the bullova, bearded axe, bipennis, and war axe.

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<name>Axe, Two-handed</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The two-handed battle axe has a longer haft than a standard battle axe and must be wielded with two hands. With two large blades extending from it, it allows the user to swing it in an arc without having to change the angle of the blade.

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<name>Belaying pin</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is a weapon of convenience for sailors of any campaign. Belaying pins are used to secure the lines of a ship's rigging, and there's always one nearby on the deck of a ship.

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<name>Blowgun</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Blowguns can fire two types of ammunition: a barbed dart, suitable for hunting small fowl, and a needle for carrying poison. Most blowguns are six or seven feet in length, although assassins might carry a miniature weapon two feet long that can only fire needles.<br>

Blowgun ammunition is very light and cannot penetrate heavy armor. If a target is protected by a full suit of brigandine, mail, or plate of any kind, the attacker suffers an additional 4 to his attack roll.

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<name>Bo stick</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This oriental staff is a tapering length of wood about four to six feet in length. The wielder of a bo stick suffers a 2 penalty to attacks against an opponent in plate armor of any kind.

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<name>Bolas</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Bolas consist of two or three weights joined by a sturdy leather cord or rope. They have been used by hunters since the Stone Age. A character must be proficient with the bolas to throw them successfully. If the bolas hit their target, they automatically create a knockdown chance for their victim. If the victim fails his saving throw, he has to spend a full round and make a Strength check to be able to stand and move again.<br>

Bolas can also be used for special called shots. A called shot at the target's arms will prevent the target from using his weapon or shield until he spends a round and succeeds in a Strength check. A called shot at the target's head wraps the bolas around his neck and begins to strangle him. He suffers 1d3 points of damage from strangulation each round until the bolas are removed or he dies.<br>

A sharp knife, dagger, or similar short blade can be used to sever a bola's cords. This replaces the Strength check to get free, and is automatically successful. Of course, the victim must have an arm free to cut the bolas loose.

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<name>Boomerang</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Another ancient hunting weapon, the boomerang is a heavy, aerodynamic club. It does not normally return to its thrower; a proficient user has to make a called shot to set up a throw that will return in the event of a miss.

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<name>Bottle</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Bottles are found in taverns and alehouses all over the world. Each time a bottle hits, it must roll a successful saving throw vs. normal blow or break. A broken bottle can be wielded as if it were a knife.

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<name>Bow, Composite long</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

One of the most common weapons throughout history is the bow. The simple self bow, or short bow, has been used for hunting and war since before the dawn of civilization. If a bow is made from a single piece of wood, it is a plain long or short bow; if it is made from laminated horn, wood, bone, or any other materials, it is a composite bow.

<br> If a character has an unusually low Strength score, he must apply any attack or damage penalties to his archery. He is forced to use bows that have a lighter pull. However, for a character to gain his bonuses for a high Strength score, he must get a custom-made bow, which costs 35 times the normal price. A higher-Strength character can always use a lower-Strength bow, gaining bonuses up to the maximum permitted by the bow. For example, a character with a Strength of 18/35 can use a bow made for a Strength of 17, gaining a +1 to hit and +1 to damage instead of his normal full bonuses.

<br> Short bows can be found in any setting. Even if they are not used for war, they are the weapon of choice for many hunters. Short bows fire flight arrows or stone arrows.

<br> Long bows are simply bigger short bows. They are drawn to the cheek, instead of being drawn to the chest as other bows are. Long bows can fire any kind of arrow. Long bows cannot be used from horseback.

<br> Composite short bows are the favorite of horse archers everywhere. They can fire flight arrows or stone arrows.

<br> Composite long bows are usually only found in eastern campaigns. They can be fired from horseback if they have been specially built for it, at twice the normal cost. Composite long bows fire any kind of arrow.

<br> Flight arrows are the basic war or hunting arrow. They fly farther than sheaf arrows, which have a broader and heavier head for more damage. Pile arrows are constructed with small, dense points designed to pierce heavy armor. A pile arrow fired at short range penalizes the target's AC from armor by 2 points. This only applies to that portion of a target's armor that is derived from physical armor; Dexterity, cover, or magical bonuses are not affected.

<br><br>

<i> For example, an archer fires a pile arrow at a warrior wearing chainmail +2 and a shield with a Dexterity of 16. The chainmail is considered to be 2 points worse, so it has a base AC of 7, not 5. Overall, the warrior's AC drops from 0 to 2. If the warrior wore nothing but bracers of defense (AC 4), his AC would not be affected.</i>

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<proficiency>

<name>Bow, Composite short</name>

<desc>

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<name>Bow, Long</name>

<desc>

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<name>Bow, Short</name>

<desc>

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<name>Brandistock</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The brandistock is an iron-shod walking staff that conceals three blades. When deployed, the blades form a small trident. In situations where the enemy isn't expecting a character to be so armed, the DM can assign a +1 surprise or initiative bonus.

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<name>Caltrop</name>

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<body style="font-family: Arial; font-size: 12pt; ">

A caltrop is a cluster of four or more iron spikes, designed so that one point is always facing up (they would look similar to a d4one point is always up). They are intended to be scattered in the path of an enemy, who may step on one if he's not careful.<br>

In order to be effective, at least 10 caltrops must be scattered in a 5'x5' square (or 100 in a 15'x15' area, one square in missile scale.) Any character entering the area must roll a successful saving throw vs. paralyzation or step on a caltrop, suffering the listed damage. The victim is reduced to 1/2 movement until he spends a round removing the caltrop from his foot. In addition, the character must make a second saving throw; if he fails, his foot is considered to be struck (see Chapter Six) and he is reduced to 1/3 movement until it heals.<br>

A character moving at half his normal speed or slower can pick his way through the caltrops without troubleas long as he can see them. A low ground fog or long grass may hide caltrops from even the most observant characters. If a character is running or charging when he steps on a caltrop, he must stop immediately.

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<name>Cestus</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The cestus is an armored gauntlet equipped with spikes, blades, and other such things. It is worn over the fist and used for punching an opponent. The cestus suffers a 2 penalty to attacks against enemies in any kind of plate armor.

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<name>Chain</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The chain is simply a weighted length of chain that is whirled rapidly. It is used to strike and tangle an opponent. If the chain is used for a pull/trip maneuver, the attacker gains a +4 bonus on his Strength check. This also applies to pull/trips against riders.

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<name>Chakram</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The chakram is a throwing quoit or disk with a sharpened outer edge, about a foot in diameter. It is thrown frisbee-style, with a rapid spin. The chakram is not as effective against armored opponents and suffers a 2 penalty to attacks against targets in any kind of mail, scale, or plate armor.

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<name>Chijikiri</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This composite weapon consists of a spear with a length of chain attached to the butt. It can be wielded as an ordinary spear, or reversed and used to tangle or flail at an enemy. If the chain end is used, the chijikiri is a Type B weapon that inflicts damage as a chain. The chijikiri adds +4 to the attacker's effective Strength for pull/trip maneuvers but cannot be used to pull/trip a rider.

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<name>Club</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Mankind's oldest weapon exists in thousands of varieties. Clubs range from something as simple as an animal's thigh bone to a well-balanced work of art. Not all clubs can be thrown, but throwing weapons are common enough that a PC can obtain one as easily as a melee-only weapon. Clubs are effectively free, but if a PC wants to get one that is recognized as a warrior's weapon it may cost anywhere from 5 sp to 10 gp.

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<name>Club, War</name>

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<name>Club, Great</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The great club is simply a two-handed version of the regular club. It is often equipped with nails, spikes, or bands of iron. Its greater size and mass gives it a better damage potential than its smaller forebear.

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<name>Crossbow, Cho-ku-noh</name>

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<body style="font-family: Arial; font-size: 12pt; ">

A crossbow is a short, powerful bow mounted on a rifle-like stock. It is aimed and fired like a rifle. Historically, crossbows were more powerful than bows and had better hitting power at a greater range, but they were also far slower. The English longbow was never decisively bested by the crossbow simply because a trained archer could fire six arrows to the crossbowman's single bolt.

<br> Crossbows were invented sometime in the Dark Ages, but didn't come into widespread use until the Crusades. The earliest crossbows were pellet bows that fired small stones or bullets instead of quarrels. The weapon rapidly grew larger and more powerful. By the Renaissance, many crossbows couldn't be drawn by hand and had to be winched back by a hand-held cranequin.

<br> For game purposes, crossbows are divided into five categories: the pellet bow (the lightest crossbow commonly available), the light crossbow, the heavy crossbow, the cho-ku-no or repeating crossbow, and the hand crossbow. The light crossbow can be cocked by hand, but the heavy crossbow requires the use of an attached cranequin to draw it. The cho-ku-no is similar to a light crossbow, but holds up to 10 bolts in a magazine that rests on top of the weapon. Normally, it is only available in oriental settings. The hand crossbow is derived from the Drow weapon, but could have been built in Renaissance-like settings as a weapon for personal defense or assassination.

<br> To reflect the power of a crossbow, the damage ratings have been increased. Under the PHB rules, characters have little reason to ever use a crossbow when a short bow is handy. In addition, crossbows gain a special armor penetration ability. At medium range, light and heavy crossbows reduce the AC of an armored opponent by 2 points. (See the pile arrow description under bow.) At short range, light and heavy crossbows reduce the AC of an armored opponent by 5 points. Pellet bows, hand crossbows, and cho-ku-no do not have this special ability.

<br> Heavy crossbows are also called arbalests.

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<proficiency>

<name>Crossbow, Hand</name>

<desc>

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</desc>

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<proficiency>

<name>Crossbow, Heavy</name>

<desc>

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<name>Crossbow, Light</name>

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<name>Crossbow, Pellet bow</name>

<desc>

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<name>Dagger</name>

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Mankind's second oldest weapon is probably the stone dagger. Daggers are short, stabbing blades ranging from six inches to more than a foot in length. Their size and utility have made them a very long-lived weapon used in many times and places.<br>

In Stone Age or savage settings, metal daggers may not be available. Daggers can also be made of sharpened stone or bone. However, weapons of these inferior materials have a 1 in 6 chance of breaking on any successful hit.<br>

Renaissance settings introduce several variations on the common dagger, including the main-gauche, parrying dagger, and stiletto. The main-gauche and parrying dagger are designed to be used in the off hand of a swordsman armed with a rapier or sabre. Their heavy guards and quillons give the user a special +2 bonus to any attempts to block with the weapon. In addition, the parrying dagger may break an enemy's sword when used in a defensive disarm maneuver. If the maneuver succeeds, the attacker must roll a successful saving throw vs. crushing blow for his sword if it is a rapier, or vs. normal blow for any other kind of sword.<br>

The stiletto is a long, thin blade designed solely for piercing. It can punch through armor or slip between the links of chainmail. This gives the stiletto a special +2 bonus to attacks against armored opponents. (See the note under pile arrow or crossbow.)<br>

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<name>Dagger, Bone</name>

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In Stone Age or savage settings, metal daggers may not be available. Daggers can also be made of sharpened stone or bone. However, weapons of these inferior materials have a 1 in 6 chance of breaking on any successful hit.<br>

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<name>Dagger, Main-gauche</name>

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<name>Dagger, Stone</name>

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<name>Dart</name>

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These weapons are not the tiny modern darts you may be familiar with. They're much larger and heavier than their sporting counterparts. Darts were usually as large as a typical arrow, with a weighted head. They were popular among ancient peoples and eastern cultures, and were used as small javelins by skirmishers and light cavalry.

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<name>Axe-pistol</name>

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Guns are completely optional in the AD&D game. If the DM rules that they are not available in his campaign, no character may take proficiency in a firearm or purchase one. Like many weapons, firearms gradually improved over time, increasing in reliability, range, and firepower.<br>

Firearms have several unusual characteristics. First of all, they are subject to misfires. Modern tests have shown that primitive firearms probably misfired as often as once every four shots. When a character's attack roll falls in the misfire range, the DM should roll 2d6 and consult the following table:<br>

<br>

2d6 Misfire Result<br>

23 Explosion<br>

47 Fouled barrel<br>

812 Hangfire<br>

<br>

An explosion inflicts 2d6 points of damage on the character holding the gun, or 1d6 if a saving throw vs. death is successful. The gun is destroyed by the misfire. A fouled barrel ruins the shot and renders the gun useless until it is carefully cleaneda process that will take a good 1030 (1d3x10) minutes. A hangfire goes off 1d3 combat rounds later than it should. If the user keeps the gun trained on its target, he can make a normal attack.<br>

The second unusual characteristic of firearms is their ability to ignore armor. Any firearm except a hand match weapon may ignore the portion of a target's AC that is derived from physical armor or shield. At short range, Dexterity, cover, and magical bonuses are the only factors that contribute to a target's AC. At medium range, the target's base AC is penalized by 5 (which may be as bad as ignoring it altogether), and at long range, the base AC is penalized by 2.<br>

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For example, a renegade knight in plate mail +3 is fired upon by the king's musketeers. Normally, his AC is a base 0. A short-range musket shot ignores the 7-point AC reduction provided by plate mail, and only the armor's +3 enchantment is considered. The renegade knight's AC is a 7. At medium range, the armor is not completely ignored, but the base AC of 3 is reduced to an AC of 8. Magic adjusts this to AC 5. At long range, the knight is AC 2 against musket fire.<br>

<br>

Last but not least is the ability of a firearm to cause open-ended damage. Any time a firearm hits its target, there is a 25% chance that a second damage die is rolled and added to the first. There's a 25% chance that that damage roll creates additional damage, and so on. This 25% chance is part of the knockdown die roll; if the knockdown die comes up 7 or better, the damage continues.<br>

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For example, Sir Vandegar is shot by an uncouth man-at-arms wielding a horse pistol. The damage roll comes up a 3, but the knockdown die is an 8. A second damage die is rolled, which results in 5 more points of damage. Vandegar's attacker rolls another knockdown die, which comes up 7, so he rolls a third damage die, getting a 6. Fortunately, he misses on his chance to do any more damage, but Sir Vandegar suffers a total of 14 points from a single bullet.<br>

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The very earliest firearms were hand match devices that resembled a hand-held bombard. Hand match weapons include the handgunne and the arquebus. Unlike other guns, hand match weapons have no triggers or firing mechanisms. Instead, the user touches a burning slow match to a hole in the barrel, igniting the weapon's charge. The handgunne doesn't even fire a bullet, but propels a heavy iron arrow that cannot cause continuing damage like other firearms. All hand match weapons suffer double the normal range penalties for medium and long-range shots.<br>

The matchlock was a significant improvement. It freed one of the user's hands by providing a clamp to hold the slow match, and provided a trigger mechanism that would bring the match into contact with the priming powder. The matchlock arquebus is a far more powerful and reliable weapon than the hand match version. Matchlocks were also made as calivers and muskets. The caliver was a smaller weapon that fired a lighter bullet. The matchlock musket was a long, heavy weapon that had to be fired from a forked rest or balanced on a wall.<br>

Wheellocks were the next improvement to the firearm. Instead of a burning match, the powder was ignited by sparks provided by a spring-driven wheel of flint. It worked a lot like a modern cigarette lighter. Wheellocks were contemporaries of snaplocks, which held a single piece of flint in a hammer-like striker. The snaplock was easier to manufacture, but less reliable, so wheellocks were often the weapon of the nobility and anyone else who could afford to spend more money on a gun. The wheellock arquebus was a light but powerful weapon reserved for use by the wealthy or the privileged. Interestingly enough, wheellocks were never developed outside of Europe.<br>

Pistols were also introduced as wheellocks but were also manufactured as snaplocks. At first, pistols were the weapon of the cavalry. The horse pistol replaced the lance as the weapon of choice for horsemen. Most cavalrymen carried two or three of these heavy pistols for dealing with pikemen and other such annoyances. In time, belt pistols were produced as lighter versions of the horse pistol for personal defense.<br>

Flintlocks were the direct descendants of snaplocks. They are almost indistinguishable from each other, but the later flintlocks tended to be sturdier and more reliable than their predecessors. Flintlocks saw the introduction of the carbine, or horseman's musket, which was a lighter weapon than the infantryman's gun. By the time flintlocks had been invented, muskets no longer required a rest for their barrels and could be fired from the shoulder.<br>

The blunderbuss was the ancestor of the modern shotgun. It was a short, musket-like weapon with a bell-shaped, flaring muzzle. Just about anything could be poured into the barrel of a blunderbuss and then fired at an enemystones, nails, coins, or even salt or gravel. At short range, a blunderbuss actually inflicts 1d4 separate attacks on its target, but none of the projectiles are heavy enough to inflict the extra damage of other firearms. At medium range, the blunderbuss makes a single attack on 1d3 separate targets in a 3-foot radius (or one square.) At long range, the blunderbuss inflicts 01 (1d21) attacks on any targets in a 5-foot radius (four squares.) A lucky blunderbuss shot can knock down four or five attackers at once, or it may only make a big noise and miss everything.<br>

Combined weapons are an interesting side-note in the history of firearms. When firearms were still relatively new, it was fairly common to make sure that the weapon retained its usefulness after its first shot by building a melee weapon around it. Hammers, axes, broadswords, and daggers were all made with parallel gun barrels. In some cases, the barrel actually served as the weapon's haft. The numbers listed on the table reflect the weapon's stats as a melee weapon; otherwise, it is treated as a wheellock belt pistol.<br>

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<name>Dagger-pistol</name>

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The blunderbuss was the ancestor of the modern shotgun. It was a short, musket-like weapon with a bell-shaped, flaring muzzle. Just about anything could be poured into the barrel of a blunderbuss and then fired at an enemystones, nails, coins, or even salt or gravel. At short range, a blunderbuss actually inflicts 1d4 separate attacks on its target, but none of the projectiles are heavy enough to inflict the extra damage of other firearms. At medium range, the blunderbuss makes a single attack on 1d3 separate targets in a 3-foot radius (or one square.) At long range, the blunderbuss inflicts 01 (1d21) attacks on any targets in a 5-foot radius (four squares.) A lucky blunderbuss shot can knock down four or five attackers at once, or it may only make a big noise and miss everything.<br>

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<name>Sword-pistol</name>

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47 Fouled barrel<br>

812 Hangfire<br>

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An explosion inflicts 2d6 points of damage on the character holding the gun, or 1d6 if a saving throw vs. death is successful. The gun is destroyed by the misfire. A fouled barrel ruins the shot and renders the gun useless until it is carefully cleaneda process that will take a good 1030 (1d3x10) minutes. A hangfire goes off 1d3 combat rounds later than it should. If the user keeps the gun trained on its target, he can make a normal attack.<br>

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For example, a renegade knight in plate mail +3 is fired upon by the king's musketeers. Normally, his AC is a base 0. A short-range musket shot ignores the 7-point AC reduction provided by plate mail, and only the armor's +3 enchantment is considered. The renegade knight's AC is a 7. At medium range, the armor is not completely ignored, but the base AC of 3 is reduced to an AC of 8. Magic adjusts this to AC 5. At long range, the knight is AC 2 against musket fire.<br>

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Last but not least is the ability of a firearm to cause open-ended damage. Any time a firearm hits its target, there is a 25% chance that a second damage die is rolled and added to the first. There's a 25% chance that that damage roll creates additional damage, and so on. This 25% chance is part of the knockdown die roll; if the knockdown die comes up 7 or better, the damage continues.<br>

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<name>Flintlock, Belt Pistol</name>

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<name>Flintlock, Blundbuss Pistol</name>

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<name>Flintlock, Blunderbuss</name>

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Last but not least is the ability of a firearm to cause open-ended damage. Any time a firearm hits its target, there is a 25% chance that a second damage die is rolled and added to the first. There's a 25% chance that that damage roll creates additional damage, and so on. This 25% chance is part of the knockdown die roll; if the knockdown die comes up 7 or better, the damage continues.<br>

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Flintlocks were the direct descendants of snaplocks. They are almost indistinguishable from each other, but the later flintlocks tended to be sturdier and more reliable than their predecessors. Flintlocks saw the introduction of the carbine, or horseman's musket, which was a lighter weapon than the infantryman's gun. By the time flintlocks had been invented, muskets no longer required a rest for their barrels and could be fired from the shoulder.<br>

The blunderbuss was the ancestor of the modern shotgun. It was a short, musket-like weapon with a bell-shaped, flaring muzzle. Just about anything could be poured into the barrel of a blunderbuss and then fired at an enemystones, nails, coins, or even salt or gravel. At short range, a blunderbuss actually inflicts 1d4 separate attacks on its target, but none of the projectiles are heavy enough to inflict the extra damage of other firearms. At medium range, the blunderbuss makes a single attack on 1d3 separate targets in a 3-foot radius (or one square.) At long range, the blunderbuss inflicts 01 (1d21) attacks on any targets in a 5-foot radius (four squares.) A lucky blunderbuss shot can knock down four or five attackers at once, or it may only make a big noise and miss everything.<br>

Combined weapons are an interesting side-note in the history of firearms. When firearms were still relatively new, it was fairly common to make sure that the weapon retained its usefulness after its first shot by building a melee weapon around it. Hammers, axes, broadswords, and daggers were all made with parallel gun barrels. In some cases, the barrel actually served as the weapon's haft. The numbers listed on the table reflect the weapon's stats as a melee weapon; otherwise, it is treated as a wheellock belt pistol.<br>

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<name>Flintlock, Horse Pistol</name>

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47 Fouled barrel<br>

812 Hangfire<br>

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<name>Flintlock, Musket</name>

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<name>Hand Match, Arquebus</name>

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Combined weapons are an interesting side-note in the history of firearms. When firearms were still relatively new, it was fairly common to make sure that the weapon retained its usefulness after its first shot by building a melee weapon around it. Hammers, axes, broadswords, and daggers were all made with parallel gun barrels. In some cases, the barrel actually served as the weapon's haft. The numbers listed on the table reflect the weapon's stats as a melee weapon; otherwise, it is treated as a wheellock belt pistol.<br>

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<name>Matchlock, Arquebus</name>

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23 Explosion<br>

47 Fouled barrel<br>

812 Hangfire<br>

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An explosion inflicts 2d6 points of damage on the character holding the gun, or 1d6 if a saving throw vs. death is successful. The gun is destroyed by the misfire. A fouled barrel ruins the shot and renders the gun useless until it is carefully cleaneda process that will take a good 1030 (1d3x10) minutes. A hangfire goes off 1d3 combat rounds later than it should. If the user keeps the gun trained on its target, he can make a normal attack.<br>

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For example, a renegade knight in plate mail +3 is fired upon by the king's musketeers. Normally, his AC is a base 0. A short-range musket shot ignores the 7-point AC reduction provided by plate mail, and only the armor's +3 enchantment is considered. The renegade knight's AC is a 7. At medium range, the armor is not completely ignored, but the base AC of 3 is reduced to an AC of 8. Magic adjusts this to AC 5. At long range, the knight is AC 2 against musket fire.<br>

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Last but not least is the ability of a firearm to cause open-ended damage. Any time a firearm hits its target, there is a 25% chance that a second damage die is rolled and added to the first. There's a 25% chance that that damage roll creates additional damage, and so on. This 25% chance is part of the knockdown die roll; if the knockdown die comes up 7 or better, the damage continues.<br>

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The matchlock was a significant improvement. It freed one of the user's hands by providing a clamp to hold the slow match, and provided a trigger mechanism that would bring the match into contact with the priming powder. The matchlock arquebus is a far more powerful and reliable weapon than the hand match version. Matchlocks were also made as calivers and muskets. The caliver was a smaller weapon that fired a lighter bullet. The matchlock musket was a long, heavy weapon that had to be fired from a forked rest or balanced on a wall.<br>

Wheellocks were the next improvement to the firearm. Instead of a burning match, the powder was ignited by sparks provided by a spring-driven wheel of flint. It worked a lot like a modern cigarette lighter. Wheellocks were contemporaries of snaplocks, which held a single piece of flint in a hammer-like striker. The snaplock was easier to manufacture, but less reliable, so wheellocks were often the weapon of the nobility and anyone else who could afford to spend more money on a gun. The wheellock arquebus was a light but powerful weapon reserved for use by the wealthy or the privileged. Interestingly enough, wheellocks were never developed outside of Europe.<br>

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<name>Matchlock, Caliver</name>

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Last but not least is the ability of a firearm to cause open-ended damage. Any time a firearm hits its target, there is a 25% chance that a second damage die is rolled and added to the first. There's a 25% chance that that damage roll creates additional damage, and so on. This 25% chance is part of the knockdown die roll; if the knockdown die comes up 7 or better, the damage continues.<br>

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<name>Matchlock, Musket w/rest</name>

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<name>Snaplock, Belt Pistol</name>

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<name>Snaplock, Horse Pistol</name>

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The blunderbuss was the ancestor of the modern shotgun. It was a short, musket-like weapon with a bell-shaped, flaring muzzle. Just about anything could be poured into the barrel of a blunderbuss and then fired at an enemystones, nails, coins, or even salt or gravel. At short range, a blunderbuss actually inflicts 1d4 separate attacks on its target, but none of the projectiles are heavy enough to inflict the extra damage of other firearms. At medium range, the blunderbuss makes a single attack on 1d3 separate targets in a 3-foot radius (or one square.) At long range, the blunderbuss inflicts 01 (1d21) attacks on any targets in a 5-foot radius (four squares.) A lucky blunderbuss shot can knock down four or five attackers at once, or it may only make a big noise and miss everything.<br>

Combined weapons are an interesting side-note in the history of firearms. When firearms were still relatively new, it was fairly common to make sure that the weapon retained its usefulness after its first shot by building a melee weapon around it. Hammers, axes, broadswords, and daggers were all made with parallel gun barrels. In some cases, the barrel actually served as the weapon's haft. The numbers listed on the table reflect the weapon's stats as a melee weapon; otherwise, it is treated as a wheellock belt pistol.<br>

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<name>Snaplock, Musket</name>

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47 Fouled barrel<br>

812 Hangfire<br>

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An explosion inflicts 2d6 points of damage on the character holding the gun, or 1d6 if a saving throw vs. death is successful. The gun is destroyed by the misfire. A fouled barrel ruins the shot and renders the gun useless until it is carefully cleaneda process that will take a good 1030 (1d3x10) minutes. A hangfire goes off 1d3 combat rounds later than it should. If the user keeps the gun trained on its target, he can make a normal attack.<br>

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For example, a renegade knight in plate mail +3 is fired upon by the king's musketeers. Normally, his AC is a base 0. A short-range musket shot ignores the 7-point AC reduction provided by plate mail, and only the armor's +3 enchantment is considered. The renegade knight's AC is a 7. At medium range, the armor is not completely ignored, but the base AC of 3 is reduced to an AC of 8. Magic adjusts this to AC 5. At long range, the knight is AC 2 against musket fire.<br>

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<name>Wheellock, Arquebus</name>

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<name>Wheellock, Belt pistol</name>

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<name>Wheellock, Horse pistol</name>

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<name>Flail, Footman's</name>

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Developed from the farmer's threshing tool, flails were used on battlefields throughout the Middle Ages. The common grain flail can be found on the Tools list, since nearly every farm has several around. The horseman's flail is similar, but uses iron weights and replaces the linking rope with sturdy chain. The horseman's flail gains a +1 bonus on attacks against targets using shields, since it can easily strike around them. In addition, horseman's flails gain a +2 bonus on any attempts to trap or offensively disarm an opponent's weapon.<br>

The footman's flail is a different weapon entirely. It consists of a sturdy shaft with a hinged (not chain-joined!) iron-spiked head. It is used with two hands and can deliver crushing blows of great power. The footman's flail gains a special +1 attack bonus against opponents in any kind of plate armor.

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<name>Flail, Grain</name>

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<name>Flail, Horseman's</name>

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<name>Fork</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The common pitchfork has been adopted as a ready means of defense by farmers throughout the ages. Almost any farm or town has a plentiful supply of forks.

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<name>Gaff/hook</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The gaff is a short, T-handled hook used to boat fish or handle heavy crates. For 5 gp, a hook can be attached in place of a missing hand, which provides a character with a weapon that cannot be disarmed.

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<name>Grapple</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Grapples are often used at sea and in sieges. Usually, they are made from three or four iron hooks welded together and a sturdy length of rope. Grapples can be thrown 5 feet horizontally or 3 feet vertically per point of Strength. Although grapples aren't intended for personal combat, a creative character can improvise a number of pull/trip maneuvers with a grapple and length of rope.

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<name>Gunsen</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This deceptive weapon resembles an oriental fan. It is both a parrying device and an effective bludgeon. The paper fan contained in a gunsen is used to distract and confuse an opponent, and is often decorated with beautiful designs. A character proficient in the gunsen's use gains a special +2 bonus to any block maneuvers she makes with the fan.

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<name>Hammer</name>

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Used in almost any craftsman's trade, hammers can be found in shops and worksheds everywhere. Most working hammers are much smaller and lighter than any military versions.

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<name>Axe, Hand/throwing</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Variations on the medium-sized axe exist in almost any setting. Not every hand axe can be thrown; the weapon must be built for balance to be thrown, although this isn't particularly rare or unusual. The Franks made excellent use of throwing axes as a shock weapon; the Frankish line would halt just short of the enemy and hurl a murderous volley of axes before closing for hand-to-hand fighting. With a called shot, an axe can be thrown at an enemy's shield, which must then roll a successful saving throw vs. normal blow or be ruined.

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<name>Harpoon</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Rarely used on the battlefield, the harpoon is the weapon of sealers and whalers throughout the world. The head of a harpoon is hinged to lodge in a wound and fix the harpoon to its target. A roll of 5 or better on the knockdown die indicates that the harpoon is stuck in the victim, and will cause an additional 1d6 damage if it is yanked out or cut out of the wound.

<br>Usually, a strong line is attached to the harpoon so that the hunter can keep hold of his prey after striking with the weapon. If the head is stuck, the wielder can engage in an opposed Strength contest with the target to pull him off his feet. When harpoons are used against large creatures, the cord is usually tied off to the hunter's boat, which helps the hunter's Strength check considerably.

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<name>Harpoon, Bone</name>

<desc>

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<name>Hatchet</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Many smaller hand axes actually fall into this category. The hatchet's small size permits it to be used as an off-hand weapon. Hatchets are also handy tools for wilderness travelers or people who work with wood.

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<name>Holy symbol, big</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Only the most impressive personal holy symbols are large enough to be wielded as bludgeons. If a creature is subject to damage from coming into contact with a holy symbol, this is in addition to the bludgeoning damage inflicted by the weight of the blow. Of course, if a creature is only hit by magical weapons, then the holy symbol must be enchanted to inflict bludgeoning damage.

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<name>Javelin</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Light throwing spears have been used in warfare and hunting for thousands of years. By the time of the Crusades, javelins are generally found in the hands of nonWestern cultures; they lack the penetrating power to be effective against heavy Western armor.

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<name>Javelin, Stone</name>

<desc>

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<name>Jitte</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The jitte is an iron parrying bar with a short hook at one end. It isn't sharp, but can be used to strike bludgeoning blows. The jitte provides a special +2 bonus to block or defensive disarm maneuvers.

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<name>Kama</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This weapon is a straight-bladed sickle derived from the common peasant's tool. Since it is regarded as a tool, it can be carried by a character who wishes to conceal the fact that he is armed.

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<name>Kau sin ke</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The kau sin ke, or whipping chain, is an oriental version of the flail. It consists of four to six iron bars linked end-to-end by short lengths of chain. The kau sin ke gains a special +1 bonus to attack rolls against opponents using shields, since it can strike around the shield.

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<name>Kawanaga</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This weapon consists of a grapple with a weighted rope attached. The hook or weight can be used to strike at opponents, and the grapple is handy for climbing as well. The kawanaga adds +4 to the attacker's effective Strength when used to perform the pull/trip maneuver.

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<name>Knife</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Perhaps the most common weapon is the humble knife. Almost everyone carries small knives for eating, as an all-purpose tool, or for personal defense. Knives are shorter than daggers and are used to both slash and stab. They can be easily concealed in a variety of specialty sheaths, ranging from a dandy's hat-band to spring-loaded wrist sheaths. Bone and stone knives can be manufactured in settings where iron and steel are unavailable.

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<name>Knife, Bone</name>

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<name>Knife, Throwing</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This terrifying weapon resembles a sword with three or four points. The handle and lower part of the blade appear normal, but the blade forks several times into a number of dagger-like points. It's thrown horizontally, so that it spins parallel to the ground. The throwing knife is usually considered a weapon of savage cultures.

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<name>Kusari-gama</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The kusari-gama consists of a kama, or sickle, with an attached length of chain. It is extremely versatile and can be employed in a number of ways. Like several other chain weapons, it adds a +4 bonus to the attacker's Strength checks when used to perform the pull/trip attack option.

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<name>Lance, Light</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The lance is the horseman's spear. It has been used in warfare since the Bronze Age. Prior to the invention of the stirrup, the lance could not be couched for a charge; instead, the horseman would stab overhand with the weapon or even throw it. As a rule of thumb, a rider must be mounted on a horse appropriate for his lance, or else his weapon will be reduced in effectiveness. A heavy lance requires a heavy warhorse, a medium lance requires a medium warhorse, and so on. If the lance is too heavy for the horse, it does damage as if it were the correct type, so a heavy lance used from a light warhorse does damage as a light lance.<br>

Generally, the heavy warhorse was a European development that appeared in the later stages of the Crusades. Before the development of heavy plate armor, it wasn't necessary to use draft horses for mounts.<br>

Lances are an exception to the size requirement rules; a rider with stirrups can use any lance in one hand, but a rider without stirrups has to use two hands for the lance. (Stirrups appeared during the Dark Ages in Western Europe.) As noted above, a rider with stirrups can couch the lance for a mounted charge, which causes double damage.<br>

In addition to the light, medium, and heavy lances, Late Middle Ages campaigns will also see the use of the jousting lance. This weapon is blunted to prevent its target from being severely injured during a tournament.

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<name>Lance, Medium</name>

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<name>Lance, Heavy</name>

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<name>Lance, Jousting</name>

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<name>Lantern</name>

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On occasion, a character has to make do with whatever's handy. A lantern can be used as a crude club, inflicting light damage, but if it is lit it may spill burning oil over the defender. Roll an item saving throw for glass against a normal blow; if the lantern breaks, the victim is burned for an additional 1d4 points of damage and may be on fire. See oil.

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<name>Lasso</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The lasso, or lariat, is commonly associated with nomadic cultures. Native Americans and Central Asians commonly used the lasso on animals, and it was only rarely used against an enemy. Lassoes are only effective when used in conjunction with a called shot attack; they cannot be used for normal attacks.<br>

If the attacker succeeds with a called shot against his opponent's legs, he gets the lasso to settle low enough on his opponent's body that he can pull/trip his enemy. He gains a special +4 bonus to his opposed Strength check. If the attacker is mounted and has the lasso made fast to his saddle, he is considered to be the size of his mountso a rider on horseback is size L for purposes of the opposed Strength check, for a total of +8 versus Man-sized targets.<br>

If the attacker succeeds with a called shot against his opponent's arms, he can trap his enemy's weapon, shield, or both by pinning his arms to his body. The lasso user's opposed attack roll is made against AC 10 instead of AC 2. If the attacker wins the roll, one arm (randomly determined) of the defender is trapped. If he beats him by 4 or more, both arms are trapped. In addition, if the attacker is mounted and the lasso is tied off to the saddle, he can perform a pull/trip next round without an attack roll simply by spurring his horse.<br>

Last but not least, a lasso can unhorse a rider by succeeding in a called shot. If the rider is moving and the lasso is tied off to something solid (like a tree), he is automatically unhorsed. If the rider isn't moving or the lasso isn't tied off, an opposed Strength check is used to determine whether or not the rider is unhorsed.

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<name>Mace, horseman's</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The mace is another ancient weapon that remained in use until the 19th century in many parts of the world. The horseman's mace is lighter and shorter than the footman's for ease of use from horseback. Most horseman's maces are constructed from four to eight iron flanges. The horseman's mace receives a +1 bonus to attacks against opponents in any kind of mail armor.

<br>Some horseman's maces of Middle Eastern or Oriental origin feature sword-like basket hilts. The hilt provides a +1 bonus to attempts to block attacks with the weapon.

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<name>Mace, footman's</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The footman's mace is a hafted weapon with a heavy iron or bronze head. The head can be spherical or flanged, and may feature spikes or knobs. Like its smaller cousin, the footman's mace is especially useful against flexible armors and receives a +2 bonus to attacks against enemies in mail of any kind.

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<name>Mace-axe</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This Bronze Age weapon features a mace-like head with a single curving axe blade projecting from it. It is heavy and awkward, but delivers a formidable blow.

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<name>Machete</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The machete is regarded as a tool by some cultures, and as a weapon of war by others. It consists of a short, heavy, slightly curved blade designed for slashing. Many varieties of tribal swords or fighting knives fall into the category of machetes, and may be elaborately decorated blades of superior construction and balance. In eastern lands, these blades are known as parangs.

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<name>Mancatcher</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The mancatcher is a short pole-arm with two curving, fork-like prongs at the business end. The prongs are hinged so that they can be pushed tightly closed around the intended captive. The mancatcher only works against Size M creatures. Like crossbows and firearms, mancatchers ignore armoronly Dexterity and magical adjustments apply. If a hit is scored, the victim suffers the listed damage. Each round, the mancatcher's user can push and pull the victim about for an automatic 1d2 points of damage, and can try to pull/trip his victim by succeeding in an opposed Strength check.

<br>Once caught, the victim loses all Dexterity and shield adjustments to AC. He can only escape by hacking through the weapon's haft (AC 4, 10 hp, size M type S weapon to damage) or making a bend bars/lift gates roll, which causes an additional 1d2 damage.

<br>Mancatchers are used by town watches and gendarmes to capture armed criminals.

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<name>Maul</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The maul is a military sledgehammer designed for two-handed use. It is about three to four feet in length with a heavy square head. It receives a +1 bonus to attacks against opponents in plate or mail armors. Traditionally, the maul was carried by lightly armored troops such as archers for use against dismounted knights.

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<name>Morningstar</name>

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Also known as the godentag or holy water sprinkler, the morningstar is a hafted weapon three to five feet in length with a heavy, spiked head. It is designed for two-handed use and often features a polearm-like spike at its end. Like the maul, the morningstar was built to penetrate a knight's armor. It receives a +1 bonus to attack rolls against any type of plate armor.

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<name>Net</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Rarely used as a weapon, the net is only found in unusual settings. A fighting net often features small barbs or weights in the weave and a trailing rope for guidance and contol over netted targets. The net's only function in hand-to-hand combat is to block, trap, or disarm an opponent; it cannot strike effectively for damage.

<br>The net is most dangerous when it is thrown at an enemy. Only the target's Dexterity and magical adjustments to Armor Class count. If the net hits, it may trap the opponent's weapon and shield. If the victim is trapped, he can only break free by making a Strength check. In future rounds the net user has the choice of leaving the net where it is and attacking with another weapon or of trying to improve the capture.

<br>To improve the net's capture, the netter loops the trailing rope around the target. This requires another attack roll (as before, only count Dexterity and magic.) If the netter hits, the victim's effective Strength drops by 4 for purposes of getting out of the net.

<br>Nets must be folded properly to be effectively thrown. The first time a character throws his net in a fight, he makes a normal attack roll. After the net is unfolded, it can only by thrown with a 4 penalty to hit. It takes 2 combat rounds for a proficient user to fold a net.

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<name>Nunchaku</name>

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The nunchuks consist of two wooden or iron bars linked by a small length of chain. Like the western flail, they are descendants of the common grain flail. A proficient user may wield nunchaku in each hand, despite the fact that they are identical in sizebut the attack penalties for attacking with two weapons still apply.

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<name>Oil</name>

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Burning oil can be an effective weapon in some situations. There are three basic uses for oil: igniting a puddle under an enemy's feet, throwing or splashing burning oil on him, or making a Molotov cocktail.

<br>If an enemy can be lured into a place where oil in contact with him can be ignited, he suffers 1d4 points of damage per two flasks that have been prepared for firing. The victim must attempt a saving throw roll vs. paralyzation or catch firesee below. There is no attack roll for this type of attack, but if the oil has to be ignited by a burning arrow or thrown torch, the DM can insist that an attack roll versus AC 10 be made to get the fire to the oil.<Br>

Throwing burning oil at a target is difficult. This category is reserved for things like busting a burning lantern over someone's head or dumping a bowl on the intended victim. The victim suffers 1d3 points of damage per flask thrown and must make a saving throw vs. paralyzation with a +4 bonus or catch fire. An attack roll is required for this type of attack, but only the defender's Dexterity and magical adjustments are considered for AC.<br>

A Molotov cocktail requires a full combat round to fuse and light, so one can be thrown only once per two rounds. As above, an attack roll is required; only count the defender's Dexterity and magical adjustments. If struck, the defender gets to roll a saving throw vs. death to see if the cocktail went off or not; if it does, the victim suffers 1d8 points of damage and must roll a successful saving throw vs. paralyzation or catch fire.<br>

Victims who catch fire suffer 1d4 points of damage in the round following their unfortunate change of status. They are allowed to roll a saving throw vs. death to extinguish the flames each round; if they fail, the base damage is increased by 1 die. Therefore, a character who is on fire suffers 1d4 points of damage the first round, 2d4 the second, 3d4 the third, and so on, to a maximum of 5d4 per round. Leaping into a lake, extinguishing the flames magically, or rolling around on the ground may allow the character to roll his saving throw with a +2 to +8 bonus, at the DM's discretion.

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<name>Parang</name>

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<body style="font-family: Arial; font-size: 12pt; ">

See machete.

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<name>Pick, Farming tool</name>

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This common tool can be used as a weapon but is very heavy and unwieldy.

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<name>Pick, horseman's</name>

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The military version of the stonemason's tool features a short, beaked spike designed for punching through heavy armor. The horseman's pick has a +1 bonus to attacks against opponents in plate armor of any type. Many picks are equipped with a hammer or axe blade on the reverse side of the head, and may be P/B or P/S type weapons for a small cost increase.

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<name>Pick, footman's</name>

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A larger and heavier version of the horseman's pick, the footman's pick gains a +2 bonus versus plate armors.

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<name>Pilum</name>

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The famous javelin of the Roman legionaries, the pilum is forged with a long, soft iron head. When a thrown pilum hits a shielded opponent or misses by only one or two points, it sticks in the shield. The weapon's weight bends the soft iron head and makes the shield unusable until the pilum is removeda process that requires 1d6 combat rounds. Magical shields have a 20% chance per plus of ignoring the pilum's effects.

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<name>Pike</name>

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The next category of polearm are the pole axes. These are heavy weapons with axe-like heads that are designed for maximum striking power. Poleaxes include the bardiche, the halberd, and the voulge or Lochaber axe. Poleaxes gain a +2 bonus on attack rolls against any type of plate or mail armor.<br>

Glaives are simple polearms that consist of a single long, curving blade used for both slashing and thrusting. They lack the cutting power or strong straight point of poleaxes or spearlike weapons, and are generally not as effective as the previous weapons. Glaives include the glaive (naturally), the fauchard, and the oriental nagimaki and naginata. As a side note, the nagimaki is actually a horseman's weapon.<br>

Bills are multi-function polearms that include a cutting surface, a spearlike spike, and hooks or curved blades on the back for dismounting riders. Bills, bill-guisarmes, glaive-guisarmes, and guisarmes all fall into this category. All of these weapons provide a +2 bonus to pull/trip attempts against riders.<br>

The last category of polearms are weapons without a true category. These specialized weapons can't be classified as one of the above types. The bec de corbin, or crow's beak, is a weapon designed to pierce heavy armor; it gains a +3 bonus to attacks versus any kind of plate armor. The Lucern hammer is similar, but uses a clawed hammer head instead of a single beak. It gains a +2 bonus to attacks versus targets in plate armor. The military fork is nothing more than a war version of the peasant's pitchfork.<br>

Last but not least, two oriental polearms fall into this catch-all category. The lajatang is an unusual weapon with half-moon blades at either end; a proficient user Threatens his flank spaces as well as his front squares. The tetsubo is a kind of pole-mace with a heavy, iron-bound head.

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<name>Polearm, Awl Pike</name>

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<name>Polearm, Bardiche</name>

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<name>Polearm, Bec de Corbin</name>

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<name>Polearm, Bill</name>

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<name>Polearm, Fauchard</name>

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<name>Polearm, Glaive</name>

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<name>Polearm, Glaive-Guisarme</name>

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<name>Pry bar</name>

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Generally, a pry bar is a weapon of convenience, not choice. It can be used as an effective bludgeon.

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<name>Quarterstaff</name>

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The staff is the favored weapon of travellers and peasants everywhere. Its iron-shod ends are used to strike powerful blows or jab at an enemy. The oriental bo stick resembles the quarterstaff in length and balance, but is used differently. The quarterstaff suffers a 2 penalty to attacks against plate armor.

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<name>Sai</name>

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The sai is a parrying weapon with a large crossguard. It resembles a dagger, but the "blade" is round with no edges. It is normally used for bludgeoning attacks. The sai's crossguard provides a +2 bonus to any block, trap, or disarm attempts.

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<name>Sang kauw</name>

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This weapon resembles a short, double-ended spear with a buckler or bladed guard at the center. It requires both hands but provides a proficient user with an AC bonus of +1 due to the small shield. Like the lajatang, the sang kauw threatens both of the wielder's flank squares as well as his front spaces.

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<name>Sap</name>

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The sap is a leather bag filled with sand or lead shot. It is used to render an unsuspecting victim unconscious. Saps are only effective when used against opponents in leather or lighter armors. To go for an instant knockout, the user must make a called shot to the target's head. If he hits, there is a 5% (40% chance maximum) chance per point of damage that the victim is knocked out for 3d10 rounds. A target wearing a helm of any kind provides the attacker with an additional 4 penalty in addition to the called shot penalty. A creature of size Large or greater cannot be knocked out this way.

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<name>Scourge</name>

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The scourge is a torturer's weapon. It consists of a handle with several leather whips, often studded with barbs, nails, or other similar devices. The scourge's whips can catch and grab an enemy's weapon, and the wielder of the scourge gains a +1 bonus on any disarm attempts.

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<name>Scythe</name>

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Another tool converted into a weapon, the scythe mounts a curving blade perpendicular to a long wooden haft. It was originally intended to be used for harvesting grain, and is slow and awkward as a weapon.

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<name>Shuriken</name>

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Also known as shaken or throwing stars, shuriken come in a variety of shapes and sizes. The most common designs are large throwing needles and flat, star-shaped blades. Shuriken are the favored weapons of assassins in oriental campaigns.

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<name>Sickle</name>

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Like the scythe, the sickle is primarily a tool that occasionally sees use as a weapon. The sickle's curving blade is used for cutting crops for harvest, and priests of nature or agriculture often use the sickle as a ceremonial weapon.

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<name>Sledge hammer</name>

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Sledges are used in construction and masonry work of all kinds. It is generally too heavy and slow to be used as a weapon except in an emergency.

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One of the most common missile weapons is the humble sling. This is not a child's toy slingshot; this is a weapon that can hurl small stones or lead bullets with lethal force. The sling is a simple length of cord or cloth with a cup in the center. The projectile is placed in the cup, and the sling is whirled rapidly in a sidearm or overhead motion. Slings can be improvised from many materials, and are among the cheapest of weapons.<br>

Slingstones can be found in any rocky landscape. Normally, small round rocks are best, such as the type found in streambeds. Sling bullets are made of lead, bronze, or iron, much like the bullets for a firearm.

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<name>Spade</name>

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Shovels or spades can be used as a weapon of last resort if there is nothing more warlike at hand. Folding military spades with sharpened blades were used in hand to hand fighting in both World Wars.

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<name>Spear, Normal</name>

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The spear is one of mankind's oldest weapons. Literally thousands of variations exist, but they all feature a head designed for stabbing or thrusting. Throughout the Bronze Age and the years of the Roman Empire, the spear was the most common weapon on the battlefield. In primitive settings, stone-headed spears are common. The spear can be used either one-handed or two-handed.

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<name>Spear, Stone</name>

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<name>Spear, Long</name>

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The long spear is nothing more than a heavier spear with a longer reach. A normal spear ranges from 58 feet in length, but a long spear is about 1012 feet long. The longest weapon of this family is the pike, which was often 1821 feet in length. The long spear is a two-handed weapon.

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<name>Staff sling</name>

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The staff sling simply consists of a short wooden staff with a leather sling at one end. It can be used to throw larger and heavier projectiles than a normal sling, but can't throw them as far or as accurately. The sling has no short range category; instead, any shot from 012 squares away is considered a medium range shot.<br>

In addition to throwing stones, staff slings can also be used to throw stinkpotssmall clay vessels filled with noxious burning materials. If a stinkpot misses its target, it still scatters and breaks open (see Grenade-like missiles in the DMG.) Any character within one square of a stinkpot hit must roll a successful saving throw vs. death or suffer a 2 penalty to all attacks due to choking and coughing for 1d6 combat rounds.

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<name>Sword, Bastard</name>

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Bastard swords are also known as hand-and-a-half swords. They are nothing more than longer, heavier long swords. The extra weight of a bigger blade enabled the sword's wielder to hack through the heavier armor that appeared at the end of the Crusades. Whether used one-handed or two-handed, the bastard sword gains a +1 bonus to hit opponents in any type of mail or plate armor.<br>

Broadswords have existed in a number of settings. Any medium-sized blade designed for slashing can be called a broadsword. In ancient times, the best blades fall into this category; by the Middle Ages, this describes a civilian's sword or a court blade. Later broadswords were built with basket hilts, which give the weapon user a +1 bonus on any block attempts.<br>

The claymore is a Scottish two-handed sword somewhat shorter than the true two-handed sword. It is an excellently balanced weapon with fearsome cutting power. The claymore gains a +1 bonus to hit opponents in any kind of leather, mail, or plate armor.<br>

The cutlass is a heavy, slightly curved, single-edged blade of medium length. It was popular with sailors and marines for hundreds of years. Like some broadswords, cutlasses were made with basket hilts.<br>

The drusus is a Roman short sword of exceptional quality. It's really nothing more than a well-made gladius kept at a razor-honed edge. The weapon's fine quality provides a +1 bonus to attack rolls, but after any fight the weapon is considered to be dulled and functions as a normal gladius until it is re-honeda task that requires a fully-equipped forge and a trained swordsmith.<br>

The estoc is the grandfather of the rapier. It is an edgeless thrusting sword designed for piercing armor. It gains a +2 bonus to attacks against opponents in any kind of mail, and a +1 bonus to attacks against opponents in any kind of plate armor. Estocs were often made with perfectly triangular or square blades.<br>

The falchion is a slashing weapon with a slightly curved blade and a squared-off point. It is nearly useless for thrusting, but its blade design concentrates the weight of the blade near the end for excellent chopping power.<br>

The traditional weapon of the Roman legionary was the gladius. It is basically a well-made iron or steel short sword used almost exclusively for thrusting.<br>

The samurai's katana may be the single finest sword ever made. It is a slashing weapon with a sharp, chisel-shaped point. The steel was often of exceptional quality, built up with a laborious process of folding and re-folding; some blades had hundreds of folds. This created a sword of tremendous resilience and strength. The hilt accomodates one or two hands equally well.<br>

The companion to the samurai's katana is the wakizashi, a shorter blade of similar construction and design. In eastern cultures, only a samurai may wear these two blades together. It is very common for a katana and wakizashi to be paired as a matched set.<br>

The khopesh is an ancient weapon of the Bronze Age. Its blade runs straight from the hilt, but then curves around in a great sickle shape. It is heavy and awkward, but may be the only sword available in some settings.<br>

The long sword is meant to represent the weapon of the typical western knight, but also includes any medium-length straight blade designed for both slashing and thrusting. The advent of heavy plate armor made the long sword obsolete; longer, heavier blades were required to pierce a knight's armor.<br>

Just as the samurai has his traditional katana, the ninja has his ninja-to, the traditional sword of the assassin. The ninja-to is smaller than the katana and generally not as well made. Unlike the katana, the ninja-to features a larger guard and a sturdy scabbard which can be used as a climbing step.<br>

The largest oriental sword is the no-dachi, a two-handed katana-like weapon almost six feet in length. Some no-dachi are built to the exacting specifications of a katana, but most are not of the same quality.<br>

One of the later swords to appear was the rapier, a light, long thrusting weapon. The rapier was the gentleman's weapon in the Renaissance and later centuries, remaining in use until the 18th century. The rapier appeared largely because armor was beginning to disappear from the battlefields of Europe.<br>

Another duelist's weapon is the sabre, a slightly curved slashing blade of medium length. The sabre had one of the longest periods of service of any sword; they appeared in Europe during the 11th century, and were still considered standard issue for cavalrymen at the beginning of the 20th century.<br>

The most ancient sword in this listing is the sapara, a weapon of the Mesopotamian empires of the Bronze Age. The sapara is a smaller version of the khopesh, and is no larger than a standard short sword.<br>

One of the most distinctive swords is the scimitar, a gracefully curved weapon favored by many Arabian cultures. The scimitar was carried by Muslim warriors from Spain to India and became a symbol of the strength and subtlety of Islam. The great scimitar, a two-handed version of the normal blade, was a weapon reserved for ceremonial guards and elite palace troops.<br>

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The sword-axe is not a true sword. It features a long wooden haft in place of a hilt, and a sword blade with an axe-like construction at the business end. In battle, it would be wielded more like an axe than a sword. It was a weapon of ancient times that was soon replaced by more efficient blades.<br>

The tulwar bears a small resemblance to the falchion, but is found in eastern settings. Unlike the falchion, the tulwar curves inward for chopping power, instead of outward for a longer slash. The famous Ghurka knife is a good example of a tulwar-like blade.<br>

The largest and most powerful sword is the two-handed sword, or zweihander. It was developed in the Renaissance to deal with pikemen and dismounted knights. It often stood well over six feet tall. The two-handed sword gains a +2 bonus to attacks against opponents in any kind of mail or plate armor, since its heavy blade can easily penetrate even the heaviest armor.

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The estoc is the grandfather of the rapier. It is an edgeless thrusting sword designed for piercing armor. It gains a +2 bonus to attacks against opponents in any kind of mail, and a +1 bonus to attacks against opponents in any kind of plate armor. Estocs were often made with perfectly triangular or square blades.<br>

The falchion is a slashing weapon with a slightly curved blade and a squared-off point. It is nearly useless for thrusting, but its blade design concentrates the weight of the blade near the end for excellent chopping power.<br>

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The long sword is meant to represent the weapon of the typical western knight, but also includes any medium-length straight blade designed for both slashing and thrusting. The advent of heavy plate armor made the long sword obsolete; longer, heavier blades were required to pierce a knight's armor.<br>

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The claymore is a Scottish two-handed sword somewhat shorter than the true two-handed sword. It is an excellently balanced weapon with fearsome cutting power. The claymore gains a +1 bonus to hit opponents in any kind of leather, mail, or plate armor.<br>

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Bastard swords are also known as hand-and-a-half swords. They are nothing more than longer, heavier long swords. The extra weight of a bigger blade enabled the sword's wielder to hack through the heavier armor that appeared at the end of the Crusades. Whether used one-handed or two-handed, the bastard sword gains a +1 bonus to hit opponents in any type of mail or plate armor.<br>

Broadswords have existed in a number of settings. Any medium-sized blade designed for slashing can be called a broadsword. In ancient times, the best blades fall into this category; by the Middle Ages, this describes a civilian's sword or a court blade. Later broadswords were built with basket hilts, which give the weapon user a +1 bonus on any block attempts.<br>

The claymore is a Scottish two-handed sword somewhat shorter than the true two-handed sword. It is an excellently balanced weapon with fearsome cutting power. The claymore gains a +1 bonus to hit opponents in any kind of leather, mail, or plate armor.<br>

The cutlass is a heavy, slightly curved, single-edged blade of medium length. It was popular with sailors and marines for hundreds of years. Like some broadswords, cutlasses were made with basket hilts.<br>

The drusus is a Roman short sword of exceptional quality. It's really nothing more than a well-made gladius kept at a razor-honed edge. The weapon's fine quality provides a +1 bonus to attack rolls, but after any fight the weapon is considered to be dulled and functions as a normal gladius until it is re-honeda task that requires a fully-equipped forge and a trained swordsmith.<br>

The estoc is the grandfather of the rapier. It is an edgeless thrusting sword designed for piercing armor. It gains a +2 bonus to attacks against opponents in any kind of mail, and a +1 bonus to attacks against opponents in any kind of plate armor. Estocs were often made with perfectly triangular or square blades.<br>

The falchion is a slashing weapon with a slightly curved blade and a squared-off point. It is nearly useless for thrusting, but its blade design concentrates the weight of the blade near the end for excellent chopping power.<br>

The traditional weapon of the Roman legionary was the gladius. It is basically a well-made iron or steel short sword used almost exclusively for thrusting.<br>

The samurai's katana may be the single finest sword ever made. It is a slashing weapon with a sharp, chisel-shaped point. The steel was often of exceptional quality, built up with a laborious process of folding and re-folding; some blades had hundreds of folds. This created a sword of tremendous resilience and strength. The hilt accomodates one or two hands equally well.<br>

The companion to the samurai's katana is the wakizashi, a shorter blade of similar construction and design. In eastern cultures, only a samurai may wear these two blades together. It is very common for a katana and wakizashi to be paired as a matched set.<br>

The khopesh is an ancient weapon of the Bronze Age. Its blade runs straight from the hilt, but then curves around in a great sickle shape. It is heavy and awkward, but may be the only sword available in some settings.<br>

The long sword is meant to represent the weapon of the typical western knight, but also includes any medium-length straight blade designed for both slashing and thrusting. The advent of heavy plate armor made the long sword obsolete; longer, heavier blades were required to pierce a knight's armor.<br>

Just as the samurai has his traditional katana, the ninja has his ninja-to, the traditional sword of the assassin. The ninja-to is smaller than the katana and generally not as well made. Unlike the katana, the ninja-to features a larger guard and a sturdy scabbard which can be used as a climbing step.<br>

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The tulwar bears a small resemblance to the falchion, but is found in eastern settings. Unlike the falchion, the tulwar curves inward for chopping power, instead of outward for a longer slash. The famous Ghurka knife is a good example of a tulwar-like blade.<br>

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<name>Sword, No-dachi</name>

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The sword-axe is not a true sword. It features a long wooden haft in place of a hilt, and a sword blade with an axe-like construction at the business end. In battle, it would be wielded more like an axe than a sword. It was a weapon of ancient times that was soon replaced by more efficient blades.<br>

The tulwar bears a small resemblance to the falchion, but is found in eastern settings. Unlike the falchion, the tulwar curves inward for chopping power, instead of outward for a longer slash. The famous Ghurka knife is a good example of a tulwar-like blade.<br>

The largest and most powerful sword is the two-handed sword, or zweihander. It was developed in the Renaissance to deal with pikemen and dismounted knights. It often stood well over six feet tall. The two-handed sword gains a +2 bonus to attacks against opponents in any kind of mail or plate armor, since its heavy blade can easily penetrate even the heaviest armor.

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<name>Sword, Sabre</name>

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Swords are the most efficient weapons of ancient times, combining ease of use with excellent armor penetration. The earliest copper swords appeared thousands of years before the rise of the Roman Empire, and ceremonial swords are carried today by most of the world's armies and navies.<br>

Bastard swords are also known as hand-and-a-half swords. They are nothing more than longer, heavier long swords. The extra weight of a bigger blade enabled the sword's wielder to hack through the heavier armor that appeared at the end of the Crusades. Whether used one-handed or two-handed, the bastard sword gains a +1 bonus to hit opponents in any type of mail or plate armor.<br>

Broadswords have existed in a number of settings. Any medium-sized blade designed for slashing can be called a broadsword. In ancient times, the best blades fall into this category; by the Middle Ages, this describes a civilian's sword or a court blade. Later broadswords were built with basket hilts, which give the weapon user a +1 bonus on any block attempts.<br>

The claymore is a Scottish two-handed sword somewhat shorter than the true two-handed sword. It is an excellently balanced weapon with fearsome cutting power. The claymore gains a +1 bonus to hit opponents in any kind of leather, mail, or plate armor.<br>

The cutlass is a heavy, slightly curved, single-edged blade of medium length. It was popular with sailors and marines for hundreds of years. Like some broadswords, cutlasses were made with basket hilts.<br>

The drusus is a Roman short sword of exceptional quality. It's really nothing more than a well-made gladius kept at a razor-honed edge. The weapon's fine quality provides a +1 bonus to attack rolls, but after any fight the weapon is considered to be dulled and functions as a normal gladius until it is re-honeda task that requires a fully-equipped forge and a trained swordsmith.<br>

The estoc is the grandfather of the rapier. It is an edgeless thrusting sword designed for piercing armor. It gains a +2 bonus to attacks against opponents in any kind of mail, and a +1 bonus to attacks against opponents in any kind of plate armor. Estocs were often made with perfectly triangular or square blades.<br>

The falchion is a slashing weapon with a slightly curved blade and a squared-off point. It is nearly useless for thrusting, but its blade design concentrates the weight of the blade near the end for excellent chopping power.<br>

The traditional weapon of the Roman legionary was the gladius. It is basically a well-made iron or steel short sword used almost exclusively for thrusting.<br>

The samurai's katana may be the single finest sword ever made. It is a slashing weapon with a sharp, chisel-shaped point. The steel was often of exceptional quality, built up with a laborious process of folding and re-folding; some blades had hundreds of folds. This created a sword of tremendous resilience and strength. The hilt accomodates one or two hands equally well.<br>

The companion to the samurai's katana is the wakizashi, a shorter blade of similar construction and design. In eastern cultures, only a samurai may wear these two blades together. It is very common for a katana and wakizashi to be paired as a matched set.<br>

The khopesh is an ancient weapon of the Bronze Age. Its blade runs straight from the hilt, but then curves around in a great sickle shape. It is heavy and awkward, but may be the only sword available in some settings.<br>

The long sword is meant to represent the weapon of the typical western knight, but also includes any medium-length straight blade designed for both slashing and thrusting. The advent of heavy plate armor made the long sword obsolete; longer, heavier blades were required to pierce a knight's armor.<br>

Just as the samurai has his traditional katana, the ninja has his ninja-to, the traditional sword of the assassin. The ninja-to is smaller than the katana and generally not as well made. Unlike the katana, the ninja-to features a larger guard and a sturdy scabbard which can be used as a climbing step.<br>

The largest oriental sword is the no-dachi, a two-handed katana-like weapon almost six feet in length. Some no-dachi are built to the exacting specifications of a katana, but most are not of the same quality.<br>

One of the later swords to appear was the rapier, a light, long thrusting weapon. The rapier was the gentleman's weapon in the Renaissance and later centuries, remaining in use until the 18th century. The rapier appeared largely because armor was beginning to disappear from the battlefields of Europe.<br>

Another duelist's weapon is the sabre, a slightly curved slashing blade of medium length. The sabre had one of the longest periods of service of any sword; they appeared in Europe during the 11th century, and were still considered standard issue for cavalrymen at the beginning of the 20th century.<br>

The most ancient sword in this listing is the sapara, a weapon of the Mesopotamian empires of the Bronze Age. The sapara is a smaller version of the khopesh, and is no larger than a standard short sword.<br>

One of the most distinctive swords is the scimitar, a gracefully curved weapon favored by many Arabian cultures. The scimitar was carried by Muslim warriors from Spain to India and became a symbol of the strength and subtlety of Islam. The great scimitar, a two-handed version of the normal blade, was a weapon reserved for ceremonial guards and elite palace troops.<br>

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<name>Sword, Sapara</name>

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Bastard swords are also known as hand-and-a-half swords. They are nothing more than longer, heavier long swords. The extra weight of a bigger blade enabled the sword's wielder to hack through the heavier armor that appeared at the end of the Crusades. Whether used one-handed or two-handed, the bastard sword gains a +1 bonus to hit opponents in any type of mail or plate armor.<br>

Broadswords have existed in a number of settings. Any medium-sized blade designed for slashing can be called a broadsword. In ancient times, the best blades fall into this category; by the Middle Ages, this describes a civilian's sword or a court blade. Later broadswords were built with basket hilts, which give the weapon user a +1 bonus on any block attempts.<br>

The claymore is a Scottish two-handed sword somewhat shorter than the true two-handed sword. It is an excellently balanced weapon with fearsome cutting power. The claymore gains a +1 bonus to hit opponents in any kind of leather, mail, or plate armor.<br>

The cutlass is a heavy, slightly curved, single-edged blade of medium length. It was popular with sailors and marines for hundreds of years. Like some broadswords, cutlasses were made with basket hilts.<br>

The drusus is a Roman short sword of exceptional quality. It's really nothing more than a well-made gladius kept at a razor-honed edge. The weapon's fine quality provides a +1 bonus to attack rolls, but after any fight the weapon is considered to be dulled and functions as a normal gladius until it is re-honeda task that requires a fully-equipped forge and a trained swordsmith.<br>

The estoc is the grandfather of the rapier. It is an edgeless thrusting sword designed for piercing armor. It gains a +2 bonus to attacks against opponents in any kind of mail, and a +1 bonus to attacks against opponents in any kind of plate armor. Estocs were often made with perfectly triangular or square blades.<br>

The falchion is a slashing weapon with a slightly curved blade and a squared-off point. It is nearly useless for thrusting, but its blade design concentrates the weight of the blade near the end for excellent chopping power.<br>

The traditional weapon of the Roman legionary was the gladius. It is basically a well-made iron or steel short sword used almost exclusively for thrusting.<br>

The samurai's katana may be the single finest sword ever made. It is a slashing weapon with a sharp, chisel-shaped point. The steel was often of exceptional quality, built up with a laborious process of folding and re-folding; some blades had hundreds of folds. This created a sword of tremendous resilience and strength. The hilt accomodates one or two hands equally well.<br>

The companion to the samurai's katana is the wakizashi, a shorter blade of similar construction and design. In eastern cultures, only a samurai may wear these two blades together. It is very common for a katana and wakizashi to be paired as a matched set.<br>

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The largest oriental sword is the no-dachi, a two-handed katana-like weapon almost six feet in length. Some no-dachi are built to the exacting specifications of a katana, but most are not of the same quality.<br>

One of the later swords to appear was the rapier, a light, long thrusting weapon. The rapier was the gentleman's weapon in the Renaissance and later centuries, remaining in use until the 18th century. The rapier appeared largely because armor was beginning to disappear from the battlefields of Europe.<br>

Another duelist's weapon is the sabre, a slightly curved slashing blade of medium length. The sabre had one of the longest periods of service of any sword; they appeared in Europe during the 11th century, and were still considered standard issue for cavalrymen at the beginning of the 20th century.<br>

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The sword-axe is not a true sword. It features a long wooden haft in place of a hilt, and a sword blade with an axe-like construction at the business end. In battle, it would be wielded more like an axe than a sword. It was a weapon of ancient times that was soon replaced by more efficient blades.<br>

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<name>Sword, Scimitar</name>

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The claymore is a Scottish two-handed sword somewhat shorter than the true two-handed sword. It is an excellently balanced weapon with fearsome cutting power. The claymore gains a +1 bonus to hit opponents in any kind of leather, mail, or plate armor.<br>

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The drusus is a Roman short sword of exceptional quality. It's really nothing more than a well-made gladius kept at a razor-honed edge. The weapon's fine quality provides a +1 bonus to attack rolls, but after any fight the weapon is considered to be dulled and functions as a normal gladius until it is re-honeda task that requires a fully-equipped forge and a trained swordsmith.<br>

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<name>Sword, Great Scimitar</name>

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The claymore is a Scottish two-handed sword somewhat shorter than the true two-handed sword. It is an excellently balanced weapon with fearsome cutting power. The claymore gains a +1 bonus to hit opponents in any kind of leather, mail, or plate armor.<br>

The cutlass is a heavy, slightly curved, single-edged blade of medium length. It was popular with sailors and marines for hundreds of years. Like some broadswords, cutlasses were made with basket hilts.<br>

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<name>Sword, Short</name>

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One of the later swords to appear was the rapier, a light, long thrusting weapon. The rapier was the gentleman's weapon in the Renaissance and later centuries, remaining in use until the 18th century. The rapier appeared largely because armor was beginning to disappear from the battlefields of Europe.<br>

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The sword-axe is not a true sword. It features a long wooden haft in place of a hilt, and a sword blade with an axe-like construction at the business end. In battle, it would be wielded more like an axe than a sword. It was a weapon of ancient times that was soon replaced by more efficient blades.<br>

The tulwar bears a small resemblance to the falchion, but is found in eastern settings. Unlike the falchion, the tulwar curves inward for chopping power, instead of outward for a longer slash. The famous Ghurka knife is a good example of a tulwar-like blade.<br>

The largest and most powerful sword is the two-handed sword, or zweihander. It was developed in the Renaissance to deal with pikemen and dismounted knights. It often stood well over six feet tall. The two-handed sword gains a +2 bonus to attacks against opponents in any kind of mail or plate armor, since its heavy blade can easily penetrate even the heaviest armor.

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<name>Sword, Spatha</name>

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Swords are the most efficient weapons of ancient times, combining ease of use with excellent armor penetration. The earliest copper swords appeared thousands of years before the rise of the Roman Empire, and ceremonial swords are carried today by most of the world's armies and navies.<br>

Bastard swords are also known as hand-and-a-half swords. They are nothing more than longer, heavier long swords. The extra weight of a bigger blade enabled the sword's wielder to hack through the heavier armor that appeared at the end of the Crusades. Whether used one-handed or two-handed, the bastard sword gains a +1 bonus to hit opponents in any type of mail or plate armor.<br>

Broadswords have existed in a number of settings. Any medium-sized blade designed for slashing can be called a broadsword. In ancient times, the best blades fall into this category; by the Middle Ages, this describes a civilian's sword or a court blade. Later broadswords were built with basket hilts, which give the weapon user a +1 bonus on any block attempts.<br>

The claymore is a Scottish two-handed sword somewhat shorter than the true two-handed sword. It is an excellently balanced weapon with fearsome cutting power. The claymore gains a +1 bonus to hit opponents in any kind of leather, mail, or plate armor.<br>

The cutlass is a heavy, slightly curved, single-edged blade of medium length. It was popular with sailors and marines for hundreds of years. Like some broadswords, cutlasses were made with basket hilts.<br>

The drusus is a Roman short sword of exceptional quality. It's really nothing more than a well-made gladius kept at a razor-honed edge. The weapon's fine quality provides a +1 bonus to attack rolls, but after any fight the weapon is considered to be dulled and functions as a normal gladius until it is re-honeda task that requires a fully-equipped forge and a trained swordsmith.<br>

The estoc is the grandfather of the rapier. It is an edgeless thrusting sword designed for piercing armor. It gains a +2 bonus to attacks against opponents in any kind of mail, and a +1 bonus to attacks against opponents in any kind of plate armor. Estocs were often made with perfectly triangular or square blades.<br>

The falchion is a slashing weapon with a slightly curved blade and a squared-off point. It is nearly useless for thrusting, but its blade design concentrates the weight of the blade near the end for excellent chopping power.<br>

The traditional weapon of the Roman legionary was the gladius. It is basically a well-made iron or steel short sword used almost exclusively for thrusting.<br>

The samurai's katana may be the single finest sword ever made. It is a slashing weapon with a sharp, chisel-shaped point. The steel was often of exceptional quality, built up with a laborious process of folding and re-folding; some blades had hundreds of folds. This created a sword of tremendous resilience and strength. The hilt accomodates one or two hands equally well.<br>

The companion to the samurai's katana is the wakizashi, a shorter blade of similar construction and design. In eastern cultures, only a samurai may wear these two blades together. It is very common for a katana and wakizashi to be paired as a matched set.<br>

The khopesh is an ancient weapon of the Bronze Age. Its blade runs straight from the hilt, but then curves around in a great sickle shape. It is heavy and awkward, but may be the only sword available in some settings.<br>

The long sword is meant to represent the weapon of the typical western knight, but also includes any medium-length straight blade designed for both slashing and thrusting. The advent of heavy plate armor made the long sword obsolete; longer, heavier blades were required to pierce a knight's armor.<br>

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<name>Sword, Sword-axe</name>

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The claymore is a Scottish two-handed sword somewhat shorter than the true two-handed sword. It is an excellently balanced weapon with fearsome cutting power. The claymore gains a +1 bonus to hit opponents in any kind of leather, mail, or plate armor.<br>

The cutlass is a heavy, slightly curved, single-edged blade of medium length. It was popular with sailors and marines for hundreds of years. Like some broadswords, cutlasses were made with basket hilts.<br>

The drusus is a Roman short sword of exceptional quality. It's really nothing more than a well-made gladius kept at a razor-honed edge. The weapon's fine quality provides a +1 bonus to attack rolls, but after any fight the weapon is considered to be dulled and functions as a normal gladius until it is re-honeda task that requires a fully-equipped forge and a trained swordsmith.<br>

The estoc is the grandfather of the rapier. It is an edgeless thrusting sword designed for piercing armor. It gains a +2 bonus to attacks against opponents in any kind of mail, and a +1 bonus to attacks against opponents in any kind of plate armor. Estocs were often made with perfectly triangular or square blades.<br>

The falchion is a slashing weapon with a slightly curved blade and a squared-off point. It is nearly useless for thrusting, but its blade design concentrates the weight of the blade near the end for excellent chopping power.<br>

The traditional weapon of the Roman legionary was the gladius. It is basically a well-made iron or steel short sword used almost exclusively for thrusting.<br>

The samurai's katana may be the single finest sword ever made. It is a slashing weapon with a sharp, chisel-shaped point. The steel was often of exceptional quality, built up with a laborious process of folding and re-folding; some blades had hundreds of folds. This created a sword of tremendous resilience and strength. The hilt accomodates one or two hands equally well.<br>

The companion to the samurai's katana is the wakizashi, a shorter blade of similar construction and design. In eastern cultures, only a samurai may wear these two blades together. It is very common for a katana and wakizashi to be paired as a matched set.<br>

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The sword-axe is not a true sword. It features a long wooden haft in place of a hilt, and a sword blade with an axe-like construction at the business end. In battle, it would be wielded more like an axe than a sword. It was a weapon of ancient times that was soon replaced by more efficient blades.<br>

The tulwar bears a small resemblance to the falchion, but is found in eastern settings. Unlike the falchion, the tulwar curves inward for chopping power, instead of outward for a longer slash. The famous Ghurka knife is a good example of a tulwar-like blade.<br>

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<name>Sword, Tulwar</name>

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The claymore is a Scottish two-handed sword somewhat shorter than the true two-handed sword. It is an excellently balanced weapon with fearsome cutting power. The claymore gains a +1 bonus to hit opponents in any kind of leather, mail, or plate armor.<br>

The cutlass is a heavy, slightly curved, single-edged blade of medium length. It was popular with sailors and marines for hundreds of years. Like some broadswords, cutlasses were made with basket hilts.<br>

The drusus is a Roman short sword of exceptional quality. It's really nothing more than a well-made gladius kept at a razor-honed edge. The weapon's fine quality provides a +1 bonus to attack rolls, but after any fight the weapon is considered to be dulled and functions as a normal gladius until it is re-honeda task that requires a fully-equipped forge and a trained swordsmith.<br>

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The falchion is a slashing weapon with a slightly curved blade and a squared-off point. It is nearly useless for thrusting, but its blade design concentrates the weight of the blade near the end for excellent chopping power.<br>

The traditional weapon of the Roman legionary was the gladius. It is basically a well-made iron or steel short sword used almost exclusively for thrusting.<br>

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The largest oriental sword is the no-dachi, a two-handed katana-like weapon almost six feet in length. Some no-dachi are built to the exacting specifications of a katana, but most are not of the same quality.<br>

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The sword-axe is not a true sword. It features a long wooden haft in place of a hilt, and a sword blade with an axe-like construction at the business end. In battle, it would be wielded more like an axe than a sword. It was a weapon of ancient times that was soon replaced by more efficient blades.<br>

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<name>Sword, Two-handed</name>

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The claymore is a Scottish two-handed sword somewhat shorter than the true two-handed sword. It is an excellently balanced weapon with fearsome cutting power. The claymore gains a +1 bonus to hit opponents in any kind of leather, mail, or plate armor.<br>

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The falchion is a slashing weapon with a slightly curved blade and a squared-off point. It is nearly useless for thrusting, but its blade design concentrates the weight of the blade near the end for excellent chopping power.<br>

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The falchion is a slashing weapon with a slightly curved blade and a squared-off point. It is nearly useless for thrusting, but its blade design concentrates the weight of the blade near the end for excellent chopping power.<br>

The traditional weapon of the Roman legionary was the gladius. It is basically a well-made iron or steel short sword used almost exclusively for thrusting.<br>

The samurai's katana may be the single finest sword ever made. It is a slashing weapon with a sharp, chisel-shaped point. The steel was often of exceptional quality, built up with a laborious process of folding and re-folding; some blades had hundreds of folds. This created a sword of tremendous resilience and strength. The hilt accomodates one or two hands equally well.<br>

The companion to the samurai's katana is the wakizashi, a shorter blade of similar construction and design. In eastern cultures, only a samurai may wear these two blades together. It is very common for a katana and wakizashi to be paired as a matched set.<br>

The khopesh is an ancient weapon of the Bronze Age. Its blade runs straight from the hilt, but then curves around in a great sickle shape. It is heavy and awkward, but may be the only sword available in some settings.<br>

The long sword is meant to represent the weapon of the typical western knight, but also includes any medium-length straight blade designed for both slashing and thrusting. The advent of heavy plate armor made the long sword obsolete; longer, heavier blades were required to pierce a knight's armor.<br>

Just as the samurai has his traditional katana, the ninja has his ninja-to, the traditional sword of the assassin. The ninja-to is smaller than the katana and generally not as well made. Unlike the katana, the ninja-to features a larger guard and a sturdy scabbard which can be used as a climbing step.<br>

The largest oriental sword is the no-dachi, a two-handed katana-like weapon almost six feet in length. Some no-dachi are built to the exacting specifications of a katana, but most are not of the same quality.<br>

One of the later swords to appear was the rapier, a light, long thrusting weapon. The rapier was the gentleman's weapon in the Renaissance and later centuries, remaining in use until the 18th century. The rapier appeared largely because armor was beginning to disappear from the battlefields of Europe.<br>

Another duelist's weapon is the sabre, a slightly curved slashing blade of medium length. The sabre had one of the longest periods of service of any sword; they appeared in Europe during the 11th century, and were still considered standard issue for cavalrymen at the beginning of the 20th century.<br>

The most ancient sword in this listing is the sapara, a weapon of the Mesopotamian empires of the Bronze Age. The sapara is a smaller version of the khopesh, and is no larger than a standard short sword.<br>

One of the most distinctive swords is the scimitar, a gracefully curved weapon favored by many Arabian cultures. The scimitar was carried by Muslim warriors from Spain to India and became a symbol of the strength and subtlety of Islam. The great scimitar, a two-handed version of the normal blade, was a weapon reserved for ceremonial guards and elite palace troops.<br>

By far the most common blade is the humble short sword. Thousands of varieties have been created by nearly every culture on Earth. Regardless of the setting, some equivalent to the standard short sword can be found. The short sword is primarily a thrusting weapon, ranging from 11/2 to 21/2 feet in length.<br>

The spatha is the ancestor of most Western European blades. It is the Roman long sword, a weapon developed for Roman cavalry but soon copied by the barbarians who fought against the Romans.

The sword-axe is not a true sword. It features a long wooden haft in place of a hilt, and a sword blade with an axe-like construction at the business end. In battle, it would be wielded more like an axe than a sword. It was a weapon of ancient times that was soon replaced by more efficient blades.<br>

The tulwar bears a small resemblance to the falchion, but is found in eastern settings. Unlike the falchion, the tulwar curves inward for chopping power, instead of outward for a longer slash. The famous Ghurka knife is a good example of a tulwar-like blade.<br>

The largest and most powerful sword is the two-handed sword, or zweihander. It was developed in the Renaissance to deal with pikemen and dismounted knights. It often stood well over six feet tall. The two-handed sword gains a +2 bonus to attacks against opponents in any kind of mail or plate armor, since its heavy blade can easily penetrate even the heaviest armor.

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<name>Three-piece rod</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

It is said this weapon was invented by a master of the martial arts whose staff had been broken by his enemy. The three-piece rod consists of three short wooden staves, linked by rope or chain. It is exceptionally useful for performing traps, blocks, and defensive disarms; the three-piece rod confers a +4 bonus to any such attempts.

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<name>Torch</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Most torches can be used as serviceable clubs in a pinch. If the torch is burning, it inflicts 1 extra point of damage. In addition, most animals fear open flame and may avoid a character waving a burning torch around. Torches only ignite very flammable substances, so normal clothes and the like won't usually be set afire by a single blow from a lit torch.

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<name>Trident</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The trident is the famous three-pronged spear of seafarers and mercreatures. Fishermen of many cultures use tridents as hunting weapons, but military tridents are much more scarce.

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<name>Two-handed axe</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This mighty weapon consists of a four- to five-foot haft with a very heavy blade. The axe may be double-bitted, with blades on both sides of the haft, or it may only have a single blade. It is an unwieldy weapon, but a skilled warrior can strike blows of tremendous strength with it.

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<name>Vial</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Vials aren't particularly damaging by themselves, but when filled with acid or holy water they're somewhat more dangerous. When a vial is thrown at an opponent, the attacker may ignore armoronly Dexterity and magical adjustments to AC count for the defender. If the vial hits, the victim suffers the full damage of whatever substance is inside. If it misses, it may still inflict damage with a splash hit depending on where it lands (see Grenade-like Missiles in the DMG.)

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<name>War club</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The war club is considered a work of art in many cultures. It is carefully built from the best materials available and often lined with sharp stones or spikes to increase its damage potential. War clubs cannot be thrown.

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<name>Warhammer</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The warhammer is very similar in size and balance to the horseman's pick, but instead of a point for piercing armor the warhammer is equipped with a blunt striking head. The warhammer gains a +1 bonus to attacks versus plate armors.

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<name>Whip</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The whip cannot cause damage to an opponent in any kind of plate, mail, or leather armors but can still be used to perform a number of special maneuvers. It gains a +2 bonus to pull/trip and offensive disarm maneuvers. In addition, the sting of the lash may force normal animals to retreat at the DM's discretion.

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<name>Broad Group: Axes, Picks, and Hammers</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Axes: battle axe, hand/throwing axe, hatchet, two-handed axe, sword-axe, mace-axe<br>

Picks: horseman's pick, footman's pick, pick<br>

Hammers: warhammer, maul, sledge<br>

Unrelated: adze<br>

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<name>Tight Group: Axes</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

battle axe, hand/throwing axe, hatchet, two-handed axe, sword-axe, mace-axe

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<name>Tight Group: Picks</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

horseman's pick, footman's pick, pick

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<proficiency>

<name>Tight Group: Hammers</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

warhammer, maul, sledge

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<name>Tight Group: Bows</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

short bow, composite short bow, long bow, composite long bow

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<name>Broad Group: Clubs, Maces, and Flails</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Maces: footman's mace, horseman's mace, mace-axe<br>

Clubs: club, great club, war club, ankus, morning star<br>

Flails: horseman's flail, footman's flail<br>

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<name>Tight Group: Maces</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Maces: footman's mace, horseman's mace, mace-axe

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<name>Tight Group: Clubs</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Clubs: club, great club, war club, ankus, morning star

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<name>Tight Group: Flails</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Flails: horseman's flail, footman's flail

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<name>Tight Group: Crossbows</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Crossbows: hand crossbow, light crossbow, heavy crossbow, pellet bow, cho-ku-no

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<name>Tight Group: Daggers and Knives</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Daggers & Knives: dagger, stiletto, jambiya, main-gauche, parrying dagger, knife, katar

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<name>Tight Group: Lances</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Lances: Light, medium, heavy, jousting

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<name>Broad Group: Polearms</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Spear-like polearms: awl pike, partisan, ranseur, spetum<br>

Poleaxes: bardiche, halberd, voulge<br>

Bills: bill, bill-guisarme, glaive-guisarme, guisarme-voulge, hook fauchard<br>

Glaives: glaive, fauchard, naginata, nagimaki, fauchard-fork<br>

Beaked: bec de corbin, lucern hammer<br>

Unrelated: military fork, tetsubo, lajatang<br>

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<name>Tight Group: Spear-like polearms</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Spear-like polearms: awl pike, partisan, ranseur, spetum

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<name>Tight Group: Poleaxes</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Poleaxes: bardiche, halberd, voulge

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<name>Tight Group: Bills</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Bills: bill, bill-guisarme, glaive-guisarme, guisarme-voulge, hook fauchard

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<name>Tight Group: Glaives</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Glaives: glaive, fauchard, naginata, nagimaki, fauchard-fork

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<name>Tight Group: Beaked</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Beaked: bec de corbin, lucern hammer

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<name>Broad Group: Spears and Javelins</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Spears: spear, long spear, awl pike<br>

Javelins: javelin, pilum, dart<br>

Unrelated: harpoon, trident, brandistock<br>

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<name>Tight Group: Spears</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Spears: spear, long spear, awl pike

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<name>Tight Group: Javelins</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Javelins: javelin, pilum, dart

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<name>Broad Group: Swords</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Ancient: broadsword, sapara, khopesh, sword-axe, short sword<br>

Roman: broadsword, drusus, gladius, spatha<br>

Middle Eastern: short sword, scimitar, great scimitar, tulwar<br>

Oriental: cutlass, katana, wakizashi, no-dachi, ninja-to<br>

Short: short sword, gladius, drusus, sapara, dagger, tulwar<br>

Medium: broadsword, long sword, cutlass, sabre, falchion, estoc<br>

Large: bastard sword, claymore, two-handed sword, great scimitar, no-dachi<br>

Fencing weapons: rapier, sabre, main-gauche, parrying dagger<br>

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<name>Tight Group: Ancient Swords</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Ancient: broadsword, sapara, khopesh, sword-axe, short sword

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<name>Tight Group: Roman Swords</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Roman: broadsword, drusus, gladius, spatha

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<name>Tight Group: Middle Eastern Swords</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Middle Eastern: short sword, scimitar, great scimitar, tulwar

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<name>Tight Group: Oriental Swords</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Oriental: cutlass, katana, wakizashi, no-dachi, ninja-to

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<name>Tight Group: Short Swords</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Short: short sword, gladius, drusus, sapara, dagger, tulwar

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<name>Tight Group: Medium Swords</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Medium: broadsword, long sword, cutlass, sabre, falchion, estoc

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<name>Tight Group: Large Swords</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Large: bastard sword, claymore, two-handed sword, great scimitar, no-dachi

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<name>Tight Group: Fencing weapons</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Fencing weapons: rapier, sabre, main-gauche, parrying dagger

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<name>Tight Group: Chain and Rope Weapons</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Chain & Rope Weapons: chain, kau sin ke, kusari-gama, kawanaga, chijikiri

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<name>Tight Group: Martial Arts Weapons</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Martial Arts Weapons: sai, jitte, nunchaku, sang kauw, three-piece rod, bo stick

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<name>Broad Group: Firearms</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Hand match weapons: arquebus, hand gunne<br>

Matchlocks: arquebus, caliver, musket<br>

Wheellocks: arquebus, belt pistol, horse pistol<br>

Snaplocks and Flintlocks: musket, belt pistol, horse pistol<br>

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<name>Tight Group: Hand match weapons</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Hand match weapons: arquebus, hand gunne

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<name>Tight Group: Matchlocks</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Matchlocks: arquebus, caliver, musket

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<name>Tight Group: Wheellocks</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Wheellocks: arquebus, belt pistol, horse pistol

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<name>Tight Group: Snaplocks and Flintlocks</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Snaplocks and Flintlocks: musket, belt pistol, horse pistol

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<name>Head Spike</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This unusual weapon consists of an iron helmet with a large (1 to 2 foot) spike on the top, sometimes called a "belly skewer." A fighter employs this weapon when charging. Running, bent forward, he attempts to spear his opponent in the stomach. The attack roll is made at a -3 penalty, and he loses any armor class benefits high Dexterity may give him. If he impales his enemy, he scores double damage.

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<name>Knee Spike</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These are spiked guards used in close combat to elbow and knee opponents. When not in use they appear to be decorative stubs at the center of the knee and elbow cups, but, activated by pressure, spiked blades jet out and lock in place. Since they are strapped to the character as part of his armor, it is virtually impossible to disarm him.<br>

When a fighter is being grappled or wrestled he may elect to make an attack with his spikes, instead of boxing or wrestling. This attack is made with a -2 attack penalty.

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<name>Knee and Elbow Spikes</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These are spiked guards used in close combat to elbow and knee opponents. When not in use they appear to be decorative stubs at the center of the knee and elbow cups, but, activated by pressure, spiked blades jet out and lock in place. Since they are strapped to the character as part of his armor, it is virtually impossible to disarm him.<br>

When a fighter is being grappled or wrestled he may elect to make an attack with his spikes, instead of boxing or wrestling. This attack is made with a -2 attack penalty.

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<name>Elbow Spike</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These are spiked guards used in close combat to elbow and knee opponents. When not in use they appear to be decorative stubs at the center of the knee and elbow cups, but, activated by pressure, spiked blades jet out and lock in place. Since they are strapped to the character as part of his armor, it is virtually impossible to disarm him.<br>

When a fighter is being grappled or wrestled he may elect to make an attack with his spikes, instead of boxing or wrestling. This attack is made with a -2 attack penalty.

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<name>Glove Nail</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is a gauntlet constructed of iron or steel, with a large spike protruding from its face. Warriors usually wear glove nails on both hands. Used for slashing, generally at an enemy's face, these are sometimes called "face rippers."

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<name>Chain Flail</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The chain flail is a 6-foot length of weighted chain. In combat it is whirled around very fast and swung at the enemy's legs. A character who is proficient with a chain flail will use it to knock his opponent off balance. He must state that he is attacking the legs, and rolls at -4 attack. If he succeeds, he rolls for damage normally. In addition, his target must succeed in a Dexterity check or be knocked to the ground by the chain's impact.

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<name>Tight Group: Dwarven Close Combat Weapons</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Head Spike, Elbow spike, Knee spike, Glove Nail, Chain Flail

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<name>Bribe</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A thief can bribe an official with gifts of money or merchandise. Only one bribe can be attempted per target. If the attempt fails, the DM should make a reaction roll for the target to determine how he counters the bribe.

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<name>Climb walls</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Although everyone can climb rocky cliffs and steep slopes, the thief is far superior to others in this ability. Not only does he have a better climbing percentage than other characters, he can also climb most surfaces without tools, ropes, or devices. Only the thief can climb smooth and very smooth surfaces without climbing gear. Of course, the thief is very limited in his actions while climbing--he is unable to fight or effectively defend himself.

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<name>Detect illusion</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Thieves can see detect illusions within their line of sight, up to 90 feet away. They perceive the illusion as a translucent image, seeing through it as though it were a light mist.

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<name>Detect magic - thief</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Thieves can spot magical radiations within their line of sight, up to 60 feet away. They can determine the intensity of the magicdim, faint, moderate, strong, and overwhelming.

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<name>Detect noise</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A good thief pays attention to every detail, no matter how small, including faint sounds that most others miss. His ability to hear tiny sounds (behind heavy doors, down long hallways, etc.) is much better than the ordinary person's. Listening is not automatic; the thief must stand still and concentrate on what he's hearing for one round. He must have silence in his immediate surroundings and must remove his helmet or hat. Sounds filtering through doors or other barriers are unclear at best.

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<name>Escape bonds</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

There comes a time in every thiefs career when his luck runs out and the he is apprehended. The ability to escape bonds such as ropes, leather thongs, manacles, chains, and even straight jackets is a feat of contortion and determination. The thief must roll to break every device binding him. If hes tied at the wrists and at the ankles, then he must make two successful rolls to free himself. This skill takes five rounds to use. A thief might hurry his efforts, but he suffers a 5% penalty for each round he tries to shave. Locked items also require the thief to successfully pick the locks. A failure on any attempt means that the thief cannot loose that bond or pick the lock.

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<name>Find/remove traps</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The thief is trained to find small traps and alarms. These include poisoned needles, spring blades, deadly gases, and warning bells. This skill is not effective for finding deadfall ceilings, crushing walls, or other large, mechanical traps.<br>

To find the trap, the thief must be able to touch and inspect the trapped object. Normally, the DM rolls the dice to determine whether the thief finds a trap. If the DM says, "You didn't find any traps," it's up to the player to decide whether that means there are no traps or there are traps but the thief didn't see them. If the thief finds a trap, he knows its general principle but not its exact nature. A thief can check an item for traps once per experience level. Searching for a trap takes 1d10 rounds.<br>

Once a trap is found, the thief can try to remove it or disarm it. This also requires 1d10 rounds. If the dice roll indicates success, the trap is disarmed. If the dice roll indicates failure, the trap is beyond the thief's current skill. He can try disarming the trap again when he advances to the next experience level. If the dice roll is 96-100, the thief accidentally triggers the trap and suffers the consequences. Sometimes (usually because his percentages are low) a thief will deliberately spring a trap rather than have unpleasant side effects if the trap doesn't work quite the way the thief thought, and he triggers it while standing in the wrong place.<br>

This skill is far less useful when dealing with magical or invisible traps. Thieves can attempt to remove these traps, but their chances of success are half their normal percentages.

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<name>Hide in shadows</name>

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<body style="font-family: Arial; font-size: 12pt; ">

A thief can try to disappear into shadows or any other type of concealment -- bushes, curtains, crannies, etc. A thief can hide this way only when no one is looking at him; he remains hidden only as long as he remains virtually motionless. (The thief can make small, slow, careful movements: draw a weapon, uncork a potion, etc.) A thief can never become hidden while a guard is watching him, no matter what his dice roll is--his position is obvious to the guard. However, trying to hide from a creature that is locked in battle with another is possible, as the enemy's attention is fixed elsewhere. The DM rolls the dice and keeps the result secret, but the thief always thinks he is hidden.

<br>Hiding in shadows cannot be done in total darkness, since the talent lies in fooling the eye as much as in finding real concealment (camouflage, as it were). However, hidden characters are equally concealed to those with or without infravision. Spells, magical items, and special abilities that reveal invisible objects can reveal the location of a hidden thief.

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<name>Move silently</name>

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A thief can try to move silently at any time simply by announcing that he intends to do so. While moving silently, the thief's movement rate is reduced to 1/3 normal. The DM rolls percentile dice to determine whether the thief is moving silently; the thief always thinks he is being quiet. Successful silent movement improves the thief's chance to surprise a victim, avoid discovery, or move into position to stab an enemy in the back. Obviously, a thief moving silently but in plain view of his enemies is wasting his time.

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<name>Open locks</name>

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A thief can try to pick padlocks, finesse combination locks (if they exist), and solve puzzle locks (locks with sliding panels, hidden releases, and concealed keyholes). Picking a padlock requires tools. Using typical thief's tools grants normal chances for success. Using improvised tools (a bit of wire, a thin dirk, a stick, etc.) imposes a penalty on the character's chance for success. The DM sets the penalty based on the situation; penalties can range from -5 for an improvised but suitable tool, to -60 for an awkward and unsuitable item (like a stick). The amount of time required to pick a lock is 1d10 rounds. A thief can try to pick a particular lock only once per experience level. If the attempt fails, the lock is simply too difficult for the character until he learns more about picking locks (goes up a level).

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<name>Pick pockets</name>

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A thief uses this skill to pilfer small items from the pouches, pockets, belts, sleeves, packs, etc. of others. A failed attempt means the thief did not come away with an item, but it does not indicate the thief was caught in the act. To determine if a thiefs attempt was noticed, subtract three times the victims experience level from 100. If the thiefs roll was equal to or higher than this number, the attempt was noticed. For example, if the thief tried to pick the pocket of a 5th level fighter and failedand the thiefs roll was 85 or higherthe thief is noticed. (5x3 = 15. 10015 = 85.)

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<name>Read languages</name>

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Out of necessity, thieves tend to learn odd bits of information. Among these is the ability to read various languages, particularly as they apply to treasure maps, deeds, secret notes, and the like. At 4th level, the thief has enough exposure to languages that he has a chance to read most nonmagical writing. This ability naturally improves with more experience. However, your DM can rule that some languages (those the thief has never encountered) are indecipherable to the thief.<br>

The die roll to read a language must be made every time the character tries to read a document (not just once per language). A successful die roll means the thief puzzled out the meaning of the writing. His understanding of the document is roughly equal to his percentage chance for success: a 20% chance means that, if the thief understands it at all, he gets about 20% of the meaning. A different document in the same language requires another die roll (it probably contains different words). It isn't necessary to keep notes about what languages the thief has read in the past, since each document is handled individually.<br>

Only one die roll can be made for any particular document at a given experience level. If the die roll fails, the thief can try again after gaining a new experience level.<br>

If the character knows how to read a given language because he spent a proficiency slot on it, this die roll is unnecessary for documents in that language.

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<name>Tunneling</name>

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A thief might need to dig a tunnel to get to a cache of riches. His success at tunneling depends on several factors. The tunneling table below shows the time required to dig through 10 feet of earth with adequate tools. Every 10 feet, the thief must make a skill check, failure meaning that the front of the tunnel collapses. It can be re dug at the loose earth rate.<br>

<br>

Table 26: Tunneling<br>

Type of earth Modifier Time<br>

Sand/loose earth 10% 5 hours<br>

Packed earth  10 hours<br>

Rock +10% 30 hours<br>

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<name>Arm Sling</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This is simply a cloth sling; the thief wears it to appear as if he has a broken or injured arm, and speedily withdraws his hand from it for the pocket-picking attempt.

<br> This actually reduces the chances of picking pockets by 5%, but the payoff is that the chances for being discovered are halved (but a natural 00 on d100 always means discovery). This reflects the fact that people simply do not expect to see a man with a broken arm picking pockets and the expectation determines the perception. The use of this unusual strategy is only usefulbut it is really useful herewhen the priority is not to be discovered, rather than to be sure of success. A thief working in a city where he is not a guild member, or one where legal penalties for picking pockets are very harsh, might favor the use of this ruse.

<br> A thief obviously cannot use this ruse for an extended period of time in the same place (save possibly by posing as a beggar). There is a limit to how long an arm can plausibly need for healing, after all.

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<name>Mini-Blade</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is a generic term for a very small (and usually very sharp) blade which can be held (with care!) between the fingers or in the "edge of the hand". A very sharp coin-edge, filed down, can be used in this way, and has the advantage of being readily available. A more sophisticated (and rarer) version is the razor ring, a hollow signet ring with a flip-top and a very sharp blade within.

<br>The mini-blade is used to cut a soft containermost obviously a purse or pouchso that the thief can get at what's inside it. It is the most effective technique for getting at coins, gems, etc., inside a purse with drawn and tied strings. With a mini-blade the thief only has to make a simple pick pockets roll to effect the larceny. If the thief has, instead, to try to open the purse strings and then extract what's inside because he has no mini-blade, this needs two pick pockets rolls for success (one to open the purse, one to get at the goodies)and two rolls for being observed, as well!

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<name>Razor Ring, iron</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is a generic term for a very small (and usually very sharp) blade which can be held (with care!) between the fingers or in the "edge of the hand". A very sharp coin-edge, filed down, can be used in this way, and has the advantage of being readily available. A more sophisticated (and rarer) version is the razor ring, a hollow signet ring with a flip-top and a very sharp blade within.

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<proficiency>

<name>Razor Ring, silver</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is a generic term for a very small (and usually very sharp) blade which can be held (with care!) between the fingers or in the "edge of the hand". A very sharp coin-edge, filed down, can be used in this way, and has the advantage of being readily available. A more sophisticated (and rarer) version is the razor ring, a hollow signet ring with a flip-top and a very sharp blade within.

<br>The mini-blade is used to cut a soft containermost obviously a purse or pouchso that the thief can get at what's inside it. It is the most effective technique for getting at coins, gems, etc., inside a purse with drawn and tied strings. With a mini-blade the thief only has to make a simple pick pockets roll to effect the larceny. If the thief has, instead, to try to open the purse strings and then extract what's inside because he has no mini-blade, this needs two pick pockets rolls for success (one to open the purse, one to get at the goodies)and two rolls for being observed, as well!

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<name>Thieves Pick</name>

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<body style="font-family: Arial; font-size: 12pt; ">

These are essential for the thief to use this skill at anything like his "natural" ability level. It is these items which are listed in the Player's Handbook as Thieves' Picks, costing 30 gp. They are usually short lengths of rigid wire and flat, narrow plates of iron or steel, especially designed and made for dealing with locks, and there will be a dozen or so to a set. They will be supplied either on a ring (like keys) or in a cloth or leather wallet which unrolls. These items will never be freely available on the open market.

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<name>Acid, Metal-eating, 1 vial</name>

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<body style="font-family: Arial; font-size: 12pt; ">

If a thief is faced with a lock which his best efforts cannot pick open, metal-eating acid is one alternative. Such acids will eat through locks if the locks fail a saving throw (for metal) vs. acid (this save is 13). If the save is made, the lock cannot be opened, but it will be ruined (and unopenable!) if a second save (metal vs. acid) is failed. Use of such acid is difficult and avoided by most thieves, for various reasons.

<br> Use of metal-eating acids is difficult because only acids of great strength will do the job effectively. The DM should greatly restrict the availability of such acid; acids of the strength of black dragon acid and thessalhydra acid (possibly also giant slug spittle) are among the few known effective metal-eaters. Thus, availability is very low (and cost very high).

<br> Thieves usually avoid such acids in any event. First, the acid is very hazardous to carry. While it may be contained in glass containers (and possibly ceramic), such vessels are fragile. Imagine falling down a pit and hearing the sound of breaking glass as double-strength acid begins to seep through clothing and over one's back . . .

<br>Second, if the acid does not do the job it may ruin the lock and any hope of opening it in another way, as described. Third, it is a calumny on the professional reputation of a thief to have to resort to such means as acids!

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<name>Lock Chisels, set of 3</name>

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A thief may attempt to force a lock open with a lock chisel and a small hammer. This is not really a highly skilled activity, and the DM might consider extending this to non-thieves. The base chance for success is equal to the open doors percentage (which is Strength-based, of course). A thief may add one-fifth of his open locks chance to this base chanceknowing something about locks does give a slight advantage here. Obviously, forcing a lock is a noisy activity and any hope of subtlety and surprise evaporates with the first blow.

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<name>Hacksaw</name>

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<body style="font-family: Arial; font-size: 12pt; ">

These instruments may have to be resorted to if a thief cannot pick a lock, but thinks he has the time to try these desperately slow methods for bypassing the lock. With a file or hacksaw blade the thief can try to saw through the lock apparatus; a pair of small wire cutters may also be useful for disabling some part of the internal mechanism. Usually, only reasonably small locks can be cut through in this way. It may also be possible for the thief to cut around a lock with a hacksaw blade.

<br> Again, use of such instruments is often fairly noisy (although nowhere near as noisy as using a lock chisel). The main drawback to cutting through or around locks is that it takes a very, very long time. in most cases the attempt will be certain to succeed, unless there are special circumstancese.g., the thief has only one small rusty file and the lock is a huge combination lock device!

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<name>Hacksaw Blade</name>

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<body style="font-family: Arial; font-size: 12pt; ">

These instruments may have to be resorted to if a thief cannot pick a lock, but thinks he has the time to try these desperately slow methods for bypassing the lock. With a file or hacksaw blade the thief can try to saw through the lock apparatus; a pair of small wire cutters may also be useful for disabling some part of the internal mechanism. Usually, only reasonably small locks can be cut through in this way. It may also be possible for the thief to cut around a lock with a hacksaw blade.

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<proficiency>

<name>Metal File</name>

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<body style="font-family: Arial; font-size: 12pt; ">

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<br> Again, use of such instruments is often fairly noisy (although nowhere near as noisy as using a lock chisel). The main drawback to cutting through or around locks is that it takes a very, very long time. in most cases the attempt will be certain to succeed, unless there are special circumstancese.g., the thief has only one small rusty file and the lock is a huge combination lock device!

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<proficiency>

<name>Wire Cutters</name>

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<body style="font-family: Arial; font-size: 12pt; ">

These instruments may have to be resorted to if a thief cannot pick a lock, but thinks he has the time to try these desperately slow methods for bypassing the lock. With a file or hacksaw blade the thief can try to saw through the lock apparatus; a pair of small wire cutters may also be useful for disabling some part of the internal mechanism. Usually, only reasonably small locks can be cut through in this way. It may also be possible for the thief to cut around a lock with a hacksaw blade.

<br> Again, use of such instruments is often fairly noisy (although nowhere near as noisy as using a lock chisel). The main drawback to cutting through or around locks is that it takes a very, very long time. in most cases the attempt will be certain to succeed, unless there are special circumstancese.g., the thief has only one small rusty file and the lock is a huge combination lock device!

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<name>Magnifying glass</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This simple lens is more an oddity than a useful tool. It does not greatly enhance viewing, especially since many are unevenly ground, creating distortion. It is useful as a substitute for tinder and steel when starting fires.<br>

At the DM's discretion, using such an item to inspect a lock may add 5% to a thief's chance to open the lock. This only applies if the thief has some element of the lock apparatus exposed to his viewif he can see something of the inner workings of the lock.

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<name>Funnel, small</name>

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Some locks may grow rusty with age and disuse, and be harder to pick than new locks of the same quality of make would be. Seasoned thieves know only too well that the locks of doors in dungeons are all too often of this sort. The DM may apply modifiers (-5,-10, etc.) to the open locks chance for such doors as he sees fit. rusted and even fairly dirty locks may have a little light oil applied to their insides, usually with the use of a long-necked funnel (and maybe with a short length of rubbery tubing on the end of that). The negative modifier may itself be negated, in whole or in part, by such lubrication. It takes 1 round to apply the oil and 5-10 (d6+4) rounds for the oil to have its effect on the mechanism.<br>

Of course, using oil to lubricate a lock helps the thief to open it silently. If the DM wants to make a silent movement check for lock-picking, it should be made at +10 if oil is used. Oil is also useful when it comes to rusty door hinges in this context.

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<name>Footpad's Boots</name>

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These useful equipment items have even had a type of robber named after them, of course. Footpads can be improvised from rags or cloth tied to the feet, or built into footwearthe latter obviously negates any risk of cloth falling off!<br>

Footpads are not considered standard equipment worn by the thief because of the disadvantage they have. Their advantage is that they add +5 to the chance for moving silently; the corresponding disadvantage is that footpads reduce traction, and so their use adds a -5 penalty modifier to any climb walls roll the thief has to make while wearing them. Cat burglars are advised to use detachable footpads which can be donned after getting over the wall on the way in!<br>

As an aside, the normal, unmodified move silently chance assumes that the thief is wearing normal, everyday footwear. If for some reason he is wearing hob-nailed boots or the like the DM may readily apply a penalty modifier of -10, -20 or so to any attempt to move silently.

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<name>Silenced Armor</name>

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<body style="font-family: Arial; font-size: 12pt; ">

A special form of silenced elfin chain is available to the thief. Such armor has each individual link of chain armor wrapped in thin leather or light cloth binding. This to some extent "silences" the armor, at the cost of increasing its encumbrance by one-third above that of normal elfin chain. It is also fiendishly expensive, costing more than plate mail. Of course, it is even rarer than ordinary elfin chain itself. Finding a craftsman and persuading him to make such a suit of armor could be a challenging adventure in itself for a thief. The total profile for silenced elfin chain is shown in Table 28 below.

<br><br>

Table 28:<br>

SILENCED ARMOR (ELFIN CHAIN)<br>

EFFECT ON SKILL<br>

<br>

Pick Pockets -25<br>

Open Locks -5<br>

Find/Remove Traps -5<br>

Move Silently <br>

Hide in Shadows -10<br>

Detect Noise <br>

Climb Walls -25<br>

Read Languages <br>

<br>

<br> Bonuses for moving silently and hearing noise above those which apply for normal elfin chain are somewhat offset by penalties to picking pockets and climbing walls. Silenced elfin chain is particularly useful to a thief for whom subterfuge and sneaking around unobserved are very important, but who suspects that there is a high probability of combat at some stage during his mission!

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<name>Leather straps, pair</name>

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<body style="font-family: Arial; font-size: 12pt; ">

A thief may use lengths of strappingusually of stiff, hardened leatherto improve his chances of moving silently if these would otherwise be reduced by such factors as squeaky floorboards (but not otherwise). These straps will usually be 30 to 36 inches or so in length, and they help distribute the thief's weight over a wider area. Their use negates any negative modifier arising from squeaky floorboards, but the thief has to pick up the strips and move them before him as he walks along. This reduces his movement rate to only one-half of that which normally applies for attempting to move silentlyi.e., one-sixth of normal walking move rate!

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<name>Darksuit</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This comprises black or very deep blue clothes, usually fairly voluminous robes or what might be termed a "utility suit." Such clothing will usually be lightweight so it can be carried about easily, and worn under normal clothing if needs be. It will always include significant facial covering. If such a suit is worn, it will add +5% to a hide in shadows chance in any area which is shadowy, has a light level equal to dusk or early dawn, or equivalent.

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<name>Woodland Suit</name>

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This has a similar basic design to a darksuit but is made of light clothing dyed in irregular patterns of greens and browns. It adds +5% to the hide in shadows chance when the thief attempts to conceal himself in any suitable outdoors setting such as woodland, a field, or the garden of a town house.

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<name>Charcoal, bundle</name>

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Even wearing a darksuit, the glint of moonlight on a pallid white face can give a thief away. Blacking up the face (and neck) with charcoal adds a further 2% to the hide in shadows chance for concealment in shadows, dim light, etc. Burnt cork and soot are alternatives. The thief should not forget to blacken the backs of his hands either!

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<name>Weaponblack, vial</name>

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<body style="font-family: Arial; font-size: 12pt; ">

One common problem for the thief attempting to hide in shadows is the glint of a steel weapon in moonlight, torchlight, and the like. The way to avoid this is to use weaponblack, a thick, oil-based emulsion. Weaponblack can be coated on to any metal surface and renders it almost completely matte black and reflection-free. If the DM wishes, use of weaponblack can give the thief a +5% bonus to hide in shadows. A superior rule, though, is that use of this substance saves the thief having to make a second hide in shadows roll if he draws a weapon while hiding, or saves him from any penalty modifier if he has a weapon already drawn when he attempts to hide in shadows initially.

<br> Once the weapon has actually struck a blow, the weaponblack will be wiped off. Because it is oil-based, it is also highly flammable. If ignited it will burn brightly, turning the weapon into the equivalent of a flametongue (although it does not count as a magical weapon) for 1d4+1 rounds. if the thief is not protected from fire (e.g., with a ring of fire resistance) he suffers 1d4 points of damage per round while holding the weapon.

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<name>Listening Cone, brass</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The simplest versions of this item are cones of bronze or brass or some similar material, with the wide end placed against the surface through which the thief wishes to hear and the narrow end placed against his ear. Such listening cones add +5 to the chances for detecting noise. A generous DM may allow a thief to improvise such an item from the humble wine glass. As noted, with such a hollow cone it is wise to use mesh over the broad end to exclude ear seekers!

<br> If such an item is used for a combination lock (listening for tumblers falling to assist the open locks roll), the thief may well need a special miniaturized cone to assist him. The proto-stethoscope may be born here . . .

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<name>Clawed Gloves</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Clawed gloves will be familiar to Oriental Adventures players as tiger's claws, but the DM may allow their availability in any fantasy campaign. Clawed overshoes, similar in design to clawed gloves, also existed and may be permitted (although they are a lot less common). The overshoes are slipped over the thief's normal footwear. The thief uses these clawed items for extra grip on small nooks and crannies of whatever surface he is climbing, so the bonus to the climb walls roll depends on the type of surface being climbed.<br>

On very smooth surfaces where almost no nooks and crannies exist, clawed gloves and boots will not add anything to the climb walls chance for a thief. For smooth/cracked surfaces, clawed gloves add +5% to the climb walls chance, boots add +5% also, the two together add +10%. For any other type of surface, clawed gloves add +10%, clawed boots add +10%, and the combination adds +20% to the climb walls roll. Rates of movement are not altered.<br>

The use of clawed gloves reduces silent movement rolls by -5%, the use of clawed boots by -10%, and the combination by -15%, if the thief is attempting to move silently during his climb (e.g., trying to evade detection by guards atop a parapet).<br>

Clawed gloves can be used as a melee weaponno weapon proficiency is required for their use. A successful hit inflicts 1 additional point of damage to that normally delivered by a fist blow. Clawed overshoes may similarly be used as a weapon, adding damage to a kick attack, if the DM allows such attack options in melee.

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<name>Clawed Overshoes</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Clawed gloves will be familiar to Oriental Adventures players as tiger's claws, but the DM may allow their availability in any fantasy campaign. Clawed overshoes, similar in design to clawed gloves, also existed and may be permitted (although they are a lot less common). The overshoes are slipped over the thief's normal footwear. The thief uses these clawed items for extra grip on small nooks and crannies of whatever surface he is climbing, so the bonus to the climb walls roll depends on the type of surface being climbed.<br>

On very smooth surfaces where almost no nooks and crannies exist, clawed gloves and boots will not add anything to the climb walls chance for a thief. For smooth/cracked surfaces, clawed gloves add +5% to the climb walls chance, boots add +5% also, the two together add +10%. For any other type of surface, clawed gloves add +10%, clawed boots add +10%, and the combination adds +20% to the climb walls roll. Rates of movement are not altered.<br>

The use of clawed gloves reduces silent movement rolls by -5%, the use of clawed boots by -10%, and the combination by -15%, if the thief is attempting to move silently during his climb (e.g., trying to evade detection by guards atop a parapet).<br>

Clawed gloves can be used as a melee weaponno weapon proficiency is required for their use. A successful hit inflicts 1 additional point of damage to that normally delivered by a fist blow. Clawed overshoes may similarly be used as a weapon, adding damage to a kick attack, if the DM allows such attack options in melee.

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<name>Climbing Dagger</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Daggers have been used to aid climbing by thieves for generations, so it is to be expected that a more specialized form has been developed for this task. Climbing daggers have relatively short blades (some 6 to 8 inches long) which are stiff, strong, flat, and very sharp. This allows the dagger to be inserted into wood or between bricks with greater ease than an ordinary dagger. They can be used in all surfaces other than very smooth ones. The handle is also flat and quite broad, and usually bound with leather strips or thick string to give the hands a good grip, or even to allow feet easy purchase when the dagger is used as a step. Also, in place of a normal pommel is a broad, smooth iron ring. This allows a rope to pass through, or it can be attached to one of the straps of a housebreaker's harness (see Miscellaneous Equipment, below).

<br> Climbing daggers may add +10% to wall climbing chances at the DM's option, although their main use is with a housebreaker's harness. They may be used in combat, but because of their very different design from that of a normal dagger a separate weapon proficiency is required for their use and damage caused is but 1d3/1d2.

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<name>Grappling Iron</name>

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Grappling irons are relatively heavy iron tools, usually with three or four separate hooks branching from the end. The tool is attached to a length of rope for climbing. The hook is designed to be thrown and to catch on protrusions and thus support the rope and climber(s). The thief may throw the grappling iron vertically up to one-third his Strength score, rounded up and multiplied by 10 (in feet). Throwing a grapple takes one round; reeling in the rope and retrieving the iron for another attempt after a failure takes 1d4 rounds. The chance for success when throwing a grappling iron (a d100 roll is used) is shown in Table 29 below:<br>

<br>

Table 29: GRAPPLING SUCCESS<br>

Catch<br>

and<br>

Grapple Target Miss Slip Catch<br>

Stone Parapet 01-72 73-78 79-00<br>

Stone Wall Top 01-83 84-89 90-00<br>

Tree Branches 01-66 67-70 71-00<br>

Rocky Ledge 01-88 89-93 94-00<br>

Wooden Wall 01-70 71-74 75-00<br>

<br>

The DM can adjudicate more uncommon instances from this table. A "catch and slip" result means that the grapple seems to have caught solidly, but will slip free after 1d6 rounds of supporting any load. If the thief pulls on a grapple for that many rounds he can dislodge the grapple, whereas a "catch" result means the grapple is securely fastened. If possible, thieves should test the grapple by pulling on it for six rounds before climbing!<br>

Climbing a wall using a grappling hook and rope adds +40% to the normal climb walls chance.<br>

Noise: Grapples make a moderately loud sound when they land. In conditions of near silence, a successful grapple landing can be heard as much as 400 yards away (depending on the size of the grapple, etc.); an unsuccessful throw (with the clang as the grapple lands on the ground) up to 800 yards away. Obviously, these are ideal instances and in most cases the effective range will be considerably lower. Whatever range is deemed appropriate by the DM, a padded grappleone with sacking or some similarly heavy but coarse cloth covering almost all of the surface of the ironwill reduce it by half.<br>

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<name>Arrow, wood biter</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This has a broad, flat head with backward-facing barbs. It is specifically designed to give a good grip when shot into wooden surfaces.

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<name>Arrow, stone biter</name>

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The stone biter has a narrow, heavy head of metal, with small ridges rather than barbs. Careful craftsmanship is needed to produce these arrows, with high-quality metal being used and the arrow sharpened to the greatest possible extent. It is designed to give a grip when shot into stone, but will only work on relatively soft stone such as sandstone or brick.

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<name>Arrow, stone biter, adamantine</name>

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This is as the stone biter, save that adamantine is used in its manufacture. This makes the arrow capable of biting into all but the hardest stone surfaces, but also makes it extremely expensive.

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<name>Arrow, minor grapple</name>

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This has a small, three-pointed grappling hook as its head, perhaps some 3 inches in total width. This is usually shot through a window, over a palisade, etc., in much the same way as a conventional grappling iron is thrown.

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<name>Arrow, major grapple</name>

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The major grapple is a far more complex piece of apparatus than the minor grapple, and because of its method of use it can only be employed with the one-rope method. The head of this arrow at first appears to be a fairly long arrowhead of normal width. Its true function is shown only when fired. The rope must be securely fixed at one end by the thief, and as the major grapple arrow closes in on its target and reaches as far as the rope will allow, the sudden tension pulls at the head of the arrow, which opens out into a large three-pointed grappling hook. This is some 6 to 8 inches in width, fully the equal of most ordinary grappling irons. The major grapple has better aerodynamics than the minor grapple and a better chance of gripping, but a considerably reduced range.

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<name>Climbing Spikes, iron, 10</name>

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To be effective, climbing spikes need to be used together with a line. Hammering in a spike takes 1d4 rounds with a small hammer; spikes cannot usually be hammered into very smooth surfaces (or they will not take, etc.), with the exception of an ice wall (where spikes offer the only hope of climbing safely). Hammering spikes into surfaces can usually be heard a long way awayeven up to a mile in silent, windless, outdoor conditions.<br>

Usually spikes are used as an insurance policy against fallsif a character hammers in a spike, ropes himself to it, climbs 20 feet above this with the rope tied to his waist, and falls he will only fall 40 feet (20 feet down to the spike and a further 20 feet taking up the slack of the rope). A spike used to arrest a fall in this way has a chance of coming loose, though! This chance is 10% per character supported on the climbing line (15% per character for ice wall ascension).

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<name>Crowbar</name>

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This is a simple all-purpose tool which can be used for forcing windows open, levering open chests with locks which refuse to be picked, and for similar purposes. At the DM's option, use of a crowbar adds +10 to any bend bars roll the thief has to make when trying to force open some portal. A crowbar is usually a metal rod 3 to 4 feet in length, with one end slightly crooked and often with a snake-tongue division in it. The DM may allow a thief to use a crowbar as a weapon, although a weapon proficiency slot would have to be used to avoid a non-proficiency penalty in its usage. Damage is d6+1 versus S/M creatures, d6 versus large opponents if the thief has proficiency. Otherwise, it inflicts damage as a club.

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<name>Glass-cutter, handled</name>

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This very simple instrument is usually a small diamond set into a suitable handle, or even one set into a ring. The diamond must be cut to a fine point, and if used in a ring a hinged top should be used to protect the gem. Such a tool will cut through glass fairly quickly. Attempting an entry through a window is always superior in principle to attempting to force a door, since windows cannot be as physically tough as doors and are less likely to be locked; but if they are locked, a glass cutter is highly useful.<br>

The efficiency of this item is considerably increased if used together with Tar Paper.

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<name>Housebreaker's Harness</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This is a vital piece of equipment for the serious cat-burglar or housebreaker. Known in thieves' cant as a "spider," it is made of linked leather straps, one around each thigh, one running around the waist, and one over each shoulder. The straps link together to form a tight harness, which can be worn over clothing or leather armor. Attached to the harness are up to eight or so more straps, of varying lengths up to 2 feet. At the ends of these straps are small metal rings, upon which many different devices can be affixed; tools can be hung, climbing daggers fixed, and suchlike. The principal uses of the harness are as follows:<br>

(i) If the thief is climbing a wall using a rope, the rope can be run through one or more of the rings of the harness removing any chance of falling from letting go of the rope.<br>

(ii) Once the thief has reached the point where he hopes to effect a break-in, two of the straps can be fixed to either side of him (usually with climbing daggers, or perhaps with wedges in a window frame, etc). This provides the thief with a firm base and allows him the free use of his hands to open a lock, cut glass, check for traps, and for similar actions.<br>

Imaginative thieves will be able to think up many other uses for this handy and versatile piece of equipment.

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<name>Keymaking Set</name>

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This expensive item allows a thief to make duplicates of keys he holds in his possession or from impressions of keys made using a wax pad (available as a separate item; see below). The keymaking set is a number of molds, files, small blades, metal-working instruments and the like. It also uses a small oil-burning apparatus for softening and molding metal, so its use is usually restricted to a safe, secure lair where the thief will not be disturbed. Duplicating a key takes 1d4 hours, depending on the size and intricacy of the original. A skeleton key (see below) cannot be duplicated with a keymaking set.

<br> The keymaking set permits the manufacture of poor-to fair-quality soft-metal replicas of keys, which are rough in appearance and do not resemble the work of a professional. the duplicate key will open the same locks as the original if the thief makes a successful Dexterity test (the DM should roll this in secret). If the thief made his duplicate from a wax pad impression, there is a penalty of +2 to this dice roll. The thief always thinks his duplicate is a successful piece of workmanship, of course. Only when it is actually tried on the appropriate lock(s) will the thief find out for sure.

<br> The keymaking set does not preempt the role of locksmiths or their skill. Professional locksmiths will duplicate keys with a 99% chance of success and have superior tools to the keymaking set described here. Each locksmith's set of tools are individually crafted and modified to suit the locksmith and are too complex for thieves who are not themselves locksmiths to employ.

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<name>Limewood, as bark strips, 10</name>

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These are strips of wood, usually around 4 to 6 inches long and an inch or so high, and very thin. They are also very tough, however, being made of very resilient wood (like limewood, although other, similar woods can be used) and often coated on one or both sides with a very thin coat of toughening varnish. Limewood strips are slipped between a door and its door frame so that the thief can raise a latch on the other side of the door and open it normally (possibly after picking a lock). A normal latch can be opened, but a bar is too strong for a limewood strip to lift.

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<name>Sharkskin, per sq. ft.</name>

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Sharkskin is made from thick cloth, into which are sewn hundreds of tiny curved and barbed hooks, rather like miniature fishing hooks. These hooks are very sharply curved, and are all sewn with the hooks lying in the same direction. Thus, when stroked in one direction the cloth feels perfectly smooth, but in the other it grips tightly and even tears skin or cloth. Sharkskin is so called, fairly obviously, because it resembles the skin of a shark, which is coated in hooked scales.<br>

Sharkskin can be used as a form of hanging board; a square of the material affixed to a surface with hooks pointing downward can be used to keep tools and such in place. Items can simply be pressed down on the surface of the sharkskin, and they will effectively stick to it. This is most useful for a thief climbing a wall and has utility in other circumstances. Sharkskin-coated gloves can be used to assist in climbing walls, in which case they can be treated as clawed gloves (see above) in all respects.

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<name>Skeleton Key</name>

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These were not considered earlier under the pick locks skill because the DM will almost certainly wish to restrict the availability of these items drastically, if they are allowed in the campaign world at all.

A skeleton key is one which is capable of opening many locks of several different types, in its most versatile form. The very best designs will open virtually any lock, but it is certain that the DM will not want any PC thief acquiring such an item! Rather, four ways of dealing with skeleton keys are suggested here.<br>

First, any individual skeleton key may open locks of up to a certain complexity level. Skeleton keys may be of good, excellent, or superior quality (wretched and poor don't warrant them), and a skeleton key of any particular level of quality can open all locks with a quality the same as, or lower than, that of the skeleton key itself.<br>

Second, a skeleton key can be treated as being equivalent to a thief of a certain level; this can be determined by the DM to suit the level of play in the campaign world. If a purely random determination is required, level 7-14 (6+d8) may be used. The open locks chance can be taken as 20%, plus 5% per thief level.<br>

Third, a skeleton key can be treated as a "master key"that is, it can open all the locks in some particular area (such as all the non-residential rooms in the east wing of the vampire's castle). In this instance it is really only a glorified substitute for a bunch of keys, although it saves time having just one key to use. A more interesting variant on this theme is to have a skeleton key which can open all the locks commissioned from a particular locksmith (in the last few years, perhaps). If the locksmith was well thought of and often hired, there could be adventures built around just finding out which locations he had built the locks for, let alone going around opening them all!<br>

Fourth, a skeleton key can be rated as a minor magical item, and removed from the realm of mundane equipment, if the DM wishes to restrict the availability of such a key without banishing it from game play. In this case, rating the key as equal in skill to a high-level thief and/or adding major bonuses to pick locks skill for locks up to masterful quality is the best way to use the key.<br>

Finally, note that a skeleton key may open a particular lock, but it does not disarm any trap(s) attached to the lock or portal unless the original key would do so.

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<name>Tar Paper</name>

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This is simply any kind of heavy paper or (more usually) cloth which has been soaked in tar, honey, treacle, or anything suitably sticky. The thief usually uses it by slapping it on a window before breaking the glass in a window-pane. The sticky surface keeps all the fragments together as the glass breaks. Noise is considerably reduced, both from cushioning the impact of a hammer on glass and by preventing broken glass from scattering all over the floor beyond the window. If there is someone within fairly close listening distance, the DM may make a secret move silently roll for the thief when using this stratagem.

<br>Tar paper can also be used with a glass cutter (see above), being affixed to the center of the area of glass to be cut out, so that it can be simply pulled out when the cutter has done its work.

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<name>Wax, block</name>

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This is a small block of wax usually kept in a rigid container to keep it in one piecethe equivalent of a large snuff-box will do nicely. The thief uses the wax to record an impression of a key he wants to have duplicated later. Obviously, the thief can only do this if he has access to a key, at least for a short time, and if he doesn't wish to take a chance on borrowing the key for a while. From the wax impression, the thief can have a locksmith make a duplicate of the original key, or attempt to make one himself using a keymaking set, if he has one.

<br> With very soft wax, which may need heat-softening on the spot, the thief may even be able to make a wax impression of such items as heavy seals, which may be capable of being duplicated laterbut an expert will be needed for this kind of duplication/forgery!

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<name>Aniseed, vial</name>

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Aniseed is a simple plant-derived natural flavoring. A small quantity of aniseed extract can be used by a thief to ruin any effort to have dogs track his scent, if bloodhounds (or similar) are used by pursuers. Dropping a vial of aniseed down at a suitable place (e.g., by the bank of a stream the thief crosses, by the base of a wall he traverses, even at a crossroads) will ensure that the dogs' sense of smell is utterly ruined for 1d4+1 hours if they reach the spot where the aniseed has been dropped. A saving throw vs. poison will enable a trained dog to evade the aniseed to some extent, but the sense of smell is still lost for 1d4+1 turns. A spell such as neutralize poison or slow poison cast on an affected dog will eliminate the effect but the dog will still have to pick up the trail further along, somehow, to continue tracking. The effect of aniseed on any other kind of trained tracking animal is up to the DM, but aniseed should have a detrimental effect on almost anything's sense of smell.

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<name>Caltrops 10</name>

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These actually come in different shapes and sizes, but the basic form is that of a metal ball with four to six spikes or prongs set into it. When a caltrop is thrown to the ground it always lands with one spike standing more or less upright. A thief may throw small caltrops to the ground to slow down pursuers. Caltrops cannot be used as missile weapons, however.

<br> The effect of caltrops depends on how many are thrown down by the thief. The base number is 10 thrown down in an area of 25 square feet. Anyone entering the area must make a saving throw vs. paralyzation. A successful save means that the character has stepped on one, suffering 1d4 points of damage, and must halt movement. If half the number of caltrops is used (only five in a 25-foot area), the save is made at +4; for every extra five dropped in such an area, the save is made at an additional -2 (up to -6 in total). A character moving at less than one-third his normal movement rate doesn't need to make a save. A fresh saving throw must be made for each 5-foot section entered in which caltrops have been dropped.

<br> If a pursuer steps on a caltrop, it must be removed before the pursuer can continue. This takes one round. Also, the pursuer must make a second save vs. paralyzation to see if he is temporarily lamed. If the save is made, pursuit can continue normally. If the save is failed, the pursuer can only move at one-third normal rate for 24 hours (or until the damage is magically healed).

<br> An ingenious thief can even improvise caltropsin one infamous instance, from a sack of potatoes found in the kitchen of a house being burgled and a small bag of nails carried by the thief in question. Modifiers to the saving throws of potential victims can be allowed for such improvised versions!

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<name>Catstink, vial</name>

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Even the best-trained dog (watchdog or tracking dog) finds it impossible to avoid being distracted when there are cats about. This is exploited by the few alchemists who have the recipe for the manufacture of catstink. These few are well-paid by thieves' guilds for their work, blending various liquids obtained from diverse parts of cats with a few secret ingredients to produce a thick, foul-smelling, brown-yellow liquid, catstink.

<br> Catstink is specifically blended to drive any dog to distraction, allowing the thief to get past watchdogs as they frantically try to locate the cat which they can smell so pungently. Dogs who can smell catstink will not do anything other than try to get at the source of the smell, no matter how highly trained. Spells (slow, neutralize poison) are only useful if the dog is wholly removed from the smell. Even then the effect of the spell will not be evident until one turn has elapsed and the dog returns to normal.

<br> Catstink can also be used to delay dogs tracking a thief as he attempts to make an escape, in much the same way as aniseed is used, albeit much more effectively (and much more expensively). The smell of catstink can be picked up by dogs up to 200 yards away, or even as far as half a mile if they are downwind of it.

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<name>Dog Pepper, packet</name>

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This may be dropped on the floor, like aniseed, to put dogs off the scent when pursuing a thief. It is less effective than aniseed, however, the pursuing dog being allowed a saving throw vs. poison to avoid the effect of the dog pepper absolutely. If the save is failed, though, the dog is unable to continue pursuit for 1d4+1 turns.

<br> Dog pepper may more usefully be scattered into the air, a small packet holding enough to fill a 10-foot cube. The pepper will hang in the air for 1d4 rounds after being flung into it. A dog entering the area during this time gets no saving throw to avoid the effect of the pepper. If dog pepper is thrown right into a dog's face, the unfortunate animal gets no saving throw and becomes hysterical for an hour, during which time it is totally uncontrollable.

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<name>Hand Lamp with silvered mirror</name>

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This is usually a small metal pot about the size of a night-light candle. It has a hinged flip-up lid with a mirror on the inside; a silver mirror is often used, so the item is not cheap. The mirror directs the light, and the lid also works as a snuffer when closed. The lamp provides enough light for the thief to work by (e.g., when trying to pick a lock in a dark place), while not shedding enough to give the thief away (hopefully). Certainly, the dim, focused light is unlikely to be visible at all further than some 20 feet from the thief, and even within this range it is very, very dim.

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<name>Hollow Boots</name>

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These come in various forms, but a common design is one with swivelling heels. The heel of the boot is grasped and twisted firmly toward the inside surface. The heel swivels and reveals a small, hollow compartment within the boot. These compartments are very small, and will typically only hold one gem of moderate size or up to four small ones. The design of the boot is such that there is not an externally visible built-up heel, but nonetheless a thief wearing these boots suffers a -5 penalty to any move silently rolls he has to make.

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<name>Marbles, bag of 30</name>

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The use of these is an old chestnut, but perennially popular with thieves, not least because of their effectiveness. A small bag of marbles (a general term for small spheres of glass, metal, etc.) unleashed over a stone floor to roll around forces any pursuers to slow to half normal movement rate or be forced to make a Dexterity test. If this test is failed the pursuer slips up and has to spend a full round getting up again. Because marbles roll around a lot, a small bag (30 or so) will cover a 10' x 30' (or equivalent) area. Small stones and pebbles can only be substituted for marbles if they have been polished, filed, etc., so that they are almost perfectly rounda time-consuming business.

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<name>Blinding Powder</name>

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This is a general term for any powder which is highly abrasive, irritating to the eyes, and disabling to the victim as a result. Powdered stone, pepper, dust soaked in onion juice, and strong ammonium saltsblinding powder can be made from many ingredients.

<br> Blinding powder is only useful if it is thrown right into the eyes of a victim. This counts as a called shot (Dungeon Master's Guide, p.58) with an additional (doubled) penalty, for a total of -8 on the attack roll. the Dexterity bonus of the person throwing the powder applies to the attack roll. Further, the base AC of the target ignores any armor or shield used, save for the use of a helmet or helm; magical protection such as bracers of defense or a ring of protection protect the target, as does Dexterity (unless the attack has an element of surprise).

<br> If blinding powder strikes a victim the effects are the same as those of the stinking cloud spell save that they last for 2d4+2 rounds and no saving throw is allowed. If the victim can wash his eyes with plenty of water, the effect will only last for one round after the eyes are washed. Although blinding powder can contain some unpleasant ingredients, it has no permanently damaging effects on the eyes.

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<name>Death Knife</name>

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This sinister instrument can appear to be a bladeless knife, but it is more often disguised as something more innocent such as a case for a comb or spectacles or quill pen, a tool of some sort, etc. The disguise will not fool any close inspection, however. The blade of the knife is within a barrel inside the handle and is spring-loaded. The knife is triggered by pressing a catch on the handle; the blade shoots forward with considerable force. The weapon does the same damage as a normal dagger, although one point of damage is added for a first strike when the blade is triggered.

<br> The obvious advantage of the death knife is its capacity for surprise. Since it doesn't look like a weapon until the blade is sprung, a victim can be taken totally off guard by its use. If the target does not realize a blow is coming and the thief manages to get the weapon close to the body of the victim so that a lunge can be made with it, any strike is treated as a backstab, with standard hit and damage bonuses, given the surprise element. A backstab is not always literally a stab in the back!

<br> An envenomed death knife in the hands of a skilled assassin is an extremely dangerous weapon, and the DM may wish to rule that since the blade has to be concealed for some time before a strike there is a 25% (or higher) chance that the poison will have dripped from the blade before the assassin strikes with it.

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<name>Folding Bow</name>

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Bows are very useful for thieves, but are very hard to conceal because of their size and shape. A folding bow solves this problem, dividing neatly in half when unstrung, making it a much more suitable size and allowing concealmentfor example, in a thigh sheath. Only short bows have folding-bow equivalents.

<br> The joint in the middle of the bow weakens it, however, reducing the effective ranges to S 4, M 8, L 13, and also making it -1 on damage rolls (but any hit causes at least one point of damage).

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<name>Pin Ring, iron</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This simple weapon is a ring with a flip-up lid, below which is a needle capable of delivering a dose of poison (or knock-out drug, etc.) to the target. The most primitive version of this will have the pin simply sitting in a small reservoir of liquid drug or toxin. Since administration of the poison/drug is rather haphazard here, the victim receives a bonus of +2 to any saving throw against its effects. Subtler and more refined designs have a needle capable of drawing up liquid from a reservoir, so that only a normal saving throw (or even one with a -2 penalty) applies. The DM should decide which to allow in the campaign (both can exist at the same time, of course).

<br> An attack with a pin ring is a called shot (with a -4 penalty to the attack roll) because it must strike exposed fleshthe pin will not administer poison through any significant thickness of clothing. A strike to the neck is the time-honored way of making sure the toxin gets into the bloodstream quickly. The DM may rule in unusual cases that no called shot is needed (e.g., the thief surprises a victim in his bath) or that the pin ring cannot be effective at all (e.g., the victim is clad from head to toe in field plate).

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<name>Pin Ring, silver</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This simple weapon is a ring with a flip-up lid, below which is a needle capable of delivering a dose of poison (or knock-out drug, etc.) to the target. The most primitive version of this will have the pin simply sitting in a small reservoir of liquid drug or toxin. Since administration of the poison/drug is rather haphazard here, the victim receives a bonus of +2 to any saving throw against its effects. Subtler and more refined designs have a needle capable of drawing up liquid from a reservoir, so that only a normal saving throw (or even one with a -2 penalty) applies. The DM should decide which to allow in the campaign (both can exist at the same time, of course).

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<name>Sword Stick</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This is simply a long, slender, rapier-like blade concealed within what appears to be a simple walking stick or cane. The long and thin blade requires a weapon proficiency slot to be used most effectively. Swashbucklers are particularly fond of this weapon. Damage done by the blade is as per a short sword. It takes one round to draw the blade from the sword stick and ready it for use. The main use of the weapon, obviously, is the possibility of smuggling it into places where weapons are not permitted.

<br> It is highly doubtful whether anything like a sword stick existed in medieval times, but this weapon definitely adds some style and dash to a campaign. Since it does less damage than most swords (and requires a weapon proficiency) the DM should consider allowing it in his game.

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<name>Wrist Sheath</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This small leather sheath is made to hold a knife or dagger, and is strapped to the forearm (below the sleeve of a garment) so that the weapon can be flipped to the hand by an arm movement and the blade readied for action. A dexterous thief can work a blade into his hand by arm movements disguised in the context of changing posture while sitting in a chair, or similar, seemingly innocuous moves. Again, the obvious advantage is that of concealment.

<br> Variants on this theme are drop sheaths, which are usually sewn into leather jackets or similar articles of clothing. Here, release of the dagger from the sheath can be triggered by mechanical means (pressing a jacket sleeve stud, etc.) or by muscular stimuli triggering pressure pads (tensing the biceps firmly against the fist of the other arm, etc.).

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<name>Blade Boots</name>

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This exotic title is a catchall for specially modified boots which have concealed blades within them. The blades have to be small, of course; they are usually little bigger than modern-day razor blades. They are usually concealed in secret compartments in the heels of boots (see Hollow Boots above), but slender blades can even be hidden in the soles of boots. Such blades are of little use as weapons, but can be used to slit pouches and purses, to cut ropes, and for similar tasks.

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<name>False Scabbard</name>

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Thieves can employ stout scabbards which are slightly longer than the swords which fit into them, leaving a length of scabbard at the end which is a separate, hollow compartment. Usually, this can be accessed via a sliding panel at the end of the scabbard.

<br> This hollow compartment can be used to conceal a great many kinds of things, either to smuggle them in (poisons, dog pepper, blinding powder, etc.) or smuggle them out (gems and such). Some are so well-designed that the compartment can be entered from above or below, so that the thief can use the false scabbard as a snorkel (or, more correctly, as an underwater breathing tube) if he has to stay concealed in the water for any reason.

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<name>Hand-Warming Lamp</name>

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This small lamp is oil-burning, with a reservoir of oil and a small wick sunk into an earthenware shell. It is used by the thief to warm his hands, by cupping them around it, if cold would otherwise impair his talents (try picking a lock with frozen fingers in a cold clime!). Virtually no light is produced, the aim simply being to warm the hands. The simplest version of this is a corked earthenware sphere which can be filled with hot oil before the thief sets off on his work, to be drawn from a pocket and held in the hands when needed.

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<name>Marked Cards, Deck</name>

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<body style="font-family: Arial; font-size: 12pt; ">

These are standard trappings for any self-respecting swindler. There are no rules for gambling in AD&D® 2nd Edition, however, so the DM has two options. First, he can write his own. Second, the simple rule-of-thumb rules suggested here can be used.<br>

If the Gaming proficiency is being used, use of suitably marked cards or biased dice allows a -1 modifier to the d20 check (remember that proficiencies work when low dice rolls are made).

<br> If the game is actually being played out and the Gaming proficiency not used, then the thief PC is allowed (in effect) to replace any one card drawn or die thrown if he has the suitable prop and if a Dexterity test is made. Thus, if the PC is playing blackjack and has drawn a king and a five, the effect of using marked cards is simulated by allowing a redraw on one card, if the player wishes to do so (in this case, the five, in all likelihood). When rolling the Dexterity test, if the d20 roll is 18+ the thief has been seen cheating (even if he makes the Dexterity test successfully). For obvious reasons, the DM should roll this test in secret!

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<name>Biased Dice, bone, box of 4</name>

<desc>

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<name>Biased Dice, ivory, box of 4</name>

<desc>

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<name>Water Shoes, pair</name>

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These belong most correctly in Kara-Tur, land of Oriental Adventures and ninja, but they could exist in any fantasy setting.

<br> Water shoes are simply large, wickerwork basketlike devices which are worn over the feet (and come to mid-calf height). The thief balances in an upright position and propels himself across the water with a paddle or oar. The DM may insist on a move silently check at some stage. If anything happens to startle the thief (such as an arrow whizzing past his head or some monster rising up in the water), a Dexterity test may be called for to avoid falling over into the water.

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<name>Barding, Chain</name>

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A war horse, or any animal trained for combat, is a considerable investment for the average warrior. Therefore, it behooves the owner to see that his mount is as well protected as possible. Other than avoiding risks, the best nonmagical protection is horse armor or barding. Barding is simply some type of armor fitted to be worn by the mount. Full barding covers the neck, chest, and body of the beast, while half barding covers the head, neck, chest, and front quarters. Barding can be made from many different materials; stouter types provide increasing protection according to the Armor Class of the construction. All of this, however, is at the expense of increased weight and lowered maneuverability of the mount. Plate barding, for example, is the equivalent of a warrior's field plate and is made of carefully interlocked plates and joints. It provides an Armor Class of 2 to the mount. It weighs at least 80 to 100 pounds at the lightest and thus, a fully equipped war horse with this armor can manage little more than a steady trot at top speed.<br>

Barded animals also require special attention. Care must be taken to prevent chafing and sores. The mount cannot wear the armor indefinitely. It must be removed at night and ideally should not be worn except in preparation for a battle or tournament. Removing horse barding takes 15 minutes for leather and 30 minutes for metal armors. Fitting it on takes twice as long. The weight of barding is carefully distributed to account for the weight of the armor and the rider, so barded animals cannot be used as pack animals! It is normal practice to have a second mount for carrying gear and supplies.<br>

When barding is fitted over a mount whose natural Armor Class is better than the barding, some protection is still gained. <br>

In addition to horses and elephants, it may be possible to fit barding on more fantastic mounts. Flying steeds can wear only leather or magical barding. Aquatic creatures cannot wear normal barding although extremely rare magical pieces may exist. Other land creatures can certainly be barded, provided your DM rules that they are sturdy enough to carry the weight of armor and rider. Camels, for instance, are seldom barded for this reason. A huge ostrich would not be able to carry barding, since its legs would not support the weight.<br>

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<name>Barding, Full plate</name>

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<name>Barding, Full scale</name>

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<name>Barding, Half brigandine</name>

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<name>Barding, Half padded</name>

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<name>Barding, Half scale</name>

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<name>Barding, Leather or padded</name>

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<name>Saddle, Pack</name>

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<body style="font-family: Arial; font-size: 12pt; ">

There are two basic saddles--riding and pack. Riding saddles take many forms, but their basic purpose is to carry a person. If your DM has set his campaign in an ancient or early Medieval setting, saddles may be without stirrups. Ask your DM to be sure. Pack saddles are special frames designed to carry supplies and equipment. The only practical limit to how much a well-stowed pack saddle can carry is the carrying ability of the animal.

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<name>Saddle, Riding</name>

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<name>Caravel</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This ship was sailed in late Medieval/early Renaissance times and was the type of ship Columbus used to reach the New World. (It should be used only in late Medieval settings.) It normally has two or three masts and square sails. No oars are used. The typical caravel is 70 feet long and 20 feet wide. The normal crew is from 30 to 40 men. The average cargo displacement is 150-200 tons

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<name>Coaster</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Also called a round ship, this is a small merchant ship that hugs the coasts. This is a sailing ship, fitted with two masts and triangular sails. The average size is 60 to 70 feet long and 20 feet wide. The rudder hangs from one side. The crew is 20 to 30 men, and the cargo capacity is about 100 tons. Normally there is only a small sterncastle. A coaster is slow and not tremendously seaworthy, but it can carry large amounts of cargo with smaller crews than galleys.

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<name>Cog</name>

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This ship is a larger, improved version of the coaster, able to make ventures into the open sea. Like the coaster, it is a sailing ship with one or two masts, but the cog employs square sails. It is about 75 to 90 feet long and 20 feet wide. The crew is only 18 to 20 men. There is normally one deck and fore- and sterncastle. the cargo capacities of cogs vary greatly, but the average is 100 to 200 tons.

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<name>Curragh</name>

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This is an early, primitive vessel. It is made from thick hides stretched over a wood-and-wicker frame. A single mast caries a small square sail, but the currach is usually worked by oars. It is normally 20 to 40 feet long. the crew is approximately six to eight and the cargo space is limited--no more than five tons.

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<name>Drakkar</name>

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The largest of the Viking longships is known as a drakkar or dragonship. Built for war, this ship stretches about 100 feet in length. Although a single mast can be raised, oars provide the main source of power. The crew of 60 to 80 men rows, one man to an oar. Up to 160 additional man can be carried for boarding and raiding. Due to its great size, a drakkar is not very seaworthy. This and the fact there is no space on board for many supplies (certainly not enough for 240 men) or sleeping quarters keep the drakkar close to the coast where it can put in for the night. Because of its cost and limited use, a drakkar is usually built by kings and rulers and is not used for the mundane task of shipping cargo.

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<name>Dromond</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This ship is the largest of the Byzantine galleys. Although it boasts one or two masts and triangular sails, the main power comes from the 100 oars, 50 to a side. These oars are divided into an upper and lower bank, with one man per oar on the lower bank and three men on the upper bank. Thus, the total crew is about 200 men. The dromond is about 130 to 175 feet long and 15 feet wide, making it a very slender ship. The cargo capacity is around 70 to 100 tons.

<br> A dromond can be used both for shipping and war. As a warship, a ram projects from the front just above the water line. Castles are built fore, aft, and amidships as firing platforms. The cargo space is then taken up by marines. With such numbers of men, it is a very dangerous ship to attack. A dromond is not a seaworthy craft, however, and usually sails in sight of shore. They beach at night like all galleys, since supplies and sleeping accommodations are very limited.

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<name>Galleon</name>

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This is the largest and most advanced sailing ship that might be available in the AD&D game. It should appear only in Renaissance-period settings. It is a sail-driven ship with three or four masts. There are normally three through decks (running the length of the ship), while the castles fore and aft have two decks. The average size is about 130 feet long and 30 feet wide. Crews average about 130 men. <br>Although cargo capacity is about 500 tons, a galleon is mainly used as a warship. (In the real world they were fitted with cannon, something beyond the standard AD&D game rules.) They can easily carry men equal to their tonnage, making capture by pirates nearly impossible.

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<name>Great galley</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Built during the Late Middle Ages, the great galley is an improved version of the dromond. It is slightly smaller than the dromond, about 130 feet long and 20 feet wide. The main power comes from 140 rowers, one man to an oar, but is supplemented by three masts; this combination gives it better speed and handling. The cargo capacity is 150 tons. When outfitted as a warship, the front end is built as a ram and marines are carried instead of cargo. Like all galleys, the great galley is a coastal vessel, rarely venturing into open water. It is not seaworthy in heavy storms and waits in port for these to pass.

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<name>Knarr</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This small ship was a common cargo ship of the Scandinavian region. It is 50 to 75 feet long and 15 to 20 feet wide. It has a single mast and a square sail. In times of poor wind, a few oars at the bow and stern can provide more power. The crew ranges from eight to 14 men. The cargo capacity is small, anywhere from ten to 50 tons. The ship is, however, relatively seaworthy and can be used to make long sea voyages (although it cannot be called comfortable). Its flat bottom makes it useful for sailing up rivers and estuaries, and it can be beached easily

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<name>Longship</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This is the standard Viking warship. It is more substantial than the knarr but not nearly as massive as the drakkar. An average longship is 75 feet long with 20 to 25 oars per side. Each oar is worked by a single man for a total crew of 40 to 50 men. There is also a single mast and a square sail. In addition to the crew, the ship can carry 120 to 150 men. A longship can be used for shipping, but its cargo capacity is only about 50 tons. It is, however, fairly seaworthy and can sail across the open sea when necessary.

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<name>Holy item (symbol, water, etc.)</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Holy items are small representations of all those things revered by religions--stars, crosses, hammers, rosaries, anointed oils, blessed wine, sacred teachings, and more. Just what constitutes a holy item depends on the campaign your character is in. All good holy items have similar effects on undead and other evil creatures, provided they are wielded by a follower of a belief associated with these items. Thus, rules that refer to holy symbols and holy water apply to all similar items, provided these items are specially prepared by the cleric's order.

<br> Because of their special nature, holy items cannot normally be purchased. Different sects tend to protect the symbols of their faith to prevent their misuse or corruption. Therefore such items must be obtained through the auspices of a local congregation. This is not difficult for sincere followers of that faith, although requests for rare or unusual items must always be justified. Nonbelievers are given holy items only if there is a clear and present danger to the faith.

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<name>Lantern, Beacon</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The beacon lantern (240-foot radius of light) is a much larger affair and must be mounted on the prow of a ship, the bed of a wagon, or other large structure. It operates like the bullseye lantern but illuminates to a greater distance. The beacon goes through oil quickly, burning a flask every two hours.

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<name>Lantern, Bullseye</name>

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<body style="font-family: Arial; font-size: 12pt; ">

A bullseye lantern (60-foot radius of light) has only a single shutter, the other sides being highly polished to reflect the light in a single direction. Bullseye lanterns can be carried in one hand. A single flask of oil (one pint) burns for six hours.

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<name>Lantern, Hooded</name>

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<body style="font-family: Arial; font-size: 12pt; ">

A hooded lantern (30-foot radius of light) is a standard lantern with shuttered or hinged sides. It is not directional, as its light is cast equally in all directions.Hooded lanterns can be carried in one hand. A single flask of oil (one pint) burns for six hours.

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<name>Lock, Good</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Locks are still fairly primitive affairs (except for those complicated by the use of magic). All are worked with a large bulky key. Combination locks are virtually unknown at this time. As with most things, there are good, very complex locks as well as bad, easily opened locks.

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<name>Lock, Poor</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Locks are still fairly primitive affairs (except for those complicated by the use of magic). All are worked with a large bulky key. Combination locks are virtually unknown at this time. As with most things, there are good, very complex locks as well as bad, easily opened locks.

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<name>Merchant's scale</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is a small balance and pans along with a suitable assortment of weights. Its main use is to weigh coins--a common method of settling a transaction. Merchants are well aware that coins can be undersized, shaved, or plated. The only sound protection is to check the coins against a set of established weights. It is also needed when using foreign coins to make a purchase or exchange. Of course, merchants are no more noble than anyone else and may use sets of false weights--one set heavier than normal for selling an item (causing the customer to pay more) and another set lighter than usual for buying items (letting the merchant pay less). In well-regulated areas, officials verify the accuracy of weights and measures, but this in itself is no protection. Players may wish to have a scale and weights for their own protection.

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<name>Oil (per flask), Greek fire</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Greek fire is a general name given to all highly flammable oils used in combat. (Historically, Greek fire was a special combination of oil and chemicals that was sticky and difficult to extinguish.) These oils are highly flammable and a little dangerous to carry.

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<name>Oil (per flask), Lamp</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Lamp oil is used for lamps and lanterns. It is not particularly explosive although it can be used to feed an existing blaze.

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<name>Spyglass</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Like the magnifying glass, the spyglass is more of an oddity than a useful item. Objects viewed through it are a little closer, although not much. For better results magical items are preferred. The spyglass gives from two to three times magnification.

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<name>Water clock</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This bulky item is good for giving the time accurate to a half-hour. Activated by a regulated flow of drops, the water clock is not something you carry in your pocket. For it to work at all, it must have a source of water and be left undisturbed. A very uncommon item, it is primarily an amusement for the wealthy and a tool for the student of arcane lore. The vast majority of society is not concerned with exact time.

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<name>Bagpipes</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This ancient instrument was used throughout the world: Rome, Northumberland, Scotland, Ireland, Brittany, France, Italy, Spain, Portugal, Norway, Finland, Poland, Russia, Greece, Persia, China, India, and the Balkan countries.

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<name>Alphorn</name>

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<body style="font-family: Arial; font-size: 12pt; ">

An alphorn is a 6- to 12-foot-long, "J"-shaped, Swiss horn used to call cattle, among other things.

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<name>AEolian harp</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Named after the Greek god of winds, this instrument is played by the wind. AEolian harps resemble flat boxes with strings.

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<name>Balalaika</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is a three-string Russian triangular guitar. It comes in various sizes, the largest resting upon the ground when played.

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<name>Bells</name>

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<body style="font-family: Arial; font-size: 12pt; ">

These are sometimes attached to clothing to accentuate rhythm in dance.

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<name>Bones</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A simple instrument in which two pieces of bone are clacked together.

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<name>Castanets</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This Spanish instrument consists of two small, hollow-shaped pieces of wood. Castanets are worn on the finger and thumb. Like bones, they are clacked together.

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<name>Cembalo</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This was the old Italian name for dulcimer (but it was later used to refer to the harpsichord).

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<name>Chitarrone</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This double-necked lute is very large, often six feet long, and has 20 wires. It was also called the Roman theorbo.

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<name>Citole</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This instrument was invented in Italy. It has a flat body, a short neck, four brass or steel strings, and is plucked with a quill. By 1550 this was known as the cittern.

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<name>Clappers</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Two pieces of hard material (wood, bone, metal, etc.) struck together are called clappers. They have existed for thousands of years in all parts of world (as spoons, bones, etc.).

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<name>Clarsach</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

An ancient small harp of the Scottish highlands.

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<name>Clavecin</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

French harpsichord.

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<name>Claves</name>

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<body style="font-family: Arial; font-size: 12pt; ">

When these short, round sticks of hardwood are used, the hollow of one's hand acts as a resonating cavity for sound amplification.

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<name>Clavicembalo</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is the Italian harpsichord and is often abbreviated as "cembalo." The word derives from latin "clavis"-a key, and "cembalo"-a dulcimer, which describes the instrument-it's a keyed dulcimer.

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<name>Clavichord</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This keyboard instrument is small, often just an oblong box placed on the table. It can have its own legs and stand on the floor, but this was a later development. Sound is made when a small piece of metal hits a string, producing a soft, quiet tone.

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<name>Clogs</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Wooden shoes.

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<name>Cornett</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The cornett (not cornet) is a woodwind with a cupped mouthpiece (like that of a trumpet) that comes in three sizes: treble, small treble, and tenor. It is shaped either as a straight tube or as a tube curved like an S.

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<name>Crumhorn</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This double-reed woodwind comes in all sizes: trebles, tenors, and basses.

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<name>Cymbals</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These are brass dishes that are slammed together.

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<name>Kettledrums</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Drums have existed for thousands of years. The many types have one thing in common: a skin or membrane stretched tightly over some kind of hollow vessel. The membrane is beaten with sticks or the hands.<br>

Kettledrums are metal bowls with parchment stretched over them.

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<name>Side drums</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Drums have existed for thousands of years. The many types have one thing in common: a skin or membrane stretched tightly over some kind of hollow vessel. The membrane is beaten with sticks or the hands.

<br>Side drums are wooden or metal cylinders with skin over each end. The lower end has string or gut, called snares, stretched over it that causes the drum to rattle when it is beaten.

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<name>Bass drums</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Drums have existed for thousands of years. The many types have one thing in common: a skin or membrane stretched tightly over some kind of hollow vessel. The membrane is beaten with sticks or the hands.

<br>Bass drums are very large, double-headed drums from two to three feet in diameter and of equal length.

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<name>Gong drum</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Drums have existed for thousands of years. The many types have one thing in common: a skin or membrane stretched tightly over some kind of hollow vessel. The membrane is beaten with sticks or the hands.

<br>Gong drums are like bass drums but they have only one head (membrane).

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<name>Bongos</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Drums have existed for thousands of years. The many types have one thing in common: a skin or membrane stretched tightly over some kind of hollow vessel. The membrane is beaten with sticks or the hands.

<br>Bongos are two small drums that sit side by side.

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<name>Tom-tom</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Drums have existed for thousands of years. The many types have one thing in common: a skin or membrane stretched tightly over some kind of hollow vessel. The membrane is beaten with sticks or the hands.

<br>Tom-toms are small Oriental drums with pigskin heads stretched over a bowl-shaped shell.

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<name>Cylinder drums</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Drums have existed for thousands of years. The many types have one thing in common: a skin or membrane stretched tightly over some kind of hollow vessel. The membrane is beaten with sticks or the hands.

<br>Cylinder drums are a type of base drum that is beaten at both ends.

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<name>Changgo</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Drums have existed for thousands of years. The many types have one thing in common: a skin or membrane stretched tightly over some kind of hollow vessel. The membrane is beaten with sticks or the hands.

<br>The changgo is a Korean two-headed lap drum.

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<name>Talking drums</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Drums have existed for thousands of years. The many types have one thing in common: a skin or membrane stretched tightly over some kind of hollow vessel. The membrane is beaten with sticks or the hands.

<br>Talking drums are used to send messages.

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<name>Slit drum</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Drums have existed for thousands of years. The many types have one thing in common: a skin or membrane stretched tightly over some kind of hollow vessel. The membrane is beaten with sticks or the hands.

<br>Slit drums can be made by hollowing out a tree or log through a long narrow slit. The wood is then beaten to produce the sound.

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<name>Friction drums</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Drums have existed for thousands of years. The many types have one thing in common: a skin or membrane stretched tightly over some kind of hollow vessel. The membrane is beaten with sticks or the hands.

<br> The exception is the friction drum, which has its skin pierced by a stick or string that is rubbed or pulled, causing the skin to vibrate.

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<name>Dulcimers</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Used in Hungary, Rumania, and Czechoslovakia, the dulcimer is a shallow, closed box over which are strung wires that are struck with a wooden hammer. In Hungary and Rumania this is called a cimbalom, and in Greece, a santouri.

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<name>Horn, Fanfare</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The fanfare trumpet is often hung with a heraldic banner and used for state and ceremonial purposes.

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<name>Fiddle, Short-necked</name>

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<body style="font-family: Arial; font-size: 12pt; ">

There are two types of fiddles: folk (or spiked) fiddles and medieval fiddles. A spiked fiddle is a type of bowed lute and either has a long neck (typical of Africa, Asia, and the Middle East) or a short neck as found in Europe. Most spiked fiddles have one to three strings.

<br> Medieval fiddles were replaced by the viol family and usually had three to five strings with both flat and rounded backs.

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<name>Fiddle, Lirica</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

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<br> Medieval fiddles were replaced by the viol family and usually had three to five strings with both flat and rounded backs.

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<name>Fiddle, Spiked</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

There are two types of fiddles: folk (or spiked) fiddles and medieval fiddles. A spiked fiddle is a type of bowed lute and either has a long neck (typical of Africa, Asia, and the Middle East) or a short neck as found in Europe. Most spiked fiddles have one to three strings.

<br> Medieval fiddles were replaced by the viol family and usually had three to five strings with both flat and rounded backs.

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<name>Fipple Flute</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This type of flute is held vertically and is winded from the end.

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<name>Transverse flute</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

There are two types of flutes: the vertically winded fipple flute and the horizontally held transverse flute. The transverse is made of wood or metal stopped at one end. The player blows in a side hole, with notes made by closing holes along the flute's body.

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<name>Gemshorn</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is an ancient type of recorder is made of chamois or goat horn.

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<name>Gittern</name>

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<body style="font-family: Arial; font-size: 12pt; ">

A medieval guitar.

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<name>Glokenspiel</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This originated in Germany and was used in war bands.

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<name>Gong</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A gong is a large metal plate that is struck with a mallet.

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<name>Harmonica</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This instrument originated in Asia and China around 1100 B.C.

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<name>Harp family</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The harp is an ancient instrument. It consists of a sound box near the player and numerous strings that are each plucked to produce a specific tone.

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<name>Harpsichord</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is much like a keyboarded psaltery in that its keys cause the string to be plucked.

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<name>Horn, Coiled</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Horns have existed all over the world throughout recorded history. The earliest form was the animal horn or large sea shell. Most are end-blown, but some side-blown horns exist. Metal horns arose in the 14th century and were made of brass, copper, and occasionally silver. They were slender tubes 6 to 12 feet long, often coiled in several circles with a flared bell.

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<name>Horn, Heralding</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

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<name>Horn, Posthorn</name>

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<body style="font-family: Arial; font-size: 12pt; ">

A posthorn was used to announce the arrival of a mail coach. Most were straight, although a few were coiled.

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<name>Horn, Slide</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

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<name>Horn, Straight</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

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<name>Alphorn</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

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<name>Animal horn</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

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<name>Conch shells</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

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<name>Horn, Straight</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Horns have existed all over the world throughout recorded history. The earliest form was the animal horn or large sea shell. Most are end-blown, but some side-blown horns exist. Metal horns arose in the 14th century and were made of brass, copper, and occasionally silver. They were slender tubes 6 to 12 feet long, often coiled in several circles with a flared bell.

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<name>Hunting horns</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Horns have existed all over the world throughout recorded history. The earliest form was the animal horn or large sea shell. Most are end-blown, but some side-blown horns exist. Metal horns arose in the 14th century and were made of brass, copper, and occasionally silver. They were slender tubes 6 to 12 feet long, often coiled in several circles with a flared bell.

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<name>Lur</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The lur is an ancient trumpet of Scandinavian origin. It is made in pairs twisting in opposite directions to resemble horns or the tusks of an animal.

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<name>Side horn</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

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<name>Hurdy gurdy</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This mechanical instrument resembles a viola with a handle to crank. Cranking it causes a wheel to revolve under its four to six strings like an endless bow. A small keyboard is used to silence certain strings.

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<name>Jew's harp</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This instrument is called a feugdtromp (child's trumpet) by the Dutch. It has no connection to the Jewish religion. It is a bottle-shaped wire frame with metal tongue held in teeth, allowing the mouth cavity to alter the sound it produces.

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<name>Kazoo</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Although considered a humorous instrument today, the kazoo is of ancient origin.

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<name>Kit</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A small violin.

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<name>Koto</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The most famous Japanese instrument is the 13-stringed Japanese zither known as the koto. The instrument is played on the ground or while resting on a low table.

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<name>Lira da braccio</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These are Italian stringed instruments. The lira da braccio has seven strings and is played like a violin. The lira da gamba is a bass instrument held between the knees and has 11 to 16 strings.

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<name>Lira da gamba</name>

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<name>Lute</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The lute is of Persian-Arabian origin and came to Europe at the time of the crusades. The body resembles a pear split lengthwise. Thus, it has a curved back, a flat belly, and a fretted neck. It ranges in size from the large chitarrone and theorbo to the small mandora.

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<name>Lyre</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The lyre has existed since 3000 BC. It has four components: a sound box, two arms, and a crossbar. Strings run from the cross bar down across the sound box.

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<name>Mandoline/Mandolin</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A lute-shaped, small stringed instrument.

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<name>Metallophone</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This resembles a xylophone, but it has metal bars that are beaten with small hammers.

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<name>Nakers</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These are small kettledrums of Arabian origin that came west during the crusades. They are made of metal or wooden bowls covered with skin and are used in pairs like bongos.

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<name>Nightingale</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This toy whistle of glass is lowered into water to emit a bubbling sound not unlike the nightingale ( i.e., the bird).

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<name>Ocarina</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This vessel flute is globular or pear-shaped with a mouthpiece on one side and holes cut in its body. The holes are opened and closed with the fingers.

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<name>Hydraulis Organ</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

An organ has pipes connected to a wind supply that is controlled by a keyboard. There are two types of organ pipes: flue pipes and reed pipes. Flue pipes produce sound like a whistle-flute. Reed pipes contain a thin strip of metal that vibrates. Organ pipes range from lengths of a few inches to 64 feet.

<br> If an organ is keyed with the hands it is called a "manual," if played with the feet it is a "pedal boards."

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<name>Positive organ</name>

<desc>

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<br> If an organ is keyed with the hands it is called a "manual," if played with the feet it is a "pedal boards."

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<name>Pipe organ</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

An organ has pipes connected to a wind supply that is controlled by a keyboard. There are two types of organ pipes: flue pipes and reed pipes. Flue pipes produce sound like a whistle-flute. Reed pipes contain a thin strip of metal that vibrates. Organ pipes range from lengths of a few inches to 64 feet.

<br> If an organ is keyed with the hands it is called a "manual," if played with the feet it is a "pedal boards."

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<name>Pandora/Bandora/Bass Cittern</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is the bass cittern; it has a flat back with wire strings and frets. It usually has three pronounced ridges, making it easy to identify.

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<name>Panpipes</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Panpipes are simply a set of whistle-flutes supposedly invented by the god Pan.

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<name>Psaltery</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This type of dulcimer has a square or triangular box over which are strings. It is held on the lap or against the chest and plucked.

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<name>Rackett</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is an early double-reed woodwind.

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<name>Rattle</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A rattle can be made of a gourd, clay, wood, or leather, and it is filled with pellets.

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<name>Rebec</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This is the stringed ancestor of the violin family. The rebec evolved from the Arabian fiddle but has a rounded back, unlike the fiddle. The body is pear shaped and has three strings. The rebec is played on the shoulder or against the chest.

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<name>Recorder</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Also known as the English flute, the recorder is blown at the end. It has eight holes with which to alter the produced sound.

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<name>Sansa</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The sansa is African in origin and has a metal or cane tongue attached to a wooden board or box. It is also called the thumb piano.

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<name>Scraper</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

When you scrape a stick over a series of notches in wood or bone, you have a basic scraper.

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<name>Serpent</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This woodwind is shaped like a pronounced S.

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<name>Shamisen</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This Japanese long-necked lute has a square wooden body. Its belly and bottom are made of cat skin and it has frets with three strings that are plucked hard.

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<name>Shawm</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This early double-reed is an outdoor instrument that produces a loud buzzing sound.

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<name>Sheng</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is a Chinese mouth organ.

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<name>Sistrum</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The sistrum is an open, U-shaped rattle that contains metal discs or other objects that rattle when shaken.

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<name>Sitar</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This three- to seven-stringed Indian lute was invented in Persia.

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<name>Stamping stick</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

One of the oldest known instruments is the stamping stick. It is simply a length of hollow wood or bamboo that is beaten on the ground. It was often used to beat grain or other food into pulp while providing simple music during work.

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<name>Tabor</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This early side (snare) drum is usually slung from the waist. Smaller versions can be played with just the left hand while the bard plays a small whistle flute in the other hand.

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<name>Tambourine</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The tambourine likely originated in Rome. It is a shallow wooden hoop parchment stretched over a frame that is struck with knuckles or rubbed with the thumb. The hoop has imbedded metal plates that jingle when shaken.

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<name>Tam-tam</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Bronze gong of Chinese origin.

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<name>Theorbo</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A double-necked instrument.

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<name>Triangle</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A triangle is a steel bar bent into a triangle that is struck with a metal rod.

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<name>Trumpet</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The Medieval trumpet was nonvalved and was played from the side or end.

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<name>Violin</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This instrument evolved from the fiddle, rebec, and lira da braccio.

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<name>Viol</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These instruments produce a soft sound; they resemble violins. However, their shoulders slope, their backs are flat, their sound holes are C-shaped, they have broader necks, and they have six strings, not four.

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<name>Wood block</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A Chinese percussion instrument made of a hollow wooden block that is struck with a stick.

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<name>Zither</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The zither has a flat box that is strung with strings of metal or gut. It is plucked while resting on a table.

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<name>Xylophone</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This consists of hardwood blocks that are hit with a mallet.

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<name>Potion of Animal Control</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This potion enables the imbiber to empathize with and control the emotions of animals of one typecats, dogs, horses, etc. The number of animals controlled depends upon size: 5d4 animals of the size of giant rats; 3d4 animals of about man-size; or 1d4 animals weighing about ½ ton or more. The type of animal that can be controlled depends upon the particular potion, as indicated by die roll (d20):<br>

<br>

D20 Roll Animal Type <br>

1-4 mammal/marsupial <br>

5-8 avian <br>

9-12 reptile/amphibian <br>

13-15 fish <br>

16-17 mammal/marsupial/avian <br>

18-19 reptile/amphibian/fish <br>

20 all of the above <br>

<br>

Animals with Intelligence of 5 (low Intelligence) or better are entitled to a saving throw vs. spell. Control is limited to emotions or drives unless some form of communication is possible. Note that many monsters can't be controlled by the use of this potion, nor can humans, demihumans, or humanoids (see ring of mammal control).

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<name>Potion of Clairaudience</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This potion empowers the creature drinking it to hear as the 3rd-level wizard spell of the same name. However, the potion can be used to hear even unknown areas within 30 yards. Its effects last for two turns.

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<proficiency>

<name>Potion of Clairvoyance</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This potion empowers the individual to see as the 3rd-level wizard spell, clairvoyance. It differs from the spell in that unknown areas up to 30 yards distant can be seen. Its effects last for one turn.

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</proficiency>

<proficiency>

<name>Potion of Climbing</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Imbibing this potion enables the individual to climb as a thief, up or down vertical surfaces. A climbing potion is effective for one turn plus 5d4 rounds.<br>

The base chance of slipping and falling is 1%. Make a percentile check at the halfway point of the climb01 means the character falls. For every 100 pounds carried by the character, add 1% to the chance of slipping. If the climber wears armor, add the following to the falling chance:<br>

<br>

Armor Chance to Fall <br>

studded leather 1% <br>

ring mail 2% <br>

scale mail 4% <br>

chain mail 7% <Br>

banded or splinted armor 8% <br>

plate mail 10% <br>

field plate 10% <br>

full plate 12% <br>

magical armor, any type 1% <br>

</body>

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<name>Potion of Delusion</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This potion affects the mind of the character so that he believes the liquid is some other potion (healing, for example, is a good choicedamage is "restored'' by drinking it, and only death or rest after an adventure will reveal that the potion only caused the imbiber to believe that he was aided). If several individuals taste this potion, it is 90% probable that they will all agree it is the same potion (or whatever type the DM announces or hints at).

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<name>Potion of Diminution</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

After drinking this potion, the individual (and everything he's carrying and wearing) diminishes in sizeto as small as 5% of normal size. The percentage of the potion drunk determines the amount a character shrinks: For example, if 40% of the contents are swallowed, the person shrinks to 60% of normal size. The effects of this potion last for six turns plus 1d4+1 turns.

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<name>Potion of Dragon Control</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

: This potion enables the individual drinking it to cast what is, in effect, a charm monster spell upon a particular dragon within 60 yards. The dragon is entitled to a saving throw vs. spell, but with a -2 penalty. Control lasts for 5-20 (5d4) rounds. There are various sorts of dragon potions, as shown below:<br>

<br>

D20 Roll Dragon Type <Br>

1-2 White Dragon control <br>

3-4 Black Dragon control <br>

5-7 Green Dragon control <br>

8-9 Blue Dragon control <br>

10 Red Dragon control <Br>

11-12 Brass Dragon control <br>

13-14 Copper Dragon control<br>

15 Bronze Dragon control<br>

16 Silver Dragon control <br>

17 Gold Dragon control <br>

18-19 Evil Dragon control\* <br>

20 Good Dragon control\*\*<br>

\* Black, blue, green, red, and white<br>

\*\* Brass, bronze, copper, gold, and silver<br>

</body>

</desc>

</proficiency>

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<name>Potion of ESP</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The ESP potion bestows an ability that is the same as the 2nd-level wizard spell of the same name, except that its effects last for 5d8 rounds, i.e., 5 to 40 minutes.

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<proficiency>

<name>Potion of Extra-healing</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This potion restores 3d8 + 3 hit points of damage when wholly consumed, or 1d8 hit points of damage for each one-third that is drunk.

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</proficiency>

<proficiency>

<name>Potion of Fire Breath</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This potion allows the imbiber to spew a tongue of flame any time within one hour of quaffing the liquid. Each potion contains enough liquid for four small draughts. One draught allows the imbiber to breathe a cone of fire 10 feet wide and up to 20 feet long that inflicts 1d10 + 2 points of damage (d10 + 2). A double draught doubles the range and damage. If the entire potion is taken at once, the cone is 20 feet wide, up to 80 feet long, and inflicts 5d10 points of damage. Saving throws vs. breath weapon for half damage apply in all cases. If the flame is not expelled before the hour expires, the potion fails, with a 10% chance that the flames erupt in the imbiber's system, inflicting double damage upon him, with no saving throw allowed.

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<name>Potion of Fire Resistance</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This potion bestows upon the person drinking it magical invulnerability to all forms of normal fire (such as bonfires, burning oil, or even huge pyres of flaming wood). It also gives resistance to fires generated by molten lava, a wall of fire, a fireball, fiery dragon breath, and similar intense flame/heat. All damage from such fires is reduced by -2 from each die of damage, and if a saving throw is applicable, it is rolled with a +4 bonus. If one-half of the potion is consumed, it confers invulnerability to normal fires and half the benefits noted above (-1, +2). The potion lasts one turn, or five rounds for half doses.

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<name>Potion of Flying</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A flying potion enables the individual drinking it to fly in the same manner as the 3rd-level wizard spell, fly.

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<name>Potion of Gaseous Form</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

By imbibing this magical liquid, the individual causes his body, as well as anything he's carrying or wearing, to become gaseous. The gaseous form is able to flow at a base speed of 3/round. (A gust of wind spell, or even normal strong air currents, will blow the gaseous form at air speed.)<br>

The gaseous form is transparent and insubstantial. It wavers and shifts, and can't be harmed except by magical fire or lightning, which do normal damage. A whirlwind inflicts double damage upon a creature in gaseous form. When in such condition the individual is able to enter any space that is not airtighteven a small crack or hole that allows air to penetrate also allows entry by a creature in gaseous form. The entire potion must be consumed to achieve this result, and the effects last the entire duration (4+1d4 turns).

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<name>Potion of Giant Control</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A full potion of this draught must be consumed for its effects to be felt. It will influence one or two giants like a charm monster spell. Control lasts for 5d6 rounds. If only one giant is influenced, it is entitled to a saving throw vs. spell with a -4 penalty; if two are influenced, the die rolls gain a +2 bonusyou're weakening the effect of the potion. The type of giant subject to a particular potion is randomly determined.<br>

<br>

D20 Roll Giant Type <br>

1-5 Hill Giant <br>

6-9 Stone Giant <br>

10-13 Frost Giant <br>

14-17 Fire Giant <br>

18-19 Cloud Giant <br>

20 Storm Giant <br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Potion of Giant Strength</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This potion can be used only by warriors. When a giant strength potion is consumed, the individual gains great strength and bonuses to damage when he scores a hit with any hand-held or thrown weapon. It is also possible for the person to hurl rocks as shown on the table below. Note that the type of giant strength gained by drinking the potion is randomly determined on the same table:<br>

<br>

Bend<br>

D20 Strength Weight Damage Rock Hurling Bars/Lift<br>

Roll Equiv. Allowance Bonus Range Base Damage Gates <br>

1-6 Hill Giant 485 +7 80 yd. 1-6 50% <br>

7-10 Stone Giant 535 +8 160 yd. 1-12 60%<br>

11-14 Frost Giant 635 +9 100 yd. 1-8 70%<br>

15-17 Fire Giant 785 +10 120 yd. 1-8 80%<br>

18-19 Cloud Giant 935 +11 140 yd. 1-10 90%<br>

20 Storm Giant 1235 +12 160 yd. 1-12 95%<br>

</body>

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<name>Potion of Growth</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This potion causes the height and weight of the person consuming it to increase. Garments and other worn and carried gear also grow in size. Each fourth of the liquid consumed causes 6 feet of height growthin other words, a full potion increases height by 24 feet. Weight increases should be proportional to the change in height. Strength is increased sufficiently to allow bearing armor and weapons commensurate with the increased size, but does not provide combat bonuses. Movement increases to that of a giant of approximately equal size.

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<name>Potion of Healing</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

An entire potion must be consumed in a single round. If this is done, the potion restores 2d4 + 2 hit points of damage (see extra-healing above).

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<name>Potion of Heroism</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This gives the imbiber a temporary increase in levels (hit points, combat ability, and saves) if he has fewer than 10 levels of experience.<br>

<br>

Number of Additonal <br>

Level of Levels Temporary <br>

Imbiber Bestowed Hit Dice <br>

0 4 4d10 <br>

1st-3rd 3 3d10+1 <br>

4th-6th 2 2d10+2 <br>

7th-9th 1 1d10+3 <br>

<br>

When the potion is quaffed, the individual fights as if he were at the experience level bestowed by the magic of the elixir. Damage sustained is taken first from magically gained hit dice and bonus points. This potion can only be used by warriors.

</body>

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<name>Potion of Human Control</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A potion of human control allows the imbiber to control up to 32 levels or Hit Dice of humans, humanoids, and demihumans as if a charm person spell had been cast. All creatures are entitled to saving throws vs. spell. Any pluses on Hit Dice are rounded down to the lowest whole die (e.g., 1 + 2 = 1, 2 + 6 = 2, etc.). This potion lasts for 5d6 rounds. The type of human(s) that can be controlled is randomly determined.<br>

<br>

D20 Roll Human/Humanoid Controlled <br>

1-2 Dwarves <br>

3-4 Elves/Half-Elves <br>

5-6 Gnomes <br>

7-8 Halflings <br>

9-10 Half-Orcs <br>

11-16 Humans <br>

17-19 Humanoids (gnolls, orcs, goblins, etc.)<br>

20 Elves, Half-Elves, and Humans<br>

</body>

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<proficiency>

<name>Potion of Invisibility</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This potion confers invisibility similar to the 2nd-level wizard spell of the same name. Actions involving combat cause termination of the invisible state. The individual possessing this potion can quaff a single gulpequal to 1/8 of the contents of the containerto bestow invisibility for 3-6 turns.<br>

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</desc>

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<name>Potion of Invulnerability</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This potion confers immunity to nonmagical weapons. It also protects against attacks from creatures (not characters) with no magical properties or with fewer than 4 Hit Dice. Thus, an 8th-level character without a magical weapon could not harm the imbiber of an invulnerability potion.<br>

The potion also improves Armor Class rating by 2 classes and gives a bonus of +2 to the individual on his saving throws versus all forms of attack. Its effects are realized only when the entire potion is consumed, and they last for 5d4 rounds. Only warriors can use this potion.

</body>

</desc>

</proficiency>

<proficiency>

<name>Potion of Levitation</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A levitation potion enables the consumer to levitate in much the same manner as the 2nd-level wizard spell of the same name. The potion allows levitation of the individual only, to a maximum weight of 600 pounds. The consumer can carry another person, as long as their total weight is within this limit.

</body>

</desc>

</proficiency>

<proficiency>

<name>Potion of Longevity</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The longevity potion reduces the character's age by 1d12 years, restoring youth and vigor. The entire potion must be consumed to achieve the desired result. It is also useful as a counter to magical or monster-based aging attacks.<br>

Each time one drinks a longevity potion, there is a 1% cumulative chance the effect will be the reverse of what the consumer wantsall age removed by previous drinks will be restored!

</body>

</desc>

</proficiency>

<proficiency>

<name>Potion of Plant Control</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A plant control potion enables the individual who consumes it to influence the behavior of vegetable life forms. This includes normal plants, fungi, and even molds and shambling moundswithin the parameters of their normal abilities. The imbiber can cause the vegetable forms to remain still or silent, move, entwine, etc., according to their limits.<br>

Vegetable monsters with Intelligence of 5 or higher are entitled to a saving throw vs. spell. Plants within a 20-foot by 20-foot square can be controlled, subject to the limitations set forth above, for 5d4 rounds. Self-destructive control is not directly possible if the plants are intelligent (see charm plants spell). Control range is 90 yards.

</body>

</desc>

</proficiency>

<proficiency>

<name>Potion of Poison</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A poison potion is simply a highly toxic liquid in a potion flask. Typically, poison potions are odorless and can be of any color. Ingestion, introduction of the poison through a break in the skin, or, in some cases, just skin contact, will cause death. Poison can be weak (+4 to +1 bonus to the saving throw), average, or deadly (-1 to -4 penalty or greater on the saving throw). Some poison can be so toxic that a neutralize poison spell will simply lower the toxicity level by 40%say, from a -4 penalty to a +4 bonus to the saving throw vs. poison. The DM selects the strength of poison desired, although most are strength "J'' (see Table 51, Poison Strength). You might wish to allow characters to hurl poison flasks (see Combat, "Grenade-Like Missiles").

</body>

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</proficiency>

<proficiency>

<name>Potion of Polymorph Self</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This potion duplicates the effects of the 4th-level wizard spell of the same name.

</body>

</desc>

</proficiency>

<proficiency>

<name>Potion of Rainbow Hues</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This rather syrupy potion must be stored in a metallic container. The imbiber can become any hue or combination of hues desired at will. Any color or combination of colors is possible, if the user simply holds the thought in his mind long enough for the hue to be effected. If the potion is quaffed sparingly, a flask will yield up to seven draughts of one hour duration each.

</body>

</desc>

</proficiency>

<proficiency>

<name>Potion of Speed</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A potion of speed increases the movement and combat capabilities of the imbiber by 100%. Thus, a movement rate of 9 becomes 18, and a character normally able to attack once per round attacks twice. This does not reduce spellcasting time, however. Use of a speed potion ages the individual by one year. The aging is permanent, but the other effects last for 5d4 rounds.

</body>

</desc>

</proficiency>

<proficiency>

<name>Potion of Super-heroism</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This potion gives the individual a temporary increase in levels (see heroism potion) if he has fewer than 13 levels of experience. It is similar to the heroism potion, but more powerful, and its effects last just 5d6 melee rounds:<br>

<br>

Number of Additonal <br>

Level of Levels Temporary <br>

Consumer Bestowed Hit Dice <Br>

0 6 5d10 <br>

1st-3rd 5 4d10+1 <br>

4th-6th 4 3d10+2 <br>

7th-9th 3 2d10+3 <br>

10th-12th 2 1d10+4 <br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Potion of Sweet Water</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This liquid is not actually a potion to be drunk (though it tastes good). Sweet water is added to other liquids in order to change them to pure, drinkable water. It will neutralize poison and ruin magical potions (no saving throw). The contents of a single container will change up to 100,000 cubic feet of polluted, salt, or alkaline water to fresh water. It will turn up to 1,000 cubic feet of acid into pure water. The effects of the potion are permanent, but the liquid may be contaminated after an initial period of 5d4 rounds.

</body>

</desc>

</proficiency>

<proficiency>

<name>Potion of Treasure Finding</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A potion of treasure finding empowers the drinker with a location sense, so that he can point to the direction of the nearest mass of treasure. The treasure must be within 240 yards, and its mass must equal metal of at least 10,000 copper pieces or 100 gems or any combination.<br>

Note that only valuable metals (copper, silver, electrum, gold, platinum, etc.) and gems (and jewelry, of course) are located. The potion won't locate worthless metals or magical items which don't contain precious metals or gems. The imbiber of the potion can "feel'' the direction in which the treasure lies, but not its distance.<br>

Intervening substances other than special magical wards or lead-lined walls will not withstand the powers that the liquor bestows upon the individual. The effects of the potion last for 5d4 rounds. (Clever players will attempt triangulation.)

</body>

</desc>

</proficiency>

<proficiency>

<name>Potion of Undead Control</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This potion in effect gives the imbiber the ability to charm certain ghasts, ghosts, ghouls, shadows, skeletons, spectres, wights, wraiths, vampires, and zombies. The charm ability is similar to the 1st-level wizard spell, charm person. It affects a maximum of 16 Hit Dice of undead, rounding down any hit point additions to the lowest die (e.g., 4 + 1 equals 4 Hit Dice). The undead are entitled to saving throws vs. spell only if they have intelligence. Saving throws are rolled with -2 penalties due to the power of the potion; the effects wear off in 5d4 rounds. To determine the type of undead affected by a particular potion, roll 1d10 and consult the following table:<br>

<br>

D10 Roll Undead Type <br>

1 Ghasts <br>

2 Ghosts <br>

3 Ghouls <br>

4 Shadows <br>

5 Skeletons <br>

6 Spectres <br>

7 Wights <br>

8 Wraiths <br>

9 Vampires <br>

10 Zombies <br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Potion of Ventriloquism</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This allows the user to make his voice sound as if it (or someone's voice or a similar sound) were issuing from someplace other than where he isfrom another creature, a statue, from behind a door, down a passage, etc. The user can speak in any language he knows, or make any sound he can normally make. To detect the ruse, listeners must roll a successful saving throw vs. spell with a penalty of -2. If cast in conjunction with other illusions, the DM may rule greater penalties or disallow an independent saving throw against this effectthe combined illusion may be perfect! The imbiber can use the ventriloquism ability up to six times within the duration of the potion.

</body>

</desc>

</proficiency>

<proficiency>

<name>Potion of Vitality</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This potion restores the user to full vitality despite exertion, lack of sleep, and going without food and drink for up to seven days. It will nullify up to seven days of deprivation, and will continue in effect for the remainder of its seven-day duration. The potion also makes the user proof against poison and disease while it is in effect, and the user will recover lost hit points at the rate of 1 every 4 hours.

</body>

</desc>

</proficiency>

<proficiency>

<name>Potion of Water Breathing</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

It is 75% likely that a water breathing potion will contain two doses, 25% probable that there will be four in the container. The potion allows the character drinking it to breathe normally in liquids that contain suspended oxygen. This ability lasts for one full hour per dose of potion quaffed, with an additional 1d10 rounds (minutes) variable. Thus, a character who has consumed a water breathing potion could enter the depths of a river, lake, or even the ocean and not drown while the magical effects of the potion persisted.

</body>

</desc>

</proficiency>

<proficiency>

<name>Elixir of Health</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This potion cures blindness, deafness, disease, feeblemindedness, insanity, infection, infestation, poisoning, and rot. It will not heal wounds or restore hit points lost through any of the above causes. Imbibing the whole potion will cure all of the above afflictions suffered by the imbiber. Half a flask will cure any one or two of the listed ills (DM's choice).

</body>

</desc>

</proficiency>

<proficiency>

<name>Elixir of Madness</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A single sip of this elixir causes the imbiber to go mad, as if affected by the 4th-level wizard spell, confusion, until a heal, restoration, or wish spell is used to remove the madness. Once any creature is affected by the elixir, the remaining draught loses all magical properties, becoming merely a foul-tasting liquid.

</body>

</desc>

</proficiency>

<proficiency>

<name>Elixir of Youth</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Quaffing this rare and potent elixir will reverse aging. Taking the full potion at once reduces the imbiber's age by 1d4 + 1 years. Taking just a sip first, instead of drinking it down, will reduce the potency of the liquid, and drinking the lower-potency liquid reduces age by only 1d3 years.

</body>

</desc>

</proficiency>

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<name>Oil of Acid Resistance</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

When this oil is applied to skin, cloth, or any other material, it confers virtual invulnerability against acid. The oil wears off, but slowlyone application lasts for a whole day (1440 rounds). Each time the protected material is exposed to acid, the duration of the oil is reduced by as many rounds as hit points of damage the acid would have caused to exposed flesh. Thus, if a black dragon breathes for 64 points of acid damage, a person protected by this oil would lose 1 hour and 4 minutes of protection (64 rounds32 if a saving throw vs. breath weapon was successful).

<br> Each flask contains sufficient oil to protect one man-sized creature (and equipment) for 24 hours; or to protect any combination of creatures and duration between these extremes.

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</desc>

</proficiency>

<proficiency>

<name>Oil of Disenchantment</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This oil enables the removal of all enchantments and charms placed upon living things, and the suppression of such effects on objects. If the oil is rubbed in a creature, all enchantments and charms on it are immediately removed. If rubbed onto objects bearing an enchantment, the magic will be lost for 1d10 + 20 turns. After this time, the oil loses potency and the item regains its enchantment. The oil does not radiate magic once it is applied, and masks the enchantment of whatever it coats, so that an item so coated will not show any enchantment for as long as the oil remains effective.

</body>

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</proficiency>

<proficiency>

<name>Oil of Elemental Invulnerability</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This precious substance gives total invulnerability to one type of normal elemental force on the Prime Material Plane: wind storms, fires, earth slides, floods, and so forth. There is a 10% chance that each such flask will also be effective on the appropriate Elemental planethis allows the protected individual to operate freely and without danger from elemental forces. Attacks by elemental creatures are still effective, but with a -1 penalty per die of damage. A flask contains enough oil to coat one man-sized creature for eight days or eight individuals for one day. The element protected against is determined randomly.<br>

<br>

D4 Roll Element <br>

1 Air <br>

2 Earth <br>

3 Fire <br>

4 Water <Br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Oil of Etherealness</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This potion is actually a light oil that is applied externally to clothes and exposed flesh, conferring etherealness. In the ethereal state, the individual can pass through solid objects in any directionsideways, upward, downwardor to different planes. The individual cannot touch non-ethereal objects.<br>

The oil takes effect three rounds after application, and it lasts for 4 + 1d4 turns unless removed with a weak acidic solution prior to the expiration of its normal effective duration. It can be applied to objects as well as creatures. One potion is sufficient to anoint a normal human and such gear as he typically carries (two or three weapons, garments, armor, shield, and miscellaneous gear). Ethereal individuals are invisible.

</body>

</desc>

</proficiency>

<proficiency>

<name>Oil of Fiery Burning</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

When this oil is exposed to air, it immediately bursts into flame, inflicting 5d6 points of damage to any creature directly exposed to the substance (save vs. spell for half damage). If hurled, the flask will always break. Any creature within 10 feet of the point of impact (up to a maximum of six creatures) will be affected. The oil can, for instance, be used to consume the bodies of as many as six regenerating creatures, such as trolls. If the flask is opened, the creature holding it immediately suffers 1d4 points of damage. Unless a roll equal to or less than the creature's Dexterity is made on 2d10, the flask cannot be re-stoppered in time to prevent the oil from exploding, with effects as described above.

</body>

</desc>

</proficiency>

<proficiency>

<name>Oil of Fumbling</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This oil will seem to be of a useful typeacid resistance, slipperiness, etc.until the wearer is under stress in an actual melee situation. At that point, he has a 50% chance each round to fumble and drop whatever he holdsweapon, shield, spell components, and so forth. Only a thorough bath of some solvent (alcohol, etc.) will remove the oil before it wears off.

</body>

</desc>

</proficiency>

<proficiency>

<name>Oil of Impact</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This oil has beneficial effects on blunt weapons and missiles, both magical and nonmagical. When applied to a blunt weapon such as a club, hammer, or mace, it bestows a +3 bonus to attack rolls and a +6 bonus to damage. The effect lasts 1d4 + 8 rounds per application. One application will treat one weapon.

<br> When applied to a blunt missile, such as a hurled hammer, hurled club, sling stone, or bullet, it bestows a +3 bonus to attack rolls and a +3 bonus to damage. The effect last until the missile is used once. One application will treat 4-5 sling stones or two larger weapons. A flask of oil of impact holds 1d3+2 applications.

</body>

</desc>

</proficiency>

<proficiency>

<name>Oil of Slipperiness</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Similar to the oil of etherealness described above, this liquid is to be applied externally. This application makes it impossible for the individual to be grabbed, grasped, or hugged by any opponent, or constricted by snakes or tentacles. (Note that a roper could still inflict weakness, but that the monster's tentacles could not entwine the opponent coated with oil of slipperiness.)

<br> In addition, such obstructions as webs, magical or otherwise, will not effect an anointed individual. Bonds such an ropes, manacles, and chains can be slipped free. Magical ropes and the like are not effective against this oil. If poured on a floor or on steps, there is a 95% chance that creatures standing on the surface will slip and fall. The oil requires eight hours to wear off normally, or it can be wiped off with an alcohol solution (even wine!).

</body>

</desc>

</proficiency>

<proficiency>

<name>Oil of Timelessness</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

When this oil is applied to any matter that was once alive (leather, leaves, paper, wood, dead flesh, etc.), it allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The coated object has a +1 bonus on all saving throws. The oil never wears off, although it can be magically removed. One flask contains enough oil to coat eight man-sized objects, or an equivalent area.

</body>

</desc>

</proficiency>

<proficiency>

<name>Philter of Glibness</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This potion enables the imbiber to speak fluentlyeven tell liessmoothly, believably, and undetectably. Magical investigation (such as the 4th-level priest spell, detect lie) will not give the usual results, but will reveal that some minor "stretching of the truth'' might be occurring.

</body>

</desc>

</proficiency>

<proficiency>

<name>Philter of Love</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This potion causes the individual drinking it to become charmed (see charm spells) with the first creature seen after consuming the draught. The imbiber may actually become enamored if the creature is of similar race and of the opposite sex. Charm effects wear off in 1d4+4 turns, but the enamoring effects last until a dispel magic spell is cast upon the individual.

</body>

</desc>

</proficiency>

<proficiency>

<name>Philter of Persuasiveness</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

When this potion is imbibed the individual becomes more charismatic, gaining a bonus of +5 on reaction dice rolls. The individual is also able to suggest (see the 3rd-level wizard spell, suggestion) once per turn to all creatures within 30 yards of him.

</body>

</desc>

</proficiency>

<proficiency>

<name>Philter of Stammering and Stuttering</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

When this liquid is consumed, it will seem to be beneficialphilter of glibness or persuasiveness, for instance. However, whenever a meaningful utterance must be spoken (the verbal component of a spell, the text of a scroll, negotiation with a monster, etc.), the potion's true effect is revealednothing can be said properly, and the reactions of all creatures hearing such nonsense will be at a -5 penalty.

</body>

</desc>

</proficiency>

<proficiency>

<name>ProtectionAcid</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The reader is protected from all forms of acid, to a maximum damage of 20 Hit Dice or a maximum duration of 1d4+8 turns, whichever occurs first.

</body>

</desc>

</proficiency>

<proficiency>

<name>ProtectionCold</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Protection extends outward from the reader to a 30-foot diameter sphere. All within the area are protected from the effects of nonmagical cold to a temperature of absolute zero (-460 degrees). Against magical cold, the scroll confers a +6 bonus to saving throws and one-quarter damage (one-eighth if the saving throw is made). The duration of the scroll is 1d4+4 turns.

</body>

</desc>

</proficiency>

<proficiency>

<name>ProtectionDragon Breath</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Only the individual reading the scroll is protected. Protection extends to all forms of dragon breath and lasts 2d4+4 rounds.

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</proficiency>

<proficiency>

<name>ProtectionElectricity</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Protection is provided in a 20-foot diameter sphere centered on the reader. Those protected are immune to all electrical attacks and associated effects. The protection lasts 3d4 rounds.

</body>

</desc>

</proficiency>

<proficiency>

<name>ProtectionElementals</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

There are 5 varieties of this scroll. Roll percentile dice and consult the following table:<br>

<br>

D100 Roll Type of Scroll<br>

01-15 Protection from Air Elementals (including aerial servants, djinn, invisible stalkers, and wind walkers)<br>

16-30 Protection from Earth Elementals (including xorn)<br>

31-45 Protection from Fire Elementals (including efreeti and salamanders)<br>

46-60 Protection from Water Elementals (including tritons and water weirds)<br>

61-00 Protection from all Elementals<br>

<br>

The magic protects the reader and all within 10 feet of him from the type of elemental noted, as well as elemental creatures of the same plane(s). The protection affects a maximum of 24 Hit Dice of elemental creatures if the scroll is of a specific elemental type, 16 Hit Dice if it is against all sorts of elementals. The spell lasts for 5d8 rounds. Attack out of the circle is possible, as is attack into it by any elemental creature with more Hit Dice than are protected against or by several elemental creaturesthose in excess of the protected number of Hit Dice are able to enter and attack.

</body>

</desc>

</proficiency>

<proficiency>

<name>ProtectionFire</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Protection extends to a 30-foot diameter sphere centered on the reader. All in this area are able to withstand flame and heat of the hottest type, even of magical and elemental nature. The protection lasts 1d4+4 turns.

</body>

</desc>

</proficiency>

<proficiency>

<name>ProtectionGas</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This scroll generates a 10-foot diameter sphere of protection centered on the reader. All within the area are immune to the effects of any gaspoison gas, gaseous breath weapons, spells that generate gas (such as stinking cloud and cloudkill), and all similar forms of noxious, toxic vapors. The protection lasts for 1d4+4 rounds.

</body>

</desc>

</proficiency>

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<name>ProtectionLycanthropes</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

There are seven common types of this scroll. The DM can select one from the table below or make a percentile roll to determine it randomly:<br>

<br>

D100 Roll Scroll Type <br>

01-05 Protection from Werebears <br>

06-10 Protection from Wereboars <br>

11-20 Protection from Wererats <br>

21-25 Protection from Weretigers <br>

26-40 Protection from Werewolves <br>

41-98 Protection from all Lycanthropes<br>

99-00 Protection from Shape-Changers<br>

<br>

The magical circle from the reading of the scroll extends in a 10-foot radius and moves with the reader. Each scroll protects against 49 Hit Dice of lycanthropes, rounding all hit point pluses down unless they exceed +2. The protection is otherwise similar to that against elementals, above. The protection from shape-changers spell protects against monsters (except gods and godlike creatures) able to change their form to that of man: dopplegangers, certain dragons, druids, jackalweres, and lycanthropes, for example. The magic lasts for 5d6 rounds.

</body>

</desc>

</proficiency>

<proficiency>

<name>ProtectionMagic</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This scroll invokes a very powerful, invisible globe of antimagic in a 5-foot radius from the reader. No form of magic can pass into or out of it, but physical things are not restricted by the globe. As with other protections, the globe of antimagic moves with its invoker. The protection lasts for 5d6 rounds.

</body>

</desc>

</proficiency>

<proficiency>

<name>ProtectionPetrification</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A 10-foot radius circle of protection extends from, and moves with, the reader of this scroll. Everyone within its confines is absolutely immune to all attack forms, magical or otherwise, that turn flesh to stone. The protection lasts for 5d4 rounds.

</body>

</desc>

</proficiency>

<proficiency>

<name>ProtectionPlants</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A protective sphere 10 feet in diameter is centered on the reader. All forms of vegetable life (including fungi, slimes, molds, and the like) are unable to penetrate the sphere. If it is moved toward plant life that is capable of movement, the plant will be pushed away. If the plant is immobile (a well-rooted shrub, bush, or tree, for instance), the sphere cannot be moved through or past it unless the reader has enough strength and mass to uproot the plant under normal conditions. The protection lasts for 1d4+4 turns.

</body>

</desc>

</proficiency>

<proficiency>

<name>ProtectionPoison</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The protection afforded by this scroll extends only to the reader. No form of poisoningested, contacted, breathed, etc.will affect the protected individual, and any poison in the reader's system is permanently neutralized. The protection otherwise lasts 1d10+2 rounds.

</body>

</desc>

</proficiency>

<proficiency>

<name>ProtectionPossession</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This scroll generates a magical circle of 10-foot radius that extends from, and moves with, the reader. All creatures within its confines are protected from possession by magical spell attacks such as magic jar or attack forms aimed at possession or mental control. Even the dead are protected if they are within the magic circle. The protection lasts for 10d6 rounds in 90% of these scrolls; 10% have power that lasts 10d6 turns, but the spell effect is stationary.

</body>

</desc>

</proficiency>

<proficiency>

<name>ProtectionUndead</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

When this scroll is read, a 5-foot radius circle of protection extends from, and moves with, the reader. It protects everyone within it from all physical attacks made by undead (ghasts, ghosts, ghouls, shadows, skeletons, spectres, wights, wraiths, vampires, zombies, etc.) but not magical spells or other attack forms. If a creature leaves the protected area, it is subject to physical attack. The protection restrains up to 35 Hit Dice/levels of undead; excess Hit Dice/levels can pass through the circle. It remains in effect for 10d8 rounds. Some protection scrolls of this nature protect only against certain types of undead (one or more) rather than all undead, at the DM's option. (See "Potions, Undead Control" for a die roll table.)

</body>

</desc>

</proficiency>

<proficiency>

<name>ProtectionWater</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This protection extends in a 10-foot diameter sphere centered on the reader. All forms of waterliquid, solid, and vapor, ice, hail, snow, sleet, steam, and so forthare unable to penetrate the sphere of protection. If those protected come upon a form of water, the substance simply will not touch them; thus, they will not slip on ice, sink into a body of water, etc. The protection lasts for 1d4+4 turns.

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<name>Ring of Animal Friendship</name>

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<body style="font-family: Arial; font-size: 12pt; ">

When the wearer of this ring approaches within 10 feet of any animals of neutral alignment and animal intelligence, the creatures must roll saving throws vs. spell. If they succeed, they move rapidly away from the ring wearer. If the saving throws fail, the creatures become docile and follow the ring wearer around. The item functions at 6th level, so up to 12 Hit Dice of animals can be affected by this ring.

<br> Animals feeling friendship for the wearer will actually guard and protect that individual if he expends a charge from the ring to cause such behavior. A ring of this sort typically has 27 charges when discovered, and it cannot be recharged. A druid wearing this ring can influence twice the prescribed Hit Dice worth of animals (24 rather than 12), and a ranger is able to influence 18 Hit Dice worth of animals.

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<name>Ring of Blinking</name>

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When the wearer of this ring issues the proper verbal command, the item activates, and he is affected as if a blink spell were operating upon his person. The effect lasts for six rounds. The ring then ceases to function for six turns (one hour) while it replenishes itself. The command word is usually engraved somewhere on the ring. The ring will activate whenever this word is spoken, even though the command might be given by someone other than the wearer, provided that the word is spoken within 10 feet of the ring.

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<name>Ring of Chameleon Power</name>

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Whenever the wearer of this ring desires, he is able to magically blend in with the surroundings. This enables 90% invisibility in foliage, against walls, and so forth.

<br> If the wearer is associating with creatures of Intelligence 4 or greater at a distance of 60 feet or less, the ring enables the wearer to seem to be one of those creatures, but each turn of such association carries a 5% cumulative chance that the creatures will detect the ring wearer for what he is. Thus, such an association can never persist for more than 20 turns without the wearer being detectedat the end of that time, the chance of detection has risen to 100%. Creatures with 16 or greater Intelligence use their Intelligence score as an addition to the base chance of detection. For example, a creature of Intelligence 16 would have a base chance of (16+5%) = 21% at the end of turn 1, 26% at the end of turn 2, and so forth. Creatures with 3 or lower Intelligence instinctively and automatically detect the wearer if they come within a 10-foot radius of him.

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<name>Ring of Clumsiness</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This cursed ring typically radiates an aura like another, beneficial, ring to disguise a baneful nature. The possible secondary powers are:<br>

<br>

D100 Roll Secondary Power<br>

01-10 Free action <br>

11-20 Feather falling<br>

21-35 Invisibility <Br>

36-50 Jumping <br>

51-60 Swimming <br>

61-80 Warmth <Br>

81-100 Water walking <Br>

<br>

The secondary power works normally, except when the wearer is under stresscombat, stealth, delicate activity, and the likeat which time the clumsiness takes effect. Dexterity is lowered to half normal, rounded down. Chances for stealth and precise actions are also lowered by one-half, rounded down. Any attempt at spellcasting that requires the handling of a material component or the accomplishment of a somatic component will succeed only if the wearer rolls a successful saving throw vs. spell; otherwise, the spell is botched and annulled.

<br> The ring can be taken off only by a successfully cast dispel magic spell (vs. 12th-level magic). Success destroys both the primary and secondary power of the ring.

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<name>Ring of Contrariness</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This magical ring is cursed, making its wearer unable to agree with any idea, statement, or action. Once put on, the ring can be removed only after a remove curse spell is cast upon the individual wearing it. Because of the cure, the wearer will resist any attempts to cast such a spell. The contrariness ring will have one of the following additional magical properties:<br>

<br>

D100 Roll Secondary Power<br>

01-20 Flying <br>

21-40 Invisibility<br>

41-60 Levitation <br>

61-70 Shocking Grasp (once per round) <br>

71-80 Spell Turning <br>

81-00 Strength (18/00) <br>

<br>

Note that contrariness can never be removed from the ring. The wearer will use his own powers, plus those of the ring, to retain it on his finger. The wearer of the ring will never damage himself. If, for example, other characters suggest that the wearer make certain that attacks upon him are well-defended against, or that he should not strike his own head, the ring wearer will agreepossibly attacking or striking at the speaker's headbecause obviously the result must be contrary in this case. If a ring of contrariness turns spells, the cumulative remove curse cast upon the individual wearing it must equal or exceed 100%.

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<name>Ring of Delusion</name>

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A delusion ring convinces the wearer that it is some other sort of ringwhatever sort the wearer really desires. The wearer will be completely convinced that the ring is actually one with other magical properties, and he will unconsciously use his abilities of any sort (including those of other magical items available) to produce a result commensurate with the supposed properties of the delusion ring. The DM determines how successful the self-delusion is, as well as how observers are affected and what they will observe. The ring can be removed at any time.

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<name>Ring of Djinni Summoning</name>

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<body style="font-family: Arial; font-size: 12pt; ">

One of the many fabled rings of fantasy legend, the "genie'' ring is most useful indeed, for it is a special "gate'' by means of which a certain djinni can be summoned from the elemental plane of Air. When the ring is rubbed, the summons is served, and the djinni will appear on the next round. The djinni will faithfully obey and serve the wearer of the ring, but if the servant of the ring is ever killed, the ring becomes nonmagical and worthless. See the Monstrous Manual for details of a djinni's abilities.

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<name>Ring of Elemental Command</name>

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The four types of elemental command rings are very powerful. Each appears to be nothing more than an ordinary ring, but each has certain other powers as well as the following common properties:<br>

1. Elementals of the plane to which the ring is attuned can't attack or even approach within 5 feet of the wearer. If the wearer desires, he may forego this protection and instead attempt to charm the elemental (saving throw applicable with a -2 penalty to the die). If the charm fails, however, total protection is lost and no further attempt at charming can be made, but the secondary properties given below will then function with respect to the elemental.<br>

2. Creatures, other than normal elementals, from the plane to which the ring is attuned attack with -1 penalties to their attack rolls. The ring wearer takes damage at -1 on each die of damage and makes applicable saving throws from the creature's attacks at +2. All attacks are made by the wearer of the ring with a +4 bonus to the attack roll (or -4 on the elemental creature's saving throw), and the wearer inflicts +6 damage (total, not per die) adjusted by any other applicable bonuses and penalties. Any weapon used by the ring wearer can hit elementals or elemental creatures even if it is not magical.<br>

3. The wearer of the ring is able to converse with the elementals or elemental creatures of the plane to which the ring is attuned. These creatures will recognize that he wears the ring, and will show a healthy respect for the wearer, if alignments are similar. If alignment is opposed, creatures will fear the wearer if he is strong, hate and desire to slay him if the wearer is weak. Fear, hatred, and respect are determined by the DM.<br>

4. The possessor of a ring of elemental command suffers a saving throw penalty as follows:<br>

<br>

Air -2 vs. fire<br>

Earth -2 vs. petrification<br>

Fire -2 vs. water or cold<br>

Water -2 vs. lightning/electricity<br>

<br>

5. Only one of the powers of a ring of elemental command can be in use at any given time.<br>

In addition to the powers described above, the ring gives characters the following abilities:<br>

<br>

Air<br>

 Gust of wind (once per round)<br>

 Fly<br>

 Wall of force (once per day)<br>

 Control winds (once per week)<br>

 Invisibility<br>

<br>

The ring will appear to be an invisibility ring until a certain condition is met (having the ring blessed, slaying an air elemental, or whatever the DM determines as necessary to activate its full potential).<br>

<br>

Earth<br>

 Stone tell (once per day)<br>

 Passwall (twice per day)<br>

 Wall of stone (once per day)<br>

 Stone to flesh (twice per week)<br>

 Move earth (once per week)<br>

 Feather fall<br>

<br>

The ring will appear to be a ring of feather falling until the DM established condition is met.<br>

<br>

Fire<br>

 Burning hands (once per turn)<br>

 Pyrotechnics (twice per day)<br>

 Wall of fire (once per day)<br>

 Flame strike (twice per week)<br>

 Fire resistance<br>

<br>

The ring will appear to be a ring of fire resistance until the DM-established condition is met.<br>

<br>

Water<br>

 Purify water<br>

 Create water (once per day)<br>

 Water breathing (5-foot radius)<br>

 Wall of ice (once per day)<br>

 Airy water<br>

 Lower water (twice per week)<br>

 Part water (twice per week)<br>

 Water walking<br>

<br>

The ring will appear to be a ring of water walking until the DM-established condition is met.<br>

<br>

These rings operate at 12th level of experience, or the minimum level needed to perform the equivalent magical spell, if greater. The additional powers have an initiative modifier of +5.<br>

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<name>Ring of Feather Falling</name>

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This ring protects its wearer by automatic activation of a feather fall if the individual falls 5 feet or more. (See the feather fall spell in the Player's Handbook.)

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<name>Ring of Fire Resistance</name>

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The wearer of this ring is totally immune to the effects of normal firestorches, flaming oil, bonfires, etc. Very large and hot fires, molten lava, hell-hound breath, or a wall of fire spell will cause 10 hit points of damage per round if the wearer is directly within the conflagration.

<br> Exceptionally hot fires such as red-dragon breath, pyrohydra breath, fireballs, flame strike, fire storm, etc., are saved against with a +4 bonus to the die roll, and all damage dice are calculated at -2 per die, but each die is never less than 1 in any event. As a rule of thumb, consider very hot fires as those that have a maximum initial exposure of up to 24 hit points, those of exceptional heat (25 or more hit points).

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<name>Ring of Free Action</name>

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This ring enables the wearer to move and attack freely and normally even when attacked by a web, hold, or slow spell, or even while under water. The spells simply have no effect. While under water, the individual moves at normal (surface) speed and does full damage even with cutting weapons (like axes and scimitars) and with smashing weapons (like flails, hammers, and maces), insofar as the weapon used is held rather than hurled. This will not, however, enable breathing under water without further appropriate magic.

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<name>Ring of Human Influence</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This ring has the effect of raising the wearer's Charisma to 18 on encounter reactions with humans and humanoids. The wearer can make a suggestion to any human or humanoid (saving throw applies). The wearer can also charm up to 21 levels/Hit Dice of human/humanoids (saving throws apply) just as if he were using the wizard spell, charm person. The two latter uses of the ring are applicable but once per day. Suggestion or charm has an initiative penalty of +3.

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<name>Ring of Invisibility</name>

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The wearer of an invisibility ring is able to become invisible at will, instantly. This nonvisible state is exactly the same as the wizard invisibility spell, except that 10% of these rings have inaudibility as well, making the wearer absolutely silent. If the wearer wishes to speak, he breaks all silence features in order to do so.

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<name>Ring of Jumping</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The wearer of this ring is able to leap 30 feet ahead or 10 feet backward or straight up, with an arc of about 2 feet for every 10 feet traveled (see the 1st-level wizard spell, jump). The wearer must use the ring's power carefully, for it can perform only four times per day.

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<name>Ring of Mammal Control</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This ring enables its wearer to exercise complete control over mammals with Intelligence of 4 or less (animal or semi-intelligent mammals). Up to 30 Hit Dice of mammals can be controlled. The wearer's control over creatures is so great he can even command them to kill themselves, but complete concentration is required. (Note: The ring does not affect bird-mammal combinations, humans, semi-humans, and monsters such as lammasu, shedu, manticores, etc.). If the DM is in doubt about whether any creature can be controlled by the wearer of this ring, assume it can't be controlled.

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<name>Ring of Mind Shielding</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This ring is usually of fine workmanship and wrought from heavy gold. The wearer is completely immune to ESP, detect lie, and know alignment.

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<name>Ring of Protection</name>

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A ring of protection improves the wearer's Armor Class value and saving throws versus all forms of attack. A ring +1 betters AC by 1 (say, from 10 to 9) and gives a bonus of +1 on saving throw die rolls. The magical properties of a ring of protection are cumulative with all other magical items of protection except as follows:<br>

1. The ring does not improve Armor Class if magical armor is worn, although it does add to saving throw die rolls.<br>

2. Multiple rings of protection operating on the same person, or in the same area, do not combine protection. Only one such ringthe strongestfunctions, so a pair of protection rings +2 provides only +2 protection.<br>

To determine the value of a protection ring, use the following table:<br>

<br>

D100 <br>

Roll Level of Protection<br>

01-70 +1 <br>

71-82 +2 <br>

83 +2, 5-foot radius protection<br>

84-90 +3 <br>

91 +3, 5-foot radius protection<br>

92-97 +4 on AC, +2 to saving throws<br>

98-00 +6 on AC, +1 to saving throws<br>

<br>

The radius bonus of 5 feet extends to all creatures within its circle, but applies only to their saving throws (i.e., only the ring wearer gains Armor Class additions).

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<name>Ring of the Ram</name>

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This ornate ring can be of any hard metal, usually a silver alloy or iron. It has the head of a ram (or a buck goat) as its device. Anyone who attempts a detect magic on the ring discovers an evocation upon it.<br>

The wearer can cause the ring to give forth a ram-like force, manifested by a vaguely discernible shape which resembles the head of a ram or goat. This force strikes one target for 1d6 points of damage if one charge is expended, 2d6 points if two charges are used, or 3d6 points if three charges (the maximum) are used. The ring is quite useful for knocking opponents off walls or ladders, or over ledges, among other things. The force of the blow is considerable, and a victim who fails to save versus spell is knocked down. The range of this power is 30 feet. The target of the blow applies adjustments to the saving throw from the following list:<br>

<br>

Target smaller than man-sized -1<br>

Larger than man-sized +2<br>

Strength under 12 -1<br>

Strength of 18-20 +3<br>

Strength over 20 +6<br>

4 or more legs +4<br>

Over 1,000 lbs. weight +2<br>

2 charges expended -1<br>

3 charges expended -2<br>

<br>

The DM can make circumstantial adjustments according to need. For instance, a fire giant balanced on a narrow ledge should not gain any benefit from Strength and weight unless he knows that he's about to be struck by the force of the ring. This is a case where common sense will serve best.<br>

In addition to its attack mode, the ring of the ram also has the power to open doors as if a person of 18/00 Strength were doing so. If two charges are expended, the effect is as for a character of 19 Strength, and if three charges are expended, the effect is as if a 20 Strength were used. Magically held or locked portals can be opened in this manner.<br>

Structural damage from the ramlike force is identical to an actual battering ram, with double or triple damage accruing for applications of two or three charges. Magical items struck by the ramlike force must save versus crushing blow if three charges are used; otherwise, the force will not affect them. Nonmagical items which are the target of the force save versus crushing blow from the impact.<br>

A ring of this sort will have from 6 to 10 charges when discovered. It can be recharged by a wizard employing enchant an item and Bigby's clenched fist in combination.

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<name>Ring of Regeneration</name>

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The standard ring of regeneration restores one point of damage per turn (and will eventually replace lost limbs or organs). It will bring its wearer back from death. (If death was caused by poison, however, a saving throw must be successfully rolled or the wearer dies again from the poison still in his system.) Only total destruction of all living tissue by fire or acid or similar means will prevent regeneration. Of course, the ring must be worn, and its removal stops the regeneration processes.<br>

A rare kind of ring of regeneration is the vampiric regeneration ring. This bestows one-half (fractions dropped) of the value of hit points of damage the wearer inflicts upon opponents in hand-to-hand (melee, nonmissile, nonspell) combat immediately upon its wearer. It does not otherwise cause regeneration or restore life, limb, or organ. For example, if a character wearing the ring inflicts 10 points of damage, he adds five to his current hit point total. The creature struck still loses 10 points.<br>

To determine which type of ring is discovered, roll percentile dice:<br>

<br>

D100 Roll Secondary Power<br>

01-90 ring of regeneration<br>

91-00 vampiric regeneration ring<br>

<br>

In no case can the wearer's hit points exceed his usual maximum.

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<name>Ring of Shocking Grasp</name>

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This ordinary-seeming ring radiates only a faint, unidentifiable aura of magic when examined, but it contains a strong enchantment, capable of inflicting damage on an opponent. If the wearer touches an enemy with the hand upon which the ring is worn, a successful attack roll deliverers 1d8+6 points of damage to the target.

<br> After three discharges of this nature, regardless of the time elapsed between them, the ring becomes inert for one turn. When actually functioning, this ring causes a circular, charged extrusion appear on the palm of the wearer's hand.

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<name>Ring of Shooting Stars</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This ring has two modes of operationat night and undergroundboth of which work only in relative darkness. During night hours, under the open sky, the shooting stars ring will perform the following functions:<br>

 Dancing lights (once per hour).<br>

 Light, as the spell of the same name (twice per night), 120-foot range.<br>

 Ball lightning, as described below (once per night).<br>

 Shooting stars (special).<br>

The ball lightning function releases 1d4 balls of lightning, at the wearer's option. These glowing globes resemble dancing lights, and the ring wearer controls them as he would control dancing lights. These spheres have a 120-foot range and a four round duration. They can be moved at 120 feet per round. Each sphere is about 3 feet in diameter, and any creature it touches or approaches within 5 feet dissipates its charge (a successful save vs. spell halves damagethe contact was across an air gap). The charge values are:<br>

<br>

4 lightning balls 2d4 points damage each<br>

3 lightning balls 2d6 points damage each<br>

2 lightning balls 5d4 points damage each<br>

1 lightning ball 4d12 points damage<br>

<br>

Release can be one at a time or all at once, during the course of one round or as needed throughout the night.<br>

The shooting stars are glowing missiles with fiery trails, much like a meteor swarm. Three shooting stars can be released from the ring each week, simultaneously or one at a time. They impact for 12 points of damage and burst (as a fireball) in a 10-foot diameter sphere for 24 points of damage.<br>

Any creature struck takes full damage from impact plus full damage from the shooting star burst. Creatures within the burst radius must roll a saving throw vs. spell to take only one-half damage (i.e., 12 points of damage, otherwise they, too, receive the full 24 points of damage). Range is 70 feet, at the end of which the burst will occur, unless an object or creature is struck before that. The shooting stars follow a straight line path. A creature in the path must roll a saving throw vs. spell or be hit by the missile. Saving throws suffer a -3 penalty within 20 feet of the ring wearer, -1 from 21 feet to 40 feet, normal beyond 40 feet.<br>

Indoors at night, or underground, the ring of shooting stars has the following properties:<br>

Faerie fire (twice per day)as the spell<br>

Spark shower (once per day)<br>

The spark shower is a flying cloud of sizzling purple sparks, which fan out from the ring for a distance of 20 feet to a breadth of 10 feet. Creatures within this area take 2d8 points of damage each if no metal armor is worn and/or no metal weapon is held. Characters wearing metal armor or carrying a metal weapon receive 4d4 points of damage.<br>

Range, duration, and are of effect of functions are the minimum for the comparable spell unless otherwise stated. Casting time is 5<br>

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<name>Ring of Spell Storing</name>

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A ring of spell storing contains 1d4+1 spells which the wearer can employ as if he were a spellcaster of the level required to use the stored spells. The class of spells contained within the ring is determined in the same fashion as the spells on scrolls (see "Scrolls''). The level of each spell is determined by rolling 1d6 (for priests) or 1d8 (for wizards). The number rolled is the level of the spell, as follows:<br>

Priest: 1d6, if 6 is rolled, roll 1d4 instead.<br>

Wizard: 1d8, if 8 is rolled, roll 1d6 instead.<br>

Which spell type of any given level is contained by the ring is also randomly determined.<br>

The ring empathically imparts to the wearer the names of its spells. Once spell class, level, and type are determined, the properties of the ring are fixed and unchangeable. Once a spell is cast from the ring, it can be restored only by a character of appropriate class and level of experience (i.e., a 12th-level wizard is needed to restore a 6th-level magical spell to the ring). Stored spells have a casting time of five.

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<name>Ring of Spell Turning</name>

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This ring distorts the three normal dimensions, causing many spells cast at the wearer to rebound upon the spellcaster. Sometimes, a spell's entire effect is turned against the caster; sometimes, a portion of the effect rebounds.<br>

Some spells are immune from the effects of a ring of spell turning:<br>

1. Spells that affect an area, and which are not cast directly at the ring wearer, are not turned by the ring.<br>

2. Spells that are delivered by touch are not turned.<br>

3. Magic contained in devices (rods, staves, wands, rings, and other items) that are triggered without spellcasting are not turned. A scroll spell is not considered a device.<br>

When a spell is cast at an individual wearing a ring of spell turning, 1d10 is rolled and the result is multiplied by 10. This score indicates what percentage of the spell has been turned back upon its caster.<br>

Once the spell is turned, the effects must be determined. If the spell normally allows a saving throw, the intended target (the one wearing the ring) gains an automatic plus equal to the number rolled on the turning die. The caster receives a bonus equal to the number rolled on the turning die. The caster receives a bonus equal to the number rolled on this die subtracted from 10. For example, a charm person spell is cast at a character wearing a ring of spell turning. A 7 is rolled on the die, turning back 70% of the effect. The ring-wearer gains a +7 to his saving throw; the caster has a +3.<br>

A saving throw is also allowed for spells which normally do not have one if 20% to 80% of the effect is turned. The saving throw adjustment is calculated as given above. No further adjustments are made for race, magical items, or any other condition including existing spells. To save, the character must have a modified die roll of 20 or greater. If the saving throw is made, the effect of the spell is negated. For example, an illusionist casts a maze spell at a fighter wearing a ring of spell turning. The spell normally allows no saving throw, but the ring turns 70% of the effect. The fighter is allowed a saving throw with a +7 modifier. The illusionist must also save, gaining only a +3. The fighter's die roll is 15, which saves (15+7 = 22); the illusionist's die roll is a 16 which, while close, fails (16+3 = 19). The illusionist becomes trapped in his own maze spell.<br>

Once a spell is turned, the effects are divided proportionately between the two targets. If the spell causes damage, determine the damage normally and then assess the amount to each according to the percentage determined, rounding fractions to the nearest whole number. If a spell caused 23 points of damage, and 30% of it was turned, the intended victim would suffer 16 points of damage, while the caster would suffer 7. Durations are affected in a similar manner. In the above case, the spell duration would be 30% of its normal length for one character and 70% for the other. The effect of permanent spells for both characters remains unchanged.<br>

Some spells affect a certain number of levels. When one of these is aimed at the ring wearer, the spell must be able to affect as many levels as the wearer and the spellcaster combined. If this condition is fulfilled, then the procedure above applies.<br>

If the spellcaster and spell recipient both wear spell turning rings a resonating field is set up, and one of the following results will take place:<br>

<br>

01-70 Spell drains away without effect<br>

71-80 Spell affects both at full effect<br>

81-97 Both rings permanently lose their magic<br>

98-00 Both individuals go through a rift into the Positive Energy plane<br>

<br>

A ring wearer who wants to receive a spell must remove the ring of spell turning to be able to do so.<br>

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<name>Ring of Sustenance</name>

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This magical ring provides its wearer with life-sustaining nourishment even though he or she might go for days without food or drink. The ring also refreshes the body and mind, so that its wearer needs to sleep only two hours per day to gain the benefit of eight hours of sleep.

<br> The ring must be worn for a full week in order to function properly. If it is removed, the wearer immediately loses its benefit and must wear it for another week to reattune it to himself. After functioning for any period of seven consecutive days, a ring of sustenance will cease to function for a week while it replenishes itself.

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<name>Ring of Swimming</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The ring of swimming bestows upon the wearer the ability to swim at a full 21 base speed. (This assumes, of course, that the wearer is clad in garments appropriate for such activity.) The ring further enables the wearer to dive up to 50 feet into water without injury, providing the depth of the water is at least 1½ feet per 10 feet of diving elevation. The wearer can stay underwater for up to four rounds without needing a breath of air. Surface swimming can continue for four hours before a one hour (floating) rest is needed. The ring confers the ability to stay afloat under all but typhoon-like conditions.

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</desc>

</proficiency>

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<name>Ring of Telekinesis</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This ring enables the wearer to manipulate objects in the same manner as the 5th-level wizard spell, telekinesis. The amount of weight the wearer can move varies. Roll percentile dice to find the strength of the ring:<br>

<br>

01-25 25 lbs. maximum<br>

26-50 50 lbs. maximum<br>

51-89 100 lbs. maximum<br>

90-99 200 lbs. maximum<br>

00 400 lbs. maximum<br>

</body>

</desc>

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<proficiency>

<name>Ring of Truth</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

There is little doubt that wearing a ring of truth is a mixed blessing. The wearer can detect any lie told to him, but he is unable to tell any sort of falsehood himself. If the wearer tries to tell a lie, he finds himself speaking the literal truth instead. On the plus side, the wearer is able to discern the last lie told by anotherin fact, the power of the ring causes the voice of the liar to rise to a falsetto.

<br> If the wearer of the ring encounters magic that enables falsehoods to be spoken without detection (such as an undetectable lie spell or a philter of glibness), no lie is detected. However, the ring wearer will find himself unable to hear the voice of the person so influenced, whether or not he is trying to listen. This, of course, reveals the lie indirectly.

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<name>Ring of Warmth</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This ring provides its wearer with body heat even in conditions of extreme cold where the wearer has no clothing whatsoever. It also restores damage caused by cold at the rate of one point per turn. It provides a saving throw bonus of +2 versus cold-based attacks, and reduces damage sustained by -1 per die.

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<name>Ring of Water Walking</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This ring enables the wearer to walk on any liquid without sinking into itthis includes mud, quicksand, oil, running water, and even snow. Up to 1,200 pounds can be supported by a ring of water walking. The ring wearer's feet do not actually contact the surface he is walking upon (but oval depressions about 1½ inches deep per 100 pounds of weight of the walker will be observed in hardening mud or set snow). The wearer moves at his standard movement rate.

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<name>Ring of Weakness</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This cursed ring causes the wearer to lose 1 point of Strength and 1 point of Constitution per turn until the individual reaches three in each ability. This loss is not noticeable until the individual actually observes his weakened state through some exertion (such as combat or heavy lifting). The ring can also make the wearer invisible at will (at the cost of double the standard rate of Strength and Constitution loss). When the affected abilities reach 3, the wearer will be unable to function in his class.

<br> Points lost from the ring are restored by rest on a one-for-one basis, with 1 point of each ability lost being restored in one day of rest. The ring of weakness can be removed only if a remove curse spell, followed by a dispel magic, is cast upon the ring.

<br> There is a 5% chance that this procedure will reverse the ring's effect, changing it to a ring of berserk strength. This increases Strength and Constitution at a rate of 1 point per ability per turn, to a maximum of 18 each (roll percentile dice for bonus Strength if the wearer is a warrior). However, once 18 is reached in both abilities, the wearer will immediately melee with any opponent he meets, regardless of circumstances. Berserk strength is lost when the ring is removed (by casting a remove curse), as are Constitution points gained.

</body>

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<name>Ring of Multiple Wishes</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This ring contains from 2d4 wish spells. As with any wish, the DM should be very judicious in handling the request. If players are greedy and grasping, interpret their wording exactly, twist the wording, or simply rule the request is beyond the power of the magic. In any case, the wish is used up, whether or not the wish was granted, and regardless of the DM's interpretation of the wisher's request. No wish can cancel the decrees of god-like beings, unless it comes from another such creature.

</body>

</desc>

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<proficiency>

<name>Ring of Three Wishes</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This ring contains three wish spells instead of a variable number. It is otherwise the same as a multiple wish ring except that 25% (01-25) of three wish rings contain only limited wish spells

</body>

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<name>Ring of Wizardry</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This ring doubles the number of spells a wizard may prepare each day in one or more spell levels. Only wizards can benefit from a ring of wizardry. Other classes, even those with spell ability, can neither use nor understand the working of such a ring. To determine the properties of a given ring use the table below:<br>

<br>

01-50 doubles 1st-level spells<br>

51-75 doubles 2nd-level spells<br>

76-82 doubles 3rd-level spells<br>

83-88 doubles 1st-and 2nd-level spells<br>

89-92 doubles 4th-level spells<br>

93-95 doubles 5th-level spells<br>

96-99 doubles 1st- through 3rd-level spells<br>

100 doubles 4th- and 5th-level spells<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Ring of X-Ray Vision</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This ring gives its possessor the ability to see into and through substances that are impenetrable to normal sight. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light. X-ray vision can penetrate 20 feet of cloth, wood, or similar animal or vegetable material, and up to 10 feet of stone or some metals (some metals can't be penetrated at all):<br>

<br>

Thickness <br>

Penetrated per <br>

Substance Round of Maximum <br>

Scanned X-Raying Thickness <br>

Animal matter 4' 20' <br>

Vegetable matter 2½' 20<br>'

Stone 1' 10' <br>

Iron, Steel, etc. 1" 10" <br>

Lead, Gold, Platinum nil nil <br>

<br>

It is possible to scan up to 100 square feet of area during one round. Thus, during one round, the wearer of the ring could scan an area of stone 10 feet wide and 10 feet high. Alternatively, he could scan an area 5 feet wide and 20 feet high.<br>

Secret compartments, drawers, recesses, and doors are 90% likely to be located by x-ray vision scanning. Even though this ring enables its wearer to scan secret doors, traps, hidden items, and the like, it also limits his use of the power, for it drains 1 point of Constitution if used more frequently than once every six turns. If it is used three turns in one hour, the user loses 2 points from his total Constitution score, 3 if used four turns, etc.<br>

This Constitution loss is recovered at the rate of 2 points per day of rest. If Constitution reaches 2, the wearer is exhausted and must rest immediately. No activity, not even walking, can be performed until Constitution returns to 3 or better.

</body>

</desc>

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<proficiency>

<name>Rod of Absorption</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This rod acts as a magnet, drawing magic spells of any nature (priest or wizard) into itself. It then nullifies their effects and stores their potential until the wielder releases this energy in the form of spells of his own casting. The magic absorbed must have been directed at the character possessing the rod. The wielder can instantly detect a spell's level as the rod absorbs the spell's energy.

<br> A running total of absorbed (and used) spell levels should be kept. For example, a rod that absorbs a 6th-level spell and a 3rd-level spell has a total of nine absorbed levels. The wielder of the rod can use captured spell energy to cast any spell he has memorized, at a casting time of 1, without loss of spell memory. The only restriction is that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast. Continuing the example above, the rod-wielder could cast a maximum of one 9th-level spell, one 6th-level and one 3rd-level, and so on.

<br> The rod of absorption can never be recharged. It absorbs 50 spell levels and can thereafter only discharge any remaining potential it might have. The wielder will know that the rod's limit has been reached upon grasping the item. Used charges indicate that it has already absorbed some of its maximum of 50 spell levels and that some of those have been used.

<br> Here is a more specific example: A priest uses a rod of absorption to nullify the effect of a hold person spell cast at him by a mage. The rod has now absorbed three spell levels and can absorb 47 more. The cleric can cast any 1st-, 2nd-, or 3rd-level spell he has memorized, without memory loss of that spell, by using the stored potential of the rod. Assume the cleric casts a hold person back. This spell is only 2nd-level to him, so the rod still holds one spell level of potential, can absorb 47 more, and has disposed of two charges permanently.

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<proficiency>

<name>Rod of Alertness</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This magical rod is indistinguishable from a footman's mace +1. It has eight flanges on its macelike head. The rod bestows +1 to the possessor's die roll for being surprised, and in combat the possessor gains -1 on initiative die rolls. If it is grasped firmly, the rod enables the character to detect alignment, evil, good, illusions, invisibility, lie, or magic. The use of these detect powers does not expend any of the charges in the rod.

<br> If the rod of alertness is planted in the ground, and the possessor wills it to alertness, the rod will "sense'' any creature intends to harm the possessor. Each of the flanges on the rod's head then cast a light spell along one of the main directions (N, NE, E, etc.) out to a 60-foot range. At the same time, the rod creates the effect of a prayer spell upon all creatures friendly to the possessor in a 20-foot radius. Immediately thereafter, the rod sends forth a mental alert to these friendly creature, warning them of possible danger from the unfriendly creature(s) within the 120-foot radius.

<br> Lastly, the rod can be used to simulate the casting of an animate object spell, utilizing any 16 (or fewer) objects specially designated by the possessor and placed roughly around the perimeter of a 6-foot-radius circle centered on the rod. The selected objects can be 16 shrubs, 16 specially shaped branches, or whatever.

<br> All of the rod's protective functions require one charge. The animate object power require one additional charge, so, if all of the rod's protective devices are utilized at once, two charges are expended.

<br> The rod can be recharged by a priest of 16th level or higher, as long as at least one charge remains in the rod when the recharging is attempted.

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</desc>

</proficiency>

<proficiency>

<name>Rod of Beguiling</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This rod enables its possessor to radiate an emotional and mental wave of fellow feeling to all creatures with any Intelligence whatsoever (1 or higher Intelligence). The rod causes all such creatures within a 20-foot radius of the device to regard the wielder as their comrade, friend, or mentor (no saving throw).

<br> The beguiled creatures will love and respect the rod wielder. They will listen, trust, and obey him, insofar as communication is possible and instructions given don't consign the beguilded to needless injury or destruction or go against their nature or alignment. Each charge of the rod beguiles for one turn. It can be recharged.

</body>

</desc>

</proficiency>

<proficiency>

<name>Rod of Cancellation</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This dreaded rod is a bane to all classes, for its touch drains items of all magical properties unless a saving throw versus the cancellation is made. Contact is made by making a normal attack roll in melee combat.<br>

<br>

Saving <br>

Throw Item <br>

20 Potion <br>

19 Scroll <br>

17 Ring <br>

14 Rod <br>

13 Staff <br>

15 Wand <br>

12 Miscellaneous magical item <br>

3 Artifact or relic <br>

11 (8) Armor or shield (if +5) <br>

9 (7) Sword (holy sword) <br>

10 Miscellaneous weapon\* <br>

\* Several small items, such as magical arrows or bolts together in one container, will be drained simultaneously.

To find out if the draining can be prevented, a d20 roll must be made for the target item. If the die roll result in a number equal to or higher than the number listed on the table above, the target is unaffected. If the roll is lower, the item is drained. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are not restorable, even by wish.

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</desc>

</proficiency>

<proficiency>

<name>Rod of Flailing</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This magical weapon radiates faintly of alteration magic when subjected to a detect magic spell. Upon the command of its possessor, the weapon activates, changing from a normal-seeming rod to a double-headed flail. In close quarters, or if the wielder is mounted, it is the small, horseman's weapon (base damage 1d4+1, S-M/L); otherwise, it is a footman's weapon (base damage 1d6+1/2d4, S-M/L).

<br> In either form, the weapon has a +3 bonus to attack and damage rolls. Each of the weapon's two heads can be used to attack, so double hits can be scored, either on a single opponent or on two opponents who are man-sized or smaller and standing side by side.

<br> If the holder of the rod expends one charge, he gains +4 bonuses on Armor Class and saving throws for one turn. The rod need not be in weapon-form for this protection benefit to be employed. Transforming it into a weapon (or back into a rod) does not expend any charges.

</body>

</desc>

</proficiency>

<proficiency>

<name>Rod of Lordly Might</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This rod has functions that are spell-like, but it can also be used as magic weapons of various sorts. It also has several more mundane uses. The rod of lordly might is metal, thicker than other rods, with a flanged ball at one end and various studs along its length. It weighs 10 pounds, thus requiring 16 or greater Strength to wield properly (-1 penalty to attack rolls for each point of Strength below 16).<br>

<br>

The spell-like functions of the rod are:<br>

 Paralyzation upon touch, if the wielder so commands<br>

 Fear upon all enemies viewing it, if the wielder so desires (6-foot maximum range)<br>

 Drain 2d4 hit points from a touched opponent and bestow them upon the rod wielder, up to the rod wielder's normal maximum.<br>

<br>

Each function draws off one charge from the rod. The functions entitle victims to saving throws vs. spell, with the exception of the draining function abovethis requires a successful hit during melee combat.<br>

<br>

The weapon uses of the rod do not use charges. These are:<br>

<br>

 mace +2<br>

 sword of flame +1 when button #1 is pushed. A blade springs from the ball; the ball becomes the sword's hilt. The weapon shortens to an overall length to three feet.<br>

 battle axe +4 when button #2 is pushed. The sword blade springs forth, and the handle can be lengthened up to 12 feet, for an overall length of from 6 feet to 15 feet. In 15-foot length, the rod is suitable for use as a lance.<br>

<br>

The mundane uses of the rod do not use charges. These are:<br>

<br>

 Climbing pole. When button #4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens 5 to 50 feet in a single round, stopping when button #4 is pushed. Horizontal bars three inches long fold out from the sides, one foot apart, in staggered progression. The rod is firmly held by spike and hooks and will bear up to 4,000 pounds weight. It retracts by pushing button #5.<br>

 The ladder function can also be used to force open doors. The rod's base is planted 30 feet or less from the portal to be forced and is in line with it. The force exerted is equal to storm giant Strength.<br>

 When button #6 is pushed, the rod will indicate magnetic north and give the possessor a knowledge of his approximate depth beneath the surface (or height above it).<br>

<br>

The rod of lordly might cannot be recharged. When its charges are exhausted, spell-like functions cease, as do all weapon functions except the mace +2. The rod continues to work in all other ways.

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</desc>

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<proficiency>

<name>Rod of Passage</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This potent item allows its wielder to perform any of the following, one at a time, one per round: astral travel, dimension door, passwall, phase door, and teleport without error. It is necessary to expend one charge to activate the rod, but once it is activated the possessor can perform each of the listed functions one time. The rod remains charged for one day, or until each of the five functions is used. None of the functions can be used a second time unless another charge is expended, whereupon all five of the functions again become available.

<br> With respect to astral travel, the wielder can elect to use the rod on as many as five creatures (one of which must be the wielder himself). Each creature then takes on astral form and can travel in that form. Any remaining functions of the rod are cancelled by this action. The rod travels into the Astral plane along with the wielder and the other affected creatures, and cannot be used or reactivated until it is returned from the Astral plane.<br>

This five-in-one effect doesn't work with respect to the rod's other powers; only astral travel can be used more than once per activation, and only in the manner described above.

<br> The rod exudes a magical aura of the alteration and evocation sort. Because the physical bodies of the travelers, and their possessions, are actually empowered to become astral, the recharging of the rod requires a wizard of 20th level or higher.

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</desc>

</proficiency>

<proficiency>

<name>Rod of Resurrection</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This rod enables a cleric to resurrect the deadeven elven, dwarven, gnome, or halflingas if he were of high enough level to cast the resurrection spell. No rest is required, as the rod bestows the life giving effects.

<br> The rod can be used once per day. The number of charges used to resurrect a character depends on class and race. Total the number of charges indicated for the character's class and race:

<br>

Class Charges Race Charges <br>

Cleric 1 Dwarf 3 <br>

Druid 2 Elf 4 <br>

Fighter 2 Gnome 3 <br>

Paladin 1 Half-elf 2 <br>

Ranger 2 Halfling 2 <br>

Mage 3 Human 1 <br>

Illusionist 3 <br>

Thief 3 <br>

Bard 2 <br>

<br>

Multi-classed characters use the least favorable category. The rod cannot be recharged.<br>

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</desc>

</proficiency>

<proficiency>

<name>Rod of Rulership</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The individual who possesses this magic rod is able to command the obedience and fealty of creatures within 120 feet when he or she activates the device. From 200 to 500 Hit Dice (or levels of experience) can be ruled, but creatures with 15 or greater Intelligence and 12 or more Hit Dice/levels are entitled to a saving throw vs. spell. Ruled creatures will obey the wielder of the rod of rulership as if he or she were their absolute sovereign. Still if the wielder gives a command that is absolutely contrary to the nature of the creatures commanded, the magic will be broken. The rod has a casting time of 5. Each charge lasts for one turn. The rod cannot be recharged.

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</desc>

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<proficiency>

<name>Rod of Security</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Each time a charge is expended, this item creates a non-dimensional space, a "pocket paradise." There the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time, the maximum being 200 days divided by the number of creatures affected. Thus, one creature (the rod's possessor) can stay for 200 days; four creatures can stay for 50 days; a group of 60 creatures can stay for three days. All fractions are rounded down, so that a group numbering between 101 and 200 inclusive can stay for one day only.

<br> In this "paradise,'' creatures don't age (except from magical causes such as the casting of a wish spell), and natural healing and curing take place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance. The climate is comfortable for all creatures involved, so that protection from the elements is not necessary.

<br> Activation of the rod causes the wielder and as many creatures as were touched with the item at the time of use to be transported instantaneously to the paradise. (Members of large groups can hold hands or otherwise touch each other, allowing all to be "touched'' by the rod at once.)

<br> When the rod's effect is cancelled or expires, all of the affected creatures instantly reappear in the location they occupied when the rod was activated. If something else occupies the space that a traveler would be returning to, then his body is displaced a sufficient distance to provide the space required for "re-entry."

<br> The rod can be recharged by the joint efforts of a priest of 16th or higher level and a wizard of 18th or higher level.

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</desc>

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<proficiency>

<name>Rod of Smiting</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This rod is a +3 magical weapon that inflicts 1d8+3 points of damage. Against golems, the rod causes 2d8+6 points of damage, and any score of 20 or better completely destroys the golem. Any hit upon a golem drains one charge.

<br> The rod causes normal damage (1d8+3) versus creatures of the Outer Planes. Any score of 20 or better draws off one charge and causes triple damage: (1d8+3) x3. The rod cannot be recharged.

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<name>Rod of Splendor</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The possessor of this rod is automatically and continually bestowed with a Charisma of 18 for as long as the item is held or carried. Whatever garments the possessor wears (including armor) appear to be of the finest quality and condition, although no special magical benefit (such as a change in Armor Class) is enjoyed.

<br> If the possessor already has a Charisma score of 18 or greater, the rod does not further enhance this attribute. When the possessor expends one charge, the rod actually creates and garbs him in clothing of the finest fabrics, plus adornments of furs and jewels.

<br> Apparel created by the magic of the rod remains in existence unless the possessor attempts to sell any part of it, or if any of the garb is forcibly taken from. In either of these cases, all of the apparel immediately disappears. The garments may be freely given to other characters or creatures, however, and will remain whole and sound afterward. Characters bedecked in a magically created outfit can't replace or add garments by expending another chargeif the possessor tries this, the charge is simply wasted.

<br> The value of any noble garb created by the wand will be from 7,000 to 10,000 gp (1d4+6). The fabric will be worth 1,000 gp, furs 5,000 gp, and jewel trim from 1,000 to 4,000 gp (i.e., 10 gems of 100 gp value each, 10 gems of 200 gp value each or 20 gems of 100 gp value, and so forth).

<br> The second special power of the rod, also requiring one charge to bring about, is the creation of a palatial tenta huge pavilion of silk encompassing between 1,500 and 3,000 square feet. Inside the tent are temporary furnishings and food suitable to the splendor of the pavilion and in sufficient supply to entertain as many as 100 persons.

<br> The tent and its trappings will last for one day. At the end of that time, the pavilion may be maintained by expending another charge. If the extra charge isn't spent, the tent and all objects associated with it (including any items that were taken out of the tent) disappear.

<br> This rod cannot be recharged.

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</desc>

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<name>Rod of Terror</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This rod is a +2 magical weapon capable of inflicting 1d6 +3 points of damage per hit. Furthermore, the wielder can expend a charge to envelop himself in a terrifying aura. His clothes and appearance are transformed into an illusion of darkest horror, such that all within 30 feet who view him must roll successful saving throws vs. rods or be struck motionless with terror. Those who succeed on their save suffer a -1 penalty to their morales and must make immediate morale checks. However, each time the rod is used, there is a 20% chance the wielder will permanently lose 1 point from his Charisma score.

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<proficiency>

<name>Staff-Mace</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This clerical weapon appears to be a normal wooden staff of the type used when trekking in the wilderness. This item is typically made of bronzewood, reinforced by heavy bands and tips of iron. It gives off a very faint aura of alteration magic. Upon command, the staff-mace takes on one of three forms, as desired by the possessor.<br>

<br>

Quarterstaff: quarterstaff +3, iron-shod<br>

Great Mace: footman's mace +1, iron<br>

Mace: horseman's mace +2, iron<br>

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</desc>

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<name>Staff-Spear</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

When this seemingly ordinary quarterstaff is examined magically, it will have an aura of alteration. Upon proper command, a long and sharp spear blade will shoot forth from its upper end. This makes the weapon into a spear rather than a staff. Upon a second command, the length of the weapon will elongate to a full 12 feet, and the third command will recall it to its original form. The powers and value of each staff-spear are determined randomly when the item is first employed:<br>

<br>

To Hit XP <br>

D20 Roll Damage Value <br>

1-6 +1 1,000 <br>

7-10 +2 1,500 <br>

11-13 +3 2,000 <br>

14-16 +4 2,500 <br>

17-19 +5 3,000 <br>

20 +3\* 3,500 <br>

\* Does damage as ranseur (2d4), but still acts as a spear if used to thrust or when set to receive a charge.<br>

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<proficiency>

<name>Staff of Command</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This device has three functions, only two of which will be effective if the wielder is a wizard; all three work when the staff is in a priest's hands. The three functions are:

<br> Human influence: This power duplicates that of the ring of the same name. Each suggestion or charge draws one charge from the staff.

<br> Mammal control/animal control:This power functions only as mammal control (as the ring of that name) when the staff is used by a wizard. In the hands of a priest it is a staff of animal control (as the potion of that name, all types of animals listed). Either use drains one charge per turn or fraction thereof.

<br> Plant control: This function duplicates that of the potion of the same name, but for each 10-square-foot ares of plants controlled for one turn or lass, one charge is used. A wizard cannot control plants at all.

<br> The staff can be recharged.

</body>

</desc>

</proficiency>

<proficiency>

<name>Staff of Curing</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This device can cure disease, cure blindness, cure wounds ( 3d6+3 hit points), or cure insanity. Each function drains one charge. The device can bi used once per day on any person (dwarf,elf,gnome,half-elf, halfling included), and no function may be employed more than twice per day(i.e., the staff can function only eight times during a 24-hour period). It can be recharged.

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</proficiency>

<proficiency>

<name>Staff of Magi</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This potent staff contains many spell powers and other functions. Some of its powers drain charges; others don't. the following powers do not drain charges:<br>

 detect magic<br>

 enlarge<br>

 hold portal<br>

 light<br>

 protection form evil/good <br>

<br>

The following powers drain one charge per usage:<br>

 invisibility<br>

 fireball<br>

 knock<br>

 lightning bolt<br>

 pyrotechnics<br>

 ice storm<br>

 web<br>

 wall of fire <br>

 dispel magic<br>

 passwall<br>

<br>

These powers drain two charges per usage:<br>

 whirlwind\*<br>

 conjure elemental\*\*<br>

 plane travel<br>

 telekinesis\*\*\*<br>

<br>

\* The whirlwind is identical to that caused by a dijinni.<br>

\*\* The staff can be used to conjure one elemental of each type per day, each having 8 Hit Dice.<br>

\*\*\*Telekinesis is at 8th level also (i.e., 200 pounds maximum weight).<br>

<br>

The staff of the magi adds a +2 bonus to all saving throw rolls vs. spell. It can be used to absorb wizard spell energy directed at its wielder, but if the staff absorbs energy beyond its charge limit, it will explode as if a "retributive strike" (see below) had been made. The spell levels of energy absorbed count only as recharging the staff, but they cannot be redirected immediately, so if absorption is desired, that is the only action possible by the staff wielder that round. Note also that the wielder has no idea how many spell levels are cast at him, for the staff does not communicate this knowledge as a rod of absorption does. Absorbing spells is risky, but absorption is the only way this staff can be recharged.<br>

Retributive strike is a breaking of the staff. It must be purposeful and declared by the wizard wielding it. When this is done all levels of spell energy in the staff are released in a globe of 30-foot radius. All creatures within 10 feet of the broken staff suffer hit points of damage equal to eight times the number of spell levels of energy in the rod (1 to 25), those between 10 feet to 20 feet take 6 x levels, and those 20 feet to 30 feet distant take 4 x levels. Successful saving throws versus magic indicate only one-half damage is sustained.<br>

The wizard breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release of spell energy totally destroys him. This staff and the staff of power are the only magical items capable of a retributive strike.

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<name>Staff of Power</name>

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The staff of power is a very potent magical item, with offensive and defensive abilities. The powers below cost one charge each:<br>

<br>

 continual light<br>

 magic missile or lightning bolt<br>

 ray of enfeeblement<br>

 levitation<br>

 cone of cold or fireball<br>

<br>

The following powers drain two charges each:<br>

<br>

 shield, 5-foot radius<br>

 globe of invulnerability<br>

 paralyzation\*<br>

<br>

\* Paralyzation is a ray from the end of the staff extending in a cone 40 feet long and 20 feet wide at the far end.<br>

<br>

The DM may assign alternate powers by random die roll.<br>

The wielder of a staff of power gains a +2 bonus to Armor Class and saving throws. He may use the staff to smite opponents. It strikes as a +2 magical weapon and inflicts 1d6+2 points of damage; if one charge is expended, the staff causes double damage, but two charges do not cause triple damage.<br>

A staff of power can be broken for a retributive strike (see staff of the magi). The staff can be recharged.<br>

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<name>Staff of Serpent</name>

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There are two varieties of this staffthe "python'' and the "adder."<br>

The python strikes as a +2 magical weapon and inflicts 1d6+2 points of damage when it hits. If the priest throws the staff to the ground, it grows from its 6-foot length, becoming a constrictor snake, 25 feet long (AC 3, 49 hit points, movement rate of 9). This happens in one round. The snake will entwine if it scores a hit, the opponent being constricted for 2d4+2 points of damage per round. The victim will remain trapped by the python until he dies or the creature is destroyed. Note that the python will return to its owner upon command. If it is destroyed while in snake form, the staff is destroyed.<br>

The adder strikes as a +1 magical weapon and does 2d2 points of damage when it hits. Upon command the head of the staff becomes that of an actual serpent (AC 5, 20 hit points). This head remains for one full turn. When a hit is scored, damage is not increased, but the victim must roll a successful saving throw vs. poison (strength E) or be slain. Only evil priests will employ an adder staff. If the snake head is killed, the staff is destroyed.<br>

Neither staff has nor requires charges. Most of these staves60%are pythons.

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<name>Staff of Slinging</name>

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This magical quarterstaff appears to be a +1 weapon unless it is grasped by a druid, whereupon its power of slinging becomes evident. This power, which can be employed only by a druid, is activated when one end of the staff is touched to a heavy object of roughly spherical shape (a stone, metal ball, pottery crock, etc.) of up to nine inches in diameter and five pounds in weight. The object adheres to the end of the staff, and the wielder need then only swing the staff in an overhand arc to release the missile toward a desired target.

<br> The missile leaves the staff on the downstroke of the overhand swing and travels in a low, rising trajectory, with the missile going one foot upward for every 10 feet traveled. Of course, the arc may be higher, or the missile aimed so as to travel nearly vertically. (In the latter case, reverse the arcing ratio so that one foot of distance laterally is covered for every 10 feet of vertical rise.) The maximum range of such a missile is 180 feet, with limits of 60 feet and 120 feet on short and medium range, respectively.

<br> This staff also carries charges, and a druid wielding the item can expend one charge and thereby use the staff to hurl a missile of large size, as if the wielder were a stone giant (range out to 300 feet, 3d10 points of damage per hit). Whether used as a magical quarterstaff or by employing one of its slinging powers, the staff bestows +1 to the wielder's attack roll and +1 per die to damage dealt out. The weapon may be recharged by a druid of 12th or higher level.

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<name>Staff of Striking</name>

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This oaken staff is the equivalent of a +3 magical weapon. (If the weapon vs. armor type adjustment is used, the staff of striking is treated as the most favorable weapon type vs. any armor.) It causes 1d6+3 points of damage when a hit is scored. This expends a charge. If two charges are expended, bonus damage is doubled (1d6+6); if three charges are expended, bonus damage is tripled (1d6+9). No more than three charges can be expended per strike. The staff can be recharged.

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<name>Staff of Swarming Insects</name>

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<body style="font-family: Arial; font-size: 12pt; ">

A staff of this sort is typically short and thick. When initially obtained or encountered, much of its length is covered with finely done carvings depicting winged biting and stinging insects (bees, deerflies, horseflies, wasps, and the like). Any priest character (cleric, druid, shaman, witch doctor, etc.) holding it can command the staff to create a swarm of such insects, at the same time expending one of the staff's charges.<br>

Range is 60 yards+10 yards per level of the user. The number of insects produced is 60 plus 10 per level. Every 10 insects will inflict 1 point of damage upon the target victim, regardless of Armor Class, unless the victim is protected by a force field, engulfed in flames, etc. Note, however, that the insects will not affect creatures larger than man-sized with a natural Armor Class of 5 or better.

<br> When a vulnerable target is attacked by the swarm of flying insects, the target will be unable to do anything other than attempt to dislodge and kill the things. The insect attack lasts for one round. Each time the staff is employed, one of the insect-shapes carved into its wooden surface will disappear, so it is easy to determine how many charges are left in the staff. Unlike others of its ilk, a staff of this sort can have as many as 50 initial charges. However, it cannot be recharged.

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<name>Staff of Thunder and Lightning</name>

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Casual examination of this stout quarterstaff will show it to be exceptional, and if it is magically examined, it will radiate an aura of alteration magic. Constructed of wood (ash, oak, bronzewood, or the like) and bound with iron set with silver rivets, it has the properties of a +2 magical weapon without any expenditure of its magical charges. Its other magical properties are as follows:

<br> Thunder: The staff strikes as a +3 weapon, and unless the opponent struck saves successfully vs. rods, staves, and wands, he will be stunned from the noise of the staff's impactunable to take any further action in the round struck, and automatically having last initiative in the following round. This power requires the expenditure of one charge.

<br> Lightning: A short spark of electricity leaps forth when the opponent is struck, causing normal staff damage, plus 2d6 additional points of damage from shock. Note that the staff might not score a hit, but the electrical discharge discounts any form of metal armor (making the target effectively AC 10 for this purpose), so only such damage might apply. This power requires the expenditure of one charge.

<br> Thunderclap: The staff sends forth a cone of deafening noise, 5 feet wide at the apex, 40 feet long, and 20 feet wide at a point farthest from the source. All creatures within this cone, wholly or partially, must roll a successful saving throw vs. rods, staves, and wands or be stunned for 1d2 rounds (unable to attack during this time) and unable to hear for 1d2 additional rounds. Those who save are unable to hear for 1d4 rounds, but suffer no loss of attacks. This function requires the expenditure of two charges.

<br> Lightning Stroke: A bolt similar to that from a wand of lightning is generated, but it is of 8d6 strength, causing 16-48 points of damage (rolls of 1 are counted as 2) to those who fail a saving throw. The stroke can be single or forked. This function of the rod uses two charges.

<br> Thunder & Lightning: This power combines the thunderclap, described above, with a forked lightning bolt as in the lightning stroke. Damage from the lightning is a total of 8d6 with rolls of 1 or 2 counted as rolls of 3, for a range of 24-48 points. A saving throw applies, with deafness and half damage suffered by those who are successful. This power requires the expenditure of four charges.

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The casting time required for any function is equal to the number of charges expended; thus, the thunder & lightning function costs four charges and has an initiative modifier of +4.

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<name>Staff of Withering</name>

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The staff of withering is a +1 magical weapon. A hit from it causes 1d4+1 points of damage. If two charges are expended when a hit is scored, the creature struck also ages 10 years, its abilities and lifespan adjusted for the resulting age increase. If three charges are expended when a hit is made, one of the opponent creature's limbs can be made to shrivel and become useless unless it successfully saves vs. spell (check by random number generation for which limb is struck).

<br> Ageless creatures (undead, demons, devils, etc) cannot be aged or withered. Each effect of the staff is cumulative, so that three charges will score damage, age, and wither. Aging a dwarf is of little effect, while aging a dragon could actually aid the creature.

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<name>Staff of Woodlands</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This sort of staff is always made from oak, ash, or yew, finely grained, beautifully carved, and bound with bronze. It is effective only in the hands of a druid. Each such staff has the following powers, with each expending one charge per use:<br>

<br>

 Wall of thorns<br>

 Animal friendship plus speak with animals<br>

 Animate tree\*<br>

<br>

\* This function duplicates the ability of a treant to cause a large tree to move at a movement rate of 3 and attack as if it were a largest-sized treant, and in all other respects becoming a virtual treant for eight rounds per charge expended. Note that one round is required for the tree to animate, and it will return to rooting on the eighth, so only six of the initial eight rounds are effectively available for the attack function.<br>

<br>

In addition to these powers, each staff of the woodlands has a magical weapon value. Those with a lesser value have extra magical powers that do not require charges and can be employed once per day: The +4 staff has no additional powers; the +3 staff also confers the power of pass without trace; the +2 staff confers the powers of pass without trace and barkskin; the +1 staff confers the powers of the +2 staff plus the power of the tree spell. To determine which sort of staff has been discovered, assign even chances for each of the four types.

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<name>Wand of Conjuration</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Grasping this device enables a wizard to recognize any cast or written conjuration/summoning spell (unseen servant, monster summoning, conjure elemental, death spell, invisible stalker, limited wish, symbol, maze, gate, prismatic sphere, wish). The wand also has the following powers, which require expenditure of one charge each:<br>

<br>

 unseen servant<br>

 monster summoning\*<br>

<br>

\* A maximum of six charges may be expended, one per level of the monster summoning, or six monster summoning I, three monster summoning II, two monster summoning II, or any combination totaling six. The wizard must be of a sufficient experience level to cast the appropriate summoning spell.<br>

<br>

The wand of conjuration can also conjure up a curtain of blacknessa veil of total black that absorbs all light. The curtain of blackness can cover a maximum area of 600 square feet (60' x 10', 40' x 15', 30' x 20'), but it must stretch from ceiling to floor, wall to wall. The curtain takes two charges to conjure. The veil of total lightlessness can be penetrated only by physical means or magic.<br>

The wand also enables its wielder to construct a prismatic sphere (or wall), one color at a time, red to violet, at a cost of one charge per color.<br>

Each function of the wand has an initiative penalty of +5, and only one function per round is possible. The wand may be recharged.<br>

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<name>Wand of Earth and Stone</name>

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<body style="font-family: Arial; font-size: 12pt; ">

A wand of this sort is typically short and tipped with some form of mineral. It is imbued with the following powers:<br>

<br>

Dig ½ charge/use<br>

Passwall one charge/use<br>

Move earth two charges/use<br>

<br>

In addition, 50% of all such wands have the following powers:<br>

<br>

Transmute mud to rock one charge/use<br>

Transmute rock to mud one charge/use<br>

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<name>Wand of Enemy Detection</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This wand pulses in the wielder's hand and points in the direction of any creature(s) hostile to the bearer of the device. The creature(s) can be invisible, ethereal, astral, out of phase, hidden, disguised, or in plain sight. Detection range is a 60-foot sphere. The function requires one charge to operate for one turn. The wand can be recharged.

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<name>Wand of Fear</name>

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When the fear wand is activated, a pale amber ray springs from the tip of the wand, forming a cone 60 feet long by 20 feet in base diameter, which flashes on and instantly disappears. Each creature touched by the ray must roll a successful saving throw vs. wand or react as per the cause fear spell (1st-level priest spell, remove fear reversal). In other words, creatures affected by the wand turn and move at fastest possible speed away from the wielder for six rounds. Each use costs one charge. It can operate just once per round. The wand can be recharged.

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<name>Wand of Fire</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This wand can function like the following wizard spells:<br>

 Burning hands: The wand emits a fan-shaped sheet of fire 10 feet wide at its end and 12 feet long. Each creature touched suffers six points of damage. The sheet of fire appears instantly, shoots forth dark red flames, and snuffs out in less than one second. It expends one charge.<br>

 Pyrotechnics: This function duplicates the spell of the same name. It has an initiative modifier of +2 and expends one charge.<br>

 Fireball: The wand coughs forth a pea-sized sphere that streaks out to the desired range (to a maximum of 160 feet) and bursts in a fiery, violet-red blast, just like the fireball spell. The initiative modifier is +2, and this expends two charges. The fireball inflicts 6d6 points of damage, but all 1s rolled are counted as 2s (i.e., the burst causes 12-36 points). A saving throw vs. wand is applicable.<br>

 Wall of fire: The wand can be used to draw a fiery curtain of purplish-red flames 1200 feet square (10' x 120', 20' x 60', 30' x 40', etc.). The flames last for six rounds and cause 2d6+6 points damage if touched (2d4 points if within 10 feet of the fire, 1d4 if within 20 feet). The flames can also be shaped into a ring around the wand user (but the circle is 25 feet in diameter). The initiative modifier is +3, and its use expends two charges.<br>

The wand of fire can operate just once per round. It can be recharged.

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<name>Wand of Flame Extinguishing</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This sort of wand has three separate functions:<br>

Nonmagical fires of normal size can be extinguished without using any charges. Normal size includes anything up to the size of a bonfire or a fire in a regular fireplaceequal to four to six billets of wood burning hotly.<br>

To extinguish large, nonmagical fires, flaming oil in quantity equal to a gallon or more, the fire produced by a fiend, a flame tongue sword, or a burning hands spell, one charge is expended from the wand. Continual magical flames, such as those of a sword or a creature able to ignite, will be extinguished for six rounds and will flare up again after that time.<br>

When applied to large magical fires such as those caused by fireball, flame strike, or wall of fire spells, two charges are expended from the wand as the flames are extinguished.<br>

If the device is used upon a creature composed of flame (a fire elemental, for instance), a successful attack roll inflicts 6d6 points of damage upon the creature.<br>

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<name>Wand of Frost</name>

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A frost wand can perform three functions that duplicate wizard spells:<br>

 Ice storm: A silvery ray springs forth from the wand and an ice (or sleet) storm occurs up to 60 feet away from the wand holder. This function requires one charge.<br>

 Wall of ice: The silvery ray forms a wall of ice, six inches thick, covering a 600-square- foot area (10' x 60', 20' x 30', etc.). Its initiative modifier is +2, and it uses one charge.<br>

 Cone of cold: White crystalline motes spray forth from the wand in a cone with a 60-foot length and a terminal diameter of 20 feet. The initiative modifier is +2, and the effect lasts just one second. The temperature is -100 degrees F., and damage is 6d6, treating all 1s rolled as 2s (6d6, 12-36). The cost is two charges per use. Saving throw vs. wands is applicable.<br>

The wand can function once per round, and may be recharged.<br>

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<name>Wand of Illumination</name>

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This wand has four separate functions, three of which approximate wizard spells, and one of which is unique:<br>

 Dancing lights: The wand produces this effect at a cost of one charge.<br>

 Light: The illumination wand sends forth light at an expenditure of one charge.<br>

 Continual light: This function require two charges.<br>

 Sunburst: When this effect is called forth, the wand delivers a sudden flash of brilliant, greenish-white light, with blazing golden rays. The range of this sunburst is 120 yards maximum, and its duration is 1/10 of a second. Its area of effect is a globe of 40-foot diameter. Any undead within this globe suffer 6d6 points of damage, with no saving throw. Creatures within or facing the burst must roll successful saving throws vs. wands or be blinded for one round and be unable to do anything during that period. (Of course, the creatures in question must have sight organs sensitive to the visible light spectrum). The function requires three charges. <br>

The wand can be recharged.<br>

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<name>Wand of Illusion</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This wand creates audible and visual illusions (see audible glamer, phantasmal force). The wand emits an invisible ray, with a 140-yard maximum range. The effect has an initiative modifier of +3. The wand wielder must concentrate on the illusion in order to maintain ithe may move normally but can't melee during this time. Each portion, audible and visual, cost one charge to effect and one per round to continue. The wand may be recharged.

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<name>Wand of Lightning</name>

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This wand has two functions that closely resemble wizard spells:<br>

 Shock: This does 1-10 hit points of damage to a target struck in melee combat, with no saving throw. Characters wearing metal armor and/or shields are treated as armor class 10. Plain leather and wood work normally. Magical bonuses on metal armor do not affect Armor Class, but a ring of protection does. The shock uses one charge.<br>

 Lightning Bolt: The possessor of the wand can discharge a bolt of lightning. The stroke can be either a forked or straight bolt (see wizard spell, lightning bolt). Damage is 12-36 (6d6, treating 1s as 2s), but a saving throw is applicable. This function uses two charges and has an initiate modifier of +2.<br>

The wand may be recharged. It can perform only one function per round.<br>

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<name>Wand of Magic Detection</name>

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This wand is similar in operation to the enemy detection wand. If any form of magic is in operation, or a magical item exists within a 30-foot radius, the magic detection wand will pulse and point to the strongest source. Note that it will point to a person upon whom a spell has been cast.<br>

Operation requires one round, and successive rounds will point out successively less powerful magical radiation. The school of magic (abjuration, alteration, etc.) can be determined if one round is spent concentrating on the subject emanation. One charge is expended per turn (or fraction thereof) of use. Starting with the second round of continuous use, there is a 2% cumulative chance per round that the wand will temporarily malfunction and indicate nonmagical items as magical, or vice-versa. The wand may be recharged.

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<name>Wand of Magic Missiles</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This wand discharges magic missiles similar to those of the 1st-level wizard spell of the same name. The missile causes 1d4+1 points of damage. It always hits its target when the wand is wielded by a wizard, otherwise an attack roll is required. The wand has an initiative modifier of +3, and each missile costs one charge. A maximum of two may be expended in one round. The wand may be recharged.

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<name>Wand of Metal and Mineral Detection</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This wand has a 30-foot radius range. It pulses in the wielder's hand and points to the largest mass of metal within its effective area of operation. However, the wielder can concentrate on a specific metal or mineral (gold, platinum, quartz, beryl, diamond, corundum, etc.). If the specific mineral is within range, the wand will point to any and all places it is located, and the wand possessor will know the approximate quantity as well. Each operation requires one round. Each charge powers the wand for two full turns. The wand may be recharged.

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<name>Wand of Negation</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This device negates the spell or spell-like function(s) of rods, staves, wands, and other magical items. The individual with the negation wand points to the device, and a pale gray beam shoots forth to touch the target device or individual. This totally negates any wand function, and makes any other spell or spell-like function from that device 75% likely to be negated, regardless of the level or power of the spell. The wand can function once per round, and each negation drains one charge. The wand cannot be recharged.

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<name>Wand of Paralyzation</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This wand shoots forth a thin ray of bluish color to a maximum range of 60 feet. Any creature touched by the ray must roll successful saving throw vs. wand or be rendered rigidly immobile for 5d4 rounds. A save indicates the ray missed, and there is no effect. As soon as the ray touches one creature, it stopsthe wand can attack only one target per round. The wand has an initiative modifier of +3 , and each use costs one charge. The wand may operate once per round. It may be recharged.

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<name>Wand of Polymorphing</name>

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This wand emits a thin, green beam that darts forth a maximum distance of 60 yards. Any creature touched by this beam must make a saving throw vs. wands (success indicating a miss) or be polymorphed (as the polymorph others spell). The wielder may opt to turn the victim into a snail, frog, insect, etc., as long as the result is a small and inoffensive creature.<br>

The possessor of the wand may elect to touch a creature with the device instead. Unwilling creatures must be hit and are also entitled to a saving throw. If the touch is successful, the recipient is surrounded by dancing motes of sparkling emerald light, and then transforms into whatever creature-shape the wielder wants. This is the same magical effect as the polymorph self spell.<br>

Either function has an initiative modifier of +3. Each draws one charge. Only one function per round is possible. The wand may be recharged. <br>

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<name>Wand of Secret Door and Trap Location</name>

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This wand has an effective radius of 15 feet for secret door location and 30 feet for trap location. When the wand is energized it will pulse in the wielder's hand and point to all secret doors or traps within range. Note that it locates either doors or traps, not both during one operation. It requires one round to function and draws one charge. The wand may be recharged.

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<name>Wand of Size Alteration</name>

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<body style="font-family: Arial; font-size: 12pt; ">

A wand of this sort enables the wielder to cause any single creature of virtually any size to enlarge or diminish. Either effect causes a 50% change in size.<br>

Relative Strength and power increases or decreases proportionally, providing the weaponry employed is proportionate or usable. For humanoid creatures enlarged, Strength is roughly proportional to that of a giant of corresponding size. For example, a humanoid enlarged to 9 feet tall is roughly equivalent to a hill giant (19 strength), and a 13-foot tall humanoid equals a fire giant (22 Strength).<br>

The wand's power has a range of 10 feet. The target creature and all it is wearing or carrying are affected unless a saving throw succeeds. Note that a willing target need not to make a saving throw.<br>

The effect of the wand can be removed by a dispel magic spell, but if this is done, the target must roll a system shock check. It can also be countered if the possessor of the wand wills the effect to be canceled before the duration of the effect expires. Each usage of the wand (but not the cancellation of an effect) expends one charge. It can be recharged by a wizard of 12th or higher level.<Br>

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<name>Wand of Wonder</name>

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The wand of wonder is a strange and unpredictable device that will generate any number of strange effects, randomly, each time it is used. The usual effects are shown on the table below, but you may alter these for any or all of these wands in your campaign as you see fit. Possible of the wand include:<br>

<br>

D100<br>

Roll Effect<br>

01-10 Slow creature pointed at for one turn<br>

11-18 Deludes wielder for one round into believing the wand functions as indicated by a

second die roll<br>

19-25 Gust of wind, double force of spell<br>

26-30 Stinking cloud at 30-foot range<br>

31-33 Heavy rain falls for one round in 60-foot radius of wand wielder<br>

34-36 Summon rhino (1-25), elephant (26-50), or mouse (51-00)<br>

37-46 Lightning bolt (70' x 5') as wand<br>

47-49 Stream of 600 large butterflies pour forth and flutter around for two rounds, blinding everyone (including wielder)<br>

50-53 Enlarge target if within 60 feet of wand<br>

54-58 Darkness in a 30-foot diameter hemisphere at 30 feet center distance from wand<br>

59-62 Grass grows in area of 160 square feet before the wand, or grass existing there grows to 10 times normal size<br>

63-65 Vanish any nonliving object of up to 1,000 pounds mass and up to 30 cubic feet in size (object is ethereal)<br>

66-69 Diminish wand wielder to 1/12 height<br>

70-79 Fireball as wand<br>

80-84 Invisibility covers wand wielder<br>

85-87 Leaves grow from target if within 60 feet of wand<br>

88-90 10-40 gems of 1 gp base value shoot forth in a 30-foot-long stream, each causing one point of damage to any creature in path -- roll 5d4 for number of hits<br>

91-97 Shimmering colors dance and play over a 40-by 30-foot area in front of wandcreatures therein blinded for 1d6 rounds<br>

98-00 Flesh to stone (or reverse if target is stone) if target is within 60 feet<br>

<br>

The wand uses one charge per function. It may not be recharged. Where applicable, saving throws should be made.<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Boccob's Blessed Book</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This well-made tome is always of small size. One will typically be no more than 12 inches tall, 6 inches wide, and 1 inch thicksome are a mere 6 inches in height. All such books are durable, waterproof, iron- and silver-bound, and locked. Copies of Boccob's blessed book gain a +3 bonus on their saving throws (as "leather or book").

<br> The pages of such a book accept magic spells scribed upon them, and any book can contain up to 45 spells of any level. The book is thus highly prized by wizards of all sorts as a traveling spell book. It is unlikely that such a libram will ever be discovered (randomly) with spells already inscribedinscribed or partially inscribed works of this nature are kept carefully by their owners.

</body>

</desc>

</proficiency>

<proficiency>

<name>Book of Exalted Deeds</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This holy book is sacred to clerics of good alignment. Study of the work will require one week, but upon completion the good cleric will gain one point of Wisdom and experience points sufficient to place him halfway into the next level of experience. Clerics neither good nor evil lose 20,000-80,000 experience points for perusing the work (a negative xp total is possible, requiring restoration but not lowering level below 1st). Evil clerics lose one full experience level, dropping to the lowest number of experience points possible to hold the level; furthermore, they have to atone by magical means or by offering up 50% of everything they gain for 1d4 + 1 adventures.

<br> Fighters who handle or read the book are unaffected, though a paladin will sense that it is good. Mages who read it lose one point of Intelligence unless they save versus spell. If they fail to save, they lose 2,000-20,000 experience points. A thief who handles or reads the work sustains 5d6 points of damage and must successfully save vs. spell or lose one point of Dexterity. A thief also has a 10%-50% chance of giving up his profession to become a good cleric if Wisdom is 15 or higher. Bards are treated as neutral priests.

<br> Except as indicated above, the writing in a book of exalted deeds can't be distinguished from any other magical book, libram, tome, etc. It must be perused. (This applies also to all other works of magical writing detailed below.) Once perused, the book vanishes, never to be seen again, nor can the same character ever benefit from perusing a similar tome a second time.

</body>

</desc>

</proficiency>

<proficiency>

<name>Book of Infinite Spells</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This magical work bestows upon any character of any class the ability to use the spells within its pages. However, upon first reading the work, any character not already able to use spells suffers 5d4 points of damage and is stunned for 5d4 turns. Thereafter, he can examine the writing without further harm. The book of infinite spells contains d8 + 22 pages. The nature of each page is determined by random die roll. Make a percentile roll and consult the following table:<br>

<br>

D100 Roll Page Contents <br>

01-30 Blank page <br>

31-60 Priest spell <br>

61-00 Wizard spell <br>

<br>

If a spell is written on a page, determine the spell level by rolling 1d10 for a priest spell and 1d12 for a wizard spell. If the result is 8-10 (for priest) or 10-12 (for wizard) make a second die roll1d6 for priests, 1d8 for wizard spells. Once the spell level is known, the DM can select particular spells or determine them randomly. Record page contents secretly, and do not reveal this information to the holder of the book.<br>

Once a page is turned it can never be flipped backpaging through a book of infinite spells is a one-way trip. When the last page is turned, the book vanishes. The owner of the book can cast the spell to which the book is opened, once per day only. (If the spell is one that the character would normally be able to cast by reason of class and level, however, the spell can be cast up to four times per day due to the book's magical powers.)<br>

The owner of the book need not have the book on his person in order to use its power. The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by means of its power.<br>

Each time a spell is cast there is a chance that the energy connected with its use will cause the page to magically turn (despite all precautions). The owner will know this and possibly even benefit from the turning by gaining access to a new spell. The chance of a page turning is as follows:<br>

<br>

Spellcaster employing spells usable by own class and/or level 10%<br>

Spellcaster using spells foreign to own class and/or level 20%<br>

Nonspellcaster using priest spell 25%<br>

Nonspellcaster using wizard spell 30%<br>

<br>

Treat each spell use as if a scroll were being employed, including time of casting, spell failure, etc.<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Book of Vile Darkness</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is a work of ineffable evilmeat and drink to priests of that alignment. To fully consume the contents requires one week of study, but once this has been accomplished, the evil priest gains one point of Wisdom and enough experience points to place him halfway into the next level of experience.<br>

Priests neither good nor evil who read the book either lose 30,000-120,000 experience points or become evil without benefit from the book; there is a 50% chance for either. Good priests perusing the pages of the unspeakable book of vile darkness will have to successfully save vs. poison or die; and if they do not die they must successfully save vs. spell or become permanently insane. In the latter event, even if the save is successful, the priest loses 250,000 experience points, less 10,000 for each point of Wisdom he has.<br>

Other characters of good alignment suffer 5d6 points of damage from handling the tome, and if they look inside, there is an 80% chance a night hag will attack the character that night. Nonevil neutral characters suffer 5d4 points of damage from handling the book, and reading its pages causes them to succeed on a save vs. poison or become evil, immediately seeking out an evil priest to confirm their new alignment (see Book of Exalted Deeds for other details).

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</proficiency>

<proficiency>

<name>Libram of Gainful Conjuration</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This mystic book contains much arcane knowledge for wizards of neutral, chaotic neutral, and lawful neutral alignment. If a character of this class and alignment spends a full week cloistered and undisturbed, pondering its contents, he gains experience points sufficient to place him exactly at the mid-point of the next higher level. When this occurs, the libram disappearstotally goneand that character can never benefit again from reading such a work.<br>

Any non-neutral wizard reading so much as a line of the libram suffers 5d4 points of damage, falls unconscious for a like number of turns, and must seek a priest in order to atone and regain the ability to progress in experience (until doing so, he gains no further experience).<br>

Any nonwizard perusing the work must roll a saving throw vs. spell in order to avoid insanity. Characters who go insane can be healed only by a remove curse and rest for 1 month or by having a priest heal them.

</body>

</desc>

</proficiency>

<proficiency>

<name>Libram of Ineffable Damnation</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This work is exactly like the libram of gainful conjuration except that it benefits evil wizards. Nonevil characters of that class lose one level of experience merely by looking inside its brass-bound covers, in addition to the other ill effects of perusing as little as one line of its contents.

</body>

</desc>

</proficiency>

<proficiency>

<name>Libram of Silver Magic</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This mystic text is the reverse of the libram of ineffable damnation. It is greatly beneficial to good wizards, most baneful to nongood ones. Like all magical works of this sort, it vanishes after one week of study, and the character having benefitted from it can never be so aided again.

</body>

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<name>Manual of Bodily Health</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The metal-bound manual of bodily health appears to be an arcane, rare, but nonmagical book. If a detect magic spell is cast upon it, the manual will radiate an aura of magic. Any character who reads the work (24 hours of time over 3-5 days) will know how to increase his Constitution by one pointthis involves a special dietary regimen and breathing exercises over a one-month period. The book disappears immediately upon completion of its contents.

<br> The point of Constitution is gained only after the prescribed regimen is followed. In three months the knowledge of the secrets to bodily health will be forgotten. The knowledge cannot be articulated or recorded by the reader. The manual will not be useful to any character a second time, nor will more than one character be able to benefit from a single copy.

</body>

</desc>

</proficiency>

<proficiency>

<name>Manual of Gainful Exercise</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This work is similar to the manual of bodily health, but its reading and prescribed course of action will result in the addition of one point to the reader's Strength.

</body>

</desc>

</proficiency>

<proficiency>

<name>Manual of Golems</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This compilation is a treatise on the construction and animation of golems. It contains all of the information and incantations necessary to make one of the four sorts of golems.<br>

The construction and animation of a golem takes a considerable amount of time and costs quite a bit as well. During the construction/animation process, a single wizard or priest must have the manual at hand to study, and he must not be interrupted. The type of manual found is determined by rolling 1d20 and consulting the table below:<br>

<br>

D20 Type of Construction GP <Br>

Roll Golem Time Cost <br>

1-5 Clay (P) 1 month 65,000 <Br>

6-17 Flesh (W) 2 months 50,000 <br>

18 Iron (W) 4 months 100,000 <Br>

19-20 Stone (W) 3 months 80,000 <br>

<br>

Once the golem is finished, the writing fades and the book is consumed in flames. When the ashes of the manual are sprinkled upon the golem, the figure becomes fully animated.<br>

It is assumed that the user of the manual is of 10th or higher level. For every level of experience under 10th, there is a cumulative 10% chance that the golem will fall to pieces within one turn of completion due to the maker's imperfect understanding.<br>

If a priest reads a work for wizards, he will lose 10,000-60,000 experience points. A wizard reading a priestly work will lose one level of experience. The DM must decide in advance which it is meant for. Any other class of character will suffer 6d6 hit points of damage from opening the work.<br>

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<name>Manual of Puissant Skill at Arms</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

: This scholarly study contains expert advice and instruction regarding weapon use and various attack and defense modes. Any single bard or fighter (but not a paladin or ranger) who reads the manual and practices the skills described therein for one month goes up to the mid-point of the next higher level. The book disappears after it is read, and the knowledge therein will be forgotten within three months, so it must be acted upon reasonably quickly.

<br> The fighter cannot articulate what he has read, nor can it be recorded in any fashion. Paladins and rangers will understand the work but cannot benefit from reading it. Priests and thieves cannot understand the manual of puissant skill at arms. If a wizard so much as scans a few of its letters, he will be stunned for 1d6 turns and lose 10,000-60,000 experience points. A character can benefit from reading a manual of puissant skill at arms only one time.

</body>

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<proficiency>

<name>Manual of Quickness in Action</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The heavy covers and metal bindings of this compilation will not distinguish it from other semi-valuable, nonmagical texts. This work contains secret formulae that enable a single reader to assimilate the text (three days of uninterrupted study) and then practice the skills detailed therein.

<br> If this practice is faithfully done for one month, the character will gain one point of Dexterity. The manual will disappear immediately after reading, but the contents will be remembered for three months. However, the reader will not be able to articulate or otherwise record the information he retains. Only after the month of training will the Dexterity bonus be gained. Further perusal of a similar text will not add to the same character's Dexterity.

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</proficiency>

<proficiency>

<name>Manual of Stealthy Pilfering</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is a guide to expertise at thievery. It is so effective that any thief or bard who reads it and then spends one month practicing the skills therein will gain enough experience points to place him at the mid-point of the next higher level. The text disappears after reading, but knowledge is retained for three months. As with other magical texts of this sort, however, the knowledge cannot be recorded or repeated to others. Any additional reading of a similar manual is of no benefit to the character.

<br> Fighters and wizards are unable to comprehend the work. Priests, rangers, and paladins who read even a word of the book suffer 5d4 points of damage, are stunned for a like number of rounds, and, if a saving throw vs. spell is failed, they lose 5,000-20,000 experience points as well. In addition, such characters must atone within one day or lose one point of Wisdom.

</body>

</desc>

</proficiency>

<proficiency>

<name>Tome of Clear Thought</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A work of this nature is indistinguishable from any normal book. Any single character who reads a tome of clear thought will be able to practice mental exercises that will increase his Intelligence by one point. Reading a work of this nature takes 48 hours time over six days, and immediately thereafter the book disappears.

<br>The reader must begin a program of concentration and mental discipline within one week of reading the tome. After a month of such exercise, Intelligence goes up. The knowledge gained from reading the work can never be recorded or articulated. Any further perusal of a tome of clear thought will be of no benefit to the character.

</body>

</desc>

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<proficiency>

<name>Tome of Leadership and Influence</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This leather-and-brass-bound book is similar to a tome of clear thought, but upon completion of reading and practice of what was revealed therein, Charisma is increased by one point.

</body>

</desc>

</proficiency>

<proficiency>

<name>Tome of Understanding</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Identical to a tome of clear thought, this work increases Wisdom by one point.

</body>

</desc>

</proficiency>

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<name>Vacuous Grimoire</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A book of this sort is identical to a normal one, although if a detect magic spell is cast, a magical aura will be noted. Any character who opens the work and reads so much as a single glyph therein must make two saving throws vs. spell. The first is to determine if one point of Intelligence is lost or not; the second is to find if two points of Wisdom are lost. Once opened and read, the vacuous grimoire remains; to be destroyed, the book must be burned and a remove curse spell cast. If the tome is placed with other books, its appearance will instantly alter to conform to the look of these other works.

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<name>Cloak of Arachnida</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This black garment gives the wearer the ability to climb as if a spider climb spell had been placed upon him. When magic is detected for, the cloak radiates a strong aura of alteration magic.

<br> In addition to the wall-climbing ability, the cloak grants the wearer immunity to entrapment by webs of any sortthe wearer can actually move in webs at a rate equal to that of the spider that created the web, or at a base movement rate of 6 in other cases.

<br> Once per day the wearer of this cloak can cast a double-sized web. This operates like the 2nd-level wizard spell.

<br> Finally, the wearer is less subject to the poison of arachnids. He gains a +2 bonus to all saving throws vs. such poison.

</body>

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<name>Cloak of Displacement</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This item appears to be a normal cloak, but when it is worn by a character its magical properties distort and warp light waves. This displacement of light wave causes the wearer to appear to be 1 foot to 2 feet from his actual position. Any missile or melee attack aimed at the wearer automatically misses the first time. This can apply to first attacks from multiple opponents only if the second and successive attackers were unable to observe the initial displacement miss.

<br> After the first attack, the cloak affords a +2 bonus to protection (i.e., two classes better on Armor Class), as well as a +2 bonus to saving throws versus attacks directed at the wearer (such as spells, gaze weapon attacks, spitting and breath attacks, etc., which are aimed at the wearer of the cloak of displacement).

<br> Note that 75% of all cloaks of displacement are sized for humans or elves (persons 5 to 6 feet tall), and 25% are sized for persons of about 4 feet in height (dwarves, gnomes, halflings).

</body>

</desc>

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<proficiency>

<name>Cloak of Elvenkind</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when it is worn, with the hood drawn up around the head, it enables the wearer to be nearly invisiblethe cloak has chameleon-like powers.

<br> Outdoors, in natural surroundings, the wearer of the cloak is almost totally invisible; in other settings, he is nearly so. However, the wearer is easily seen if violently or hastily moving, regardless of the surroundings. The invisibility bestowed is:

<br>

Outdoors, natural surroundings<br>

heavy growth 100%<br>

light growth 99%<br>

open fields 95%<br>

rocky terrain 98%<br>

<br>

Urban surroundings<br>

buildings 90%<br>

brightly lit room 50%<br>

<br>

Underground<br>

torch/lantern light 95%<br>

infravision 90%<br>

light/continual light 50%<br>

<br>

Fully 90% of these cloaks are sized for human or elven-sized persons. The other 10% are sized for smaller persons (4 feet or so in height).<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Cloak of Poisonousness</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This particular cloak is usually made of a wool-like material, although it can be made of leather. It radiates magic. The cloak can be handled without harm, but as soon as it is actually donned, the wearer is stricken stone dead.

<br> A cloak of poisonousness can be removed only with a remove curse spellthis destroys the magical properties of the cloak. If a neutralize poison spell is then used, it may be possible to revive the victim with a raise dead or resurrection spell, but there is a -10% chance of success because of the poison.

</body>

</desc>

</proficiency>

<proficiency>

<name>Cloak of Protection</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The various forms of this marvelous device all appear to be normal garments made of cloth or leather. However, each plus of a cloak of protection betters Armor Class by one and adds one to saving throw die rolls. Thus, a cloak +1 would lower Armor Class 10 (no armor) to Armor Class 9, and give a +1 bonus to saving throw rolls. To determine how powerful a given cloak is, roll percentile dice and consult the table below:<br>

<br>

D100<br>

Roll Power <br>

01-35 cloak +1 <br>

36-65 cloak +2 <br>

66-85 cloak +3 <br>

86-95 cloak +4 <br>

96-00 cloak +5 <br>

<br>

This device can be combined with other items or worn with leather armor. It cannot function in conjunction with any sort of magical armor, normal armor not made of leather, or with a shield of any sort.<br>

</body>

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<name>Cloak of the Bat</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Fashioned of dark brown or black cloth, a cloak of this type is not readily noticeable as unusual. It radiates both enchantment and alteration in equal proportions. The cloak bestows a 90% probability of being invisible when the wearer is stationary within a shadowy or dark place. The wearer is also able to hang upside down from the ceiling, like a bat, and to maintain this same chance of invisibility.

<br> By holding the edges of the garment, the wearer is able to fly at a speed of 15 (Maneuver Class: B). If he desires, the wearer can actually transform himself into an ordinary batall possessions worn or carried will be part of the transformationand fly accordingly. Flying, either with the cloak or as an ordinary bat, can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment underground). Either of the flying powers is usable for up to one hour at a time, but after a flight of any duration, the cloak will not bestow any flying power for a like period of time.

<br> The cloak also provides a +2 bonus to Armor Class. This benefit extends to the wearer even when he is in bat form.

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<proficiency>

<name>Cloak of the Manta Ray</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This cloak appears to be made of leather until the wearer enters salt water. At that time the cloak of the manta ray adheres to the individual, and he appears nearly identical to a manta-raythere is only a 10% chance that someone seeing the wearer will know he isn't a manta ray.

<br> The wearer can breathe underwater and has a movement rate of 18, like a manta ray (see the Monstrous Compendium). The wearer also has an Armor Class of at least six, that of a manta ray. Other magical protections or magical armor can improve that armor value.

<br> Although the cloak does not enable the wearer to bite opponents as a manta ray does, the garment has a tail spine which can be used to strike at opponents behind him. The spine inflicts 1d6 points of damage, and there is no chance of stunning. This attack can be used in addition to other sorts, for the wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

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</desc>

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<proficiency>

<name>Robe of the Archmagi</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This normal-appearing garment can be white (45%good alignment), gray (30%neutral, but neither good nor evil, alignment), or black (25%evil alignment). Its wearer gains the following powers:<br>

<br>

1. It serves as armor equal to AC 5.<br>

2. The robe confers a 5% magic resistance.<br>

3. It adds a +1 bonus to saving throw scores.<br>

4. The robe reduces the victim's magic resistance and saving throws by 20%/-4 when the wearer casts any of the following spells: charm monster, charm person, friends, hold monster, hold person, polymorph other, suggestion.<br>

<br>

The color of a robe of the archmagi is not determined until it is donned by a wizard. If a white robe is donned by an evil wizard, he suffers 11d4+7 points of damage and loses 18,000-51,000 experience points at the DM's discretion. The reverse is true with respect to a black robe donned by a good aligned wizard. An evil or good wizard putting on a gray robe, or a neutral wizard donning either a white or black robe, incurs 6d4 points damage, 6,000-24,000 experience points loss, and the wearer will be moved toward the alignment of the robe by its enchantments (i.e., he will feel himself urged to change alignment to that of the robe, and he will have to make an effort to maintain his old alignment).

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</desc>

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<name>Robe of Blending</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This ordinary-appearing robe cannot be detected by magical means. When it is put on, however, the wearer will know that the garment has very special properties. A robe of blending enables its wearer to appear to be part of a rock wall or a plantwhatever is appropriate. It can even make the wearer appear to be a creature of his choice.

<br> The robe does have its limits: It will not make its wearer appear to be more than twice normal height or less than one-half normal. It does not impart vocal capabilitieseither understanding or imitating the creature the wearer looks like. (In situations where several different forms are appropriate, the wearer is obliged to state which form he wishes the robe to camouflage him as.)

<br> Creatures with exceptional (15+) or better Intelligence have a 1% per Intelligence point chance of detecting something amiss when they are within 30 feet of someone disguising himself with a robe of blending. Creatures with low Intelligence or better and 10 or more levels of experience or Hit Dice have a 1% chance per level or Hit Die of likewise noting something unusual about a robe-wearing character. (The latter is cumulative with the former chance for detection, so an 18 Intelligence wizard of 12th level has a 30% chance18% + 12%of noting something amiss.) After an initial check per eligible creature, successive checks should be made each turn thereafter, if the same creatures are within the 30-foot range. All creatures acquainted with and friendly to the wearer will see him normally.

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<name>Robe of Eyes</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This valuable garment appears to be a normal robe until it is put on. Its wearer is able to "see'' in all directions at the same moment due to scores of magical "eyes'' which adorn the robe. The wearer also gains infravision to a range of 120 feet, and the power to see displaced or out-of-phase objects and creatures in their actual positions. The robe of eyes sees all forms of invisible things within a 240-foot normal vision range (or 120 feet if infravision is being used).

<br> Invisibility, dust of disappearance, robes of blending, and improved invisibility are not proof against observation, but astral or ethereal things cannot be seen by means of this robe. Solid objects obstruct even the robe's powers of observation. Illusions and secret doors also can't be seen, but creatures camouflaged or hidden in shadows are easily detected, so ambush or surprise of a character wearing a robe of eyes is impossible.

<br> Finally, the robe enables its wearer to track as if he were a 12th-level ranger. A light spell thrown directly on a robe of eyes will blind it for 1d3 rounds, a continual light for 2d4 rounds.

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<proficiency>

<name>Robe of Powerlessness</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A robe of powerlessness appears to be a robe of another sort, and detection will discover nothing more than the fact that it has a magical aura. As soon as a character dons this garment, he drops to 3 Strength and 3 Intelligence, forgetting all spells and magical knowledge. The robe can be removed easily, but in order to restore mind and body, the character must have a remove curse spell and then a heal spell placed upon him.

</body>

</desc>

</proficiency>

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<name>Robe of Scintillating Colors</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This garment appears quite normal, but a magical aura is detectable. Only a wearer with an Intelligence of 15 or higher and a Wisdom of 13 or more can cause a robe of scintillating colors to function. If Intelligence and Wisdom are sufficient, the wearer can cause the garment to become a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light.

<br> This effect sheds light in a 40-foot diameter sphere, and it has the power to hypnotize opponents, making them unable to attack the wearer. A full round passes before the colors begin "flowing'' on the robe. Each round after that, any opponent who fails a saving throw vs. spell (or magic resistance check, then save) will stand hypnotized and transfixed for 1d4+1 rounds. Even when this effect wears off, additional saves must be made in order to attack.

<br>Furthermore, every round of continuous scintillation of the robe makes the wearer 5% more difficult to hit with missile attacks or hand-held or body weaponry (hands, fists, claws, fangs, horns, etc.) until a maximum of 25% (-5) is attainedfive continuous rounds of the dazzling play of hues.

<br> After the initial round of concealment, the wearer is able to cast spells or engage in all forms of activity that do not require movement of more than 10 feet from his starting position. In noncombat situations, the robe simply hypnotizes creatures failing their saving throws vs. spell for 1d4+1 turns.

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<name>Robe of Stars</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This rather ordinary-appearing garment seems typical of apparel worn by a wizard. However, it will radiate a strong aura of alteration and evocation if examined for magic. The robe enables its wearer to travel physically on the Astral Plane, along with all that he is wearing or carrying. The garment also enables the wearer to survive comfortably in the void of outer space. In other situations, the robe gives its wearer a +1 bonus to all saving throws.

<br> The robe is embroidered with stars, and the wearer can use up to six of these as missile weapons, provided he is proficient with darts as a weapon. Each star is a throwing weapon of +5 value, both to hit and damage. Maximum range is 60 feet and base damage is 2d4 points per hit. The special star weapons are located on the chest portion of the robe. If the wearer does not use all of these missiles, they will replace themselves magically at the rate of one per day. If all six are used, all of the robe's traveling and missile powers are gone forever.

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<name>Robe of Useful Items</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This appears to be an unremarkable item of apparel, but a wizard who dons it will note that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see, recognize, and detach these patches. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A robe of useful items always begins with two each of the following patches:<br>

dagger<br>

lantern (filled and lit)<br>

mirror (large)<br>

pole (10-foot length)<br>

rope (50-foot coil)<br>

sack (large)<br>

<br>

In addition, the robe will have 4d4 items which must be diced for. Roll 4d4 to determine how many additional items a robe has and then percentile dice to determine specific items:<br>

<br>

D100 Roll Result<br>

01-08 Bag of 100 gold pieces<br>

09-15 Coffer (½' x ½' x 1'), silver (500 gp value)<br>

16-22 Door, iron (up to 10 feet wide and 10 feet high and barred on 1 sidemust be placed upright, will attach and hinge itself)<br>

23-30 Gems, 10 of 100 gp value each<br>

31-44 Ladder, wooden (24 feet long)<br>

45-51 Mule (with saddle bags)<br>

52-59 Pit (10 cubic feet), open<br>

60-68 Potion of extra healing<br>

69-75 Rowboat (12 feet long)<br>

76-83 Scroll of one randomly determined spell<br>

84-90 War dogs, pair<br>

91-96 Window (2 feet by 4 feetup to 2 feet deep)<br>

97-00 Roll twice more<br>

<br>

Multiple items of the same kind are permissible. Once removed, items are never replaced.<br>

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<name>Robe of Vermin</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This magical-seeming garment will radiate a dim aura of enchantment if magic is detected for. The wearer will notice nothing unusual when the robe is donned, and it will actually convey some magical power at that timeprotection +1, for example. However, as soon as the wearer is in a situation requiring concentration and action against hostile opponents, the true nature of the garment will be revealed: The wearer immediately suffers a multitude of bites from the insects that magically infest the garment. He must cease all other activities in order to scratch, shift the robe, and generally show signs of extreme discomfort from the movement and biting of these pests.

<br> The wearer is unable to gain initiative, and has a 50% chance of being unable to complete a spell due to the vermin. All other actions and attack forms requiring manual/locomotive/somatic activity are at half normal probability. The garment can't be removed except by means of a remove curse spell or similar magic.

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<name>Boots of Dancing</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These magical boots expand or contract to fit any foot size, from halfling to giant (just as other magical boots do). They radiate a dim magic if detection is used. They are indistinguishable from other magical boots, and until actual melee combat is engaged in they function like one of the other types of useful boots belowDM's choice.

<br> When the wearer is in (or fleeing from) melee combat, the boots of dancing impede movement, begin to tap and shuffle, heel and toe, or shuffle off to Buffalo, making the wearer behave as if Otto's irresistible dance spell had been cast upon him (-4 penalty to Armor Class rating, saving throws with a -6, and no attacks possible). Only a remove curse spell will enable the boots to be removed once their true nature is revealed.

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<name>Boots of Elvenkind</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These soft boots enable the wearer to move without sound of footfall in virtually any surroundings. Thus the wearer can walk across a patch of dry leaves or over a creaky wooden floor and make only a whisper of noise95% chance of silence in the worst of conditions, 100% in the best.

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<name>Boots of Levitation</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

As with other magical boots, these soft boots expand or contract to fit giant to halfling-sized feet. Boots of levitation enable the wearer to ascend or descend vertically, at will. The speed of ascent/descent is 20 feet per round, with no limitation on duration.

<br> The amount of weight the boots can levitate is randomly determined in 14-pound increments by rolling 1d20 and adding the result to a base of 280 pounds (i.e., a given pair of boots can levitate from 294 to 560 pounds of weight). Thus, an ogre could wear such boots, but its weight would be too great to levitate. (See the 2nd-level wizard spell, levitation.)

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<name>Boots of Speed</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These boots enable the wearer to run at the speed of a fast hors24 base movement speed. For every 10 pounds of weight over 200 pounds, the wearer is slowed by 1 in movement, so a 180-pound human with 60 pounds of gear would move at 20 base movement rate.

<br> For every hour of continuous fast movement, the wearer must rest an hour. No more than eight hours of continuous fast movement are possible before the wearer must rest. Boots of speed give a +2 bonus to Armor Class in combat situations in which movement of this sort is possible.

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<name>Boots of Striding and Springing</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The wearer of these magical boots has a base movement rate of 12, regardless of size or weight. This speed can be maintained tirelessly for up to 12 hours per day, but thereafter the boots no longer function for 12 hoursthey need that long to "recharge."

<br> In addition to the striding ability, these boots allow the wearer to make great leaps. While "normal'' paces for the individual wearing this type of footgear are three feet long, the boots also enable forward jumps of up to 30 feet, backward leaps of 9 feet, and vertical springs of 15 feet.

<br> If circumstances permit the use of such movement in combat, the wearer can effectively strike and spring away when he has the initiative during a melee round. However, such activity involves a degree of dangerthere is a base 20% chance that the wearer of the boots will stumble and be stunned on the following round. Adjust the 20% chance downward by 3% for each point of Dexterity the wearer has above 12 (i.e., 17% at Dexterity, 14% at 14, 11% at 15, 8% at 16, 5% at 17, and only 2% at 18 Dexterity). In any event, the boots better Armor Class by 1 due to the quickness of movement they allow, so Armor Class 2 becomes 1, Armor Class 1 becomes 0, etc.

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<name>Boots of the North</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This footgear bestows many powers upon the wearer. First, he is able to travel across snow at normal rate of movement, leaving no tracks. The boots also enable the wearer to travel at half normal movement rate across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. Boots of the north warm the wearer, so that even in a temperature as low as -50 degrees F., he is comfortable with only scant clothinga loin of cloth and cloak, for instance. If the wearer of the boots is fully dressed in cold-weather clothing, he can withstand temperatures as low as -100 degrees F.

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<name>Boots of Varied Tracks</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The wearer of these ordinary-looking boots is able, on command, to alter the tracks he leaves. The footprints of the wearer can be made as small as those of a halfling or as large as those of an ogre, bare or shod as desired. In addition, each pair of these boots has four additional track-making capabilities. Roll 1d6 four times to determine the subtable used, followed by 1d8 four times:<br>

<br>

Subtable A (1-3)<br>

D8 Roll Track Print Left <br>

1 Basilisk <br>

2 Bear <br>

3 Boar <br>

4 Bull <br>

5 Camel <br>

6 Dog <br>

7 Giant, hill <br>

8 Goat <br>

<br>

Subtable B (4-6)<br>

D8 Roll Track Print Left <br>

1 Horse <br>

2 Lion (or giant lynx) <br>

3 Mule <br>

4 Rabbit <br>

5 Stag <br>

6 Tiger (or leopard) <br>

7 Wolf <br>

8 Wyvern <br>

</body>

</desc>

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<name>Boots, Winged</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These boots appear to be ordinary footgear. If magic is detected for, they radiate a faint aura of both enchantment and alteration. When they are on the possessor's feet and he or she concentrates on the desire to fly, the boots sprout wings at the heel and empower the wearer to fly, without having to maintain the concentration.<br>

The wearer can use the boots for up to two hours per day, all at once or in several shorter flights. If the wearer tries to use them for a longer duration, the power of the boots fades rapidly, but it doesn't abruptly disappearthe wearer slowly descends to the ground.<br>

For every twelve hours of uninterrupted non-use, the boots regain one hour of flying power. No amount of non-use allows the boots to be used for more than two hours at a time, however.

Some winged boots are better than others. To determine the quality of a given pair, roll 1d4 and consult the table below:<br>

<br>

<br>

D4 Flying Maneuverability<br>

Roll Speed Class<br>

1 15 A <br>

2 18 B <br>

3 21 C <br>

4 24 D <br>

<br>

</body>

</desc>

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<name>Bracers of Archery</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These magical wrist bands are indistinguishable from normal, non-magical protective wear. When worn by a character type or creature able to employ a bow, they enable the wearer to excel at archery.

<br> The bracers empower such a wearer to use any bow (not including crossbows) as if he were proficient in its usage, if such is not already the case. If the wearer of the bracers has proficiency with any type of bow, he gains a +2 bonus to attack rolls and a +1 bonus to damage inflicted whenever that type of bow is used. These bonuses are cumulative with any others, including those already bestowed by a magical bow or magical arrows, except for a bonus due to weapon specialization.

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<name>Bracers of Brachiation</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These wrist bands appear to be of the ordinary sort, but they enable the wearer to move by swinging from one tree limb, vine, etc., to another to get from place to place. The power can be employed only in locales where these sorts of hand-holds can be found. Movement is at a rate of 3, 6, or 9the more jungle-like the conditions, the greater the movement rate.

<br> The wearer is also able to climb trees, vines, poles, ropes, etc., at a rate of 6, and can swing on a rope, vine, or other dangling, flexible object as if he were an ape.

<br> The wearer can also jump as if wearing boots of striding and springing, but the jump must culminate in the grasping of a rope or vine, movement through the upper portion of trees, the climbing of a tree or pole, or some other activity associated with brachiation.

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<name>Bracers of Defense</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These items appear to be wrist or arm guards. Their magic bestows an effective Armor Class equal to someone wearing armor and employing a shield. If armor is actually worn, the bracers have no additional effect, but they do work in conjunction with other magical items of protection. The Armor Class the bracers of defense bestow is determined by making a percentile roll and consulting the table below:<br>

<br>

D100 Roll Armor Class <br>

01-05 8 <br>

06-15 7 <br>

16-35 6 <br>

36-50 5 <br>

51-70 4 <br>

71-85 3 <br>

86-00 2<br>

</body>

</desc>

</proficiency>

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<name>Bracers of Defenselessness</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These appear to be bracers of defense, and will actually serve as such until the wearer is attacked in anger by a dangerous enemy. At that moment, the bracers worsen Armor Class to 10 and negate any and all other magical protections and Dexterity bonuses. Bracers of defenselessness can be removed only by means of a remove curse spell.

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<name>Gauntlets of Dexterity</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A pair of these gloves appears to be nothing more than light-weight leather handwear of the everyday sort. Naturally, the radiate magic if so detected. They size themselves magically to fit any hand, from that of a huge human to that of a small halfling. Gauntlets of Dexterity increase overall Dexterity by 4 points if the wearer's Dexterity is 6 or less, by 2 points if at 7-13, and by 1 point if Dexterity is 14 or higher. Furthermore, wearing these gloves enables a nonthief character to pick pockets (45% chance) or open locks (37% chance) as if he were a 4th-level thief. If worn by a thief, they increase these two abilities by 10%.

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<name>Gauntets of Fumbling</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These gauntlets may be of supple leather or heavy protective material suitable for use with armor (ring, scale, chain, etc.). In the former instance, these will appear to be gauntlets of dexterity; in the latter case, they will appear to be gauntlets of ogre power. They will perform according to every test as if they were gauntlets of dexterity or ogre power until the wearer finds himself under attack or in a life and death situation. At that time, the curse is activated, and the wearer will become very clumsy, with a 50% chance each round of dropping anything held in either handnot from both singly. The gauntlets will also lower overall Dexterity by 2 points. Once the curse is activated, the gloves can be removed only by means of a remove curse spell or a wish.

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<name>Gauntlets of Ogre Power</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These appear the same as typical handwear for armor. The wearer of these gloves, however, is imbued with 18/00 Strength in his hands, arms, and shoulders. When striking with the hand or with a weapon hurled or held, the gauntlets add a +3 bonus to attack rolls and a +6 bonus to damage inflicted when a hit is made. These gauntlets are particularly desirable when combined with a girdle of giant strength and a hurled weapon. They grow or shrink to fit human to halfling-sized hands.

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<name>Gauntlets of Swimming and Climbing</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A pair of these gloves appear to be normal light-weight handwear, but they radiate magic if a detection is attempted. The wearer can have hands of large (human) or small (halfling) size. The wearer can swim as fast as a triton (movement of 15) underwater, and as fast as a merman (movement 18) on the surface. These gauntlets do not empower the wearer to breathe in water.

<br> These gloves give the wearer a very strong gripping ability with respect to climbing. He can climb vertical or nearly vertical surfaces, upward or downward, with a 95% chance of success. If the wearer is a thief, the gauntlets increase success probability to 99%.

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<name>Gloves of Missile Snaring</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These gloves radiate slightly of enchantment and alteration if magic is detected for. Once snugly worn, they seem to meld with the hands, becoming almost invisible (undetectable unless within five feet of the wearer). Either or both hands so clad, if not already holding something, can be used to pick many sorts of missiles out of the air, thus preventing possible harm, and enabling the wearer to return a hand-thrown missile to its sender as an attack in a subsequent round.

<br> All forms of small, hand-hurled or weapon-propelled missiles (arrows, bolts, darts, bullets, javelins, axes, hammers, spears, and the like) can be caught. If the weapon magically returns to the attacker, then catching it simply prevents damage, and returning the weapon does not result in an attack.

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<name>Slippers of Spider Climbing</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These shoes appear unremarkable, although they will give off a faint aura of alteration magic if detected for. When worn, a pair of these slippers enable the individual to move at a 60-foot rate on vertical surfaces or even upside down along ceilings, with hands free to do whatever the wearer desires. Extremely slippery surfacesice, oiled, or greased surfacesmake these slippers useless.

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<name>Girdle of Dwarvenkind</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This belt lowers the wearers' Charisma score by 1 with respect to nondwarves and their ilk. The girdle causes the wearer to gain one point of Charisma with respect to halflings of the stout sort and with respect to all gnomes as well. Dwarves regard the wearer as if he has Charisma two points higher than before. The girdle enables the wearer to understand, speak, and read dwarvish language. The wearer also gains the racial benefits of dwarvenkind (i.e., +1 Constitution, saving throw bonuses based on total Constitution, 60-foot infravision, and detection/determination of approximate depth underground as described in the Player's Handbook). All bonuses and penalties apply only as long as the individual actually wears the girdle. Benefits such as additional languages and combat bonuses against giant-type-opponents never apply.

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<name>Girdle of Femininity/Masculinity</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This broad leather band appears to be a normal belt, but, if buckled on, it will immediately change the sex of its wearer to the opposite gender. It then loses all power. There is no sure way to restore the character's original sex, although there is a 50% chance a wish might do so, and a powerful being can alter the situation. In other words, it takes a godlike creature to set matters aright with certainty. Ten percent of these girdles actually remove all sex from the wearer.

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<name>Girdle of Giant Strength</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This belt looks similar to ordinary belts, but it is imbued with very powerful magic. When worn it increases the physical prowess of its wearer, giving him the Strength of a giant. (It doesn't cause the wearer to grow to giant size, however!) To determine how strong the wearer becomes and the bonuses he gets, roll percentile dice and consult the table below.<br>

The Strength gained is not cumulative with normal or magical Strength bonuses except in combination with gauntlets of ogre power and magical warhammers.<br>

<br>

GIRDLE OF GIANT STRENGTH<br>

D100 Giant Strength Bonuses <br>

Roll Equivalent Rating To Hit Damage Open Doors\*<br>

01-30 Hill 19 +3 +7 16(8)<br>

31-50 Stone 20 +3 +8 17(10)<br>

51-70 Frost 21 +4 +9 17(12)<br>

71-85 Fire 22 +4 +10 18(14)<br>

86-95 Cloud 23 +5 +11 18(16)<br>

96-00 Storm 24 +6 +12 19(17)<br>

<br>

\* The number in parentheses is the number of chances out of 20 for the character to be able to force open a locked, barred, magically held, or wizard locked door. Only one attempt can be made per door; if it fails, no further attempts can be made.<br>

The wearer of the girdle is able to hurl rocks and bend bars as if he had imbibed a potion of giant strength. These abilities are:<br>

<br>

<br>

Rock Hurling Weight Base Rock Bend Bars<br>

Type Allowance Range Damage Weight.\* /Lift Gates<br>

Hill 485 8 yds. 1-6 140 50%<br>

Stone 535 16 yds. 1-12 198 60%<br>

Frost 635 10 yds. 1-8 156 70%<br>

Fire 785 12 yds. 1-8 170 80%<br>

Cloud 935 14 yds. 1-10 184 90%<br>

Storm 1,235 16 yds. 1-12 212 95%<br>

\* Approximate average missile weight.<br>

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<name>Girdle of Many Pouches</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This broad waistbelt seems to be nothing more than a well-made article of dress. However, if magic is detected for, the item will radiate strong enchantment along with a fainter aura of alteration.

<br> Examination will reveal that the girdle has eight small pouches on its inner front surface. In fact, there are a total of 64 magical pouches in the girdle, seven others "behind'' each of the eight apparent ones. Each of these pouches is similar to a miniature bag of holding, able to contain up to one cubic foot of material weighing as much as 10 pounds. The girdle responds to the thoughts of its wearer by providing a full pouch (to extract something from) or an empty one (to put something in) as desired. Naturally, this item is greatly prized by spellcasters, for it will hold components for many spells and make them readily available.

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<name>Hat of Disguise</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This normal-appearing hat contains a powerful enchantment that allows its wearer to alter his appearance as follows:<br>

Height: +/-25% of actual height<br>

Weight: +/-50% of actual weight<br>

Sex: Male or female<br>

Hair: Any color<br>

Eyes: Any color<br>

Complexion: Any color<br>

Facial features: Highly mutable<br>

Thus, the wearer could appear as a comely woman, a half-orc, or possibly even a gnome. If the hat is removed, the disguise is instantly dispelled. The headgear can be used over and over. Note that the hat can be changed (as part of a disguise) to appear as a comb, ribbon, head band, fillet, cap, coif, hood, helmet, etc.<br>

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<name>Hat of Stupidity</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This hat is indistinguishable from any other magical hat, even when most carefully detected by magical means. Only by placing it upon the head can its powers be determined. Of course, once on the head, the wearer will believe that the hat is a beneficial item, for he will be overcome by stupidity. Intelligence is lowered to 7, or by -1 if the wearer has a 7 or lower Intelligence normally. The wearer will always desire to have the hat onespecially when he is engaged in any activity which requires thinking, spellcasting, etc. Without the benefit of a remove curse spell or similar magic, the wearer will never be free from the magic of the hat. If released, the wearer's Intelligence returns to its normal level.

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<name>Helm of Brilliance</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

When discovered, a helm of brilliance appears to be nothing more than an ordinary piece of armor for head protectiona helmet, bassinet, mallet, etc. of iron or steel. When worn, it functions only upon the utterance of a special command word. When so empowered the true nature of the helm is visible to all. The helm is armor of +2 value. It is of brilliant silver and polished steel, and set with 10 diamonds, 20 rubies, 30 fire opals, and 40 opalseach of large size and magickedwhich perform as explained below. When struck by bright light, the helm will scintillate and send forth reflective rays in all directions from its crown-like, gem-tipped spikes. The jewels' functions are:<br>

<br>

Diamond Prismatic spray (as the 7th-level wizard spell <br>

Ruby Wall of fire (as the 5th-level priest spell)<br>

Fire Opal Fireball (as the 3rd-level wizard spell)<br>

Opal Light (as the 1st-level priest spell)<br>

<br>

Each gem can perform its spell-like power just once. The helm may be used once per round. The level of the spell is doubled to obtain the level at which the spell was cast with respect to range, duration, and such considerations. Until all of its jewels are magically expended, a helm of brilliance also has the following magical properties when activated.<br>

1. It glows with a bluish light when undead are within 30 feet. This light causes pain and 1d6 points of damage to all such creatures except skeletons and zombies.<br>

2. The wearer may command any sword he wields to become a sword of flame. This is in addition to any other special properties it may have. This takes one round to take effect.<br>

3. The wearer is protected as if a double-strength fire resistance ring were worn, but this protection cannot be augmented by further magical means.<br>

Once all of its jewels have lost their magic, the helm loses all of its powers. The gems turn to worthless powder when this occurs. Removing a jewel destroys the gem. They may not be recharged.<br>

If a creature wearing the helm is attacked by magical fire and fails to save vs. magical fire, he must attempt another saving throw for the helmet without magical additions. If this is failed, the remaining gems on the helm overload and detonate, inflicting on the wearer whatever accumulated effects the gems would normally have.<br>

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<name>Helm of Comprehending Languages and Reading Magic</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Appearing as a normal helmet, a helmet of comprehending languages and reading magic enables its wearer to understand 90% of strange tongues and writings and 80% of magical writings. (Note that these percentage figures apply to whether all or none of the speaking/writing or inscription is understandable. Understanding does not necessarily imply spell use.) This device is equal to a normal helmet of the type accompanying Armor Class 5.

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<proficiency>

<name>Helm of Opposite Alignment</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This metal hat looks like a typical helmet. If magic is detected for, it radiates magic of an indeterminate sort. Once placed upon the head, however, its curse immediately takes effect, and the alignment of the wearer is radically alteredgood to evil, neutral to some absolute commitment (LE, LG, CE, CG) as radically different from the former alignment as possible. Alteration in alignment is mental and, once effected, is desired by the individual changed by the magic.

<br> Only a wish can restore former alignment, and the affected individual will not make any attempt to return to the former alignment. If a paladin is concerned, he must undergo a special quest and atone if the curse is to be obliterated. Note that once a helm of opposite alignment has functioned, it loses all of its magical properties.

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</proficiency>

<proficiency>

<name>Helm of Telepathy</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This sturdy metal helmet appears to be a normal piece of headgear, although it will radiate magic if this is detected for. The wearer of a helm of telepathy is able to determine the thoughts of creatures within a 60-foot range. There are two limitations on this power: The wearer must know the language used by such creatures (the racial tongue will be used in thoughts in preference to the Common, the Common in preference to alignment languages); and there can't be more than 3 feet of solid stone, 3 inches of iron, or any solid sheeting of lead or gold between the wearer and the creatures.

<br> The thought pick-up is directional. Conscious effort must be made to pick up thoughts. The wearer may communicate by language with any creature within range if there is a mutually known speech, or emotions may be transmitted (empathy) so that a creature will receive the emotional message of the wearer.

<br> If the wearer of the helm wants to implant a suggestion (see the 3rd-level wizard spell of that name in the Player's Handbook), he can attempt to do so as follows: The creature receiving the suggestion gains a saving throw vs. spell with a -1 penalty for every two points of Intelligence lower than the telepathist, but a +1 bonus for every point of Intelligence higher than the wearer of the helm. If Intelligence is equal, no adjustment is made when the saving throw is rolled.

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</proficiency>

<proficiency>

<name>Helm of Teleportation</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is another helmet of normal appearance which will give off a magical aura if detected for. Any character wearing this device may teleport once per day, exactly as if he were a wizardthe destination must be known, and a risk is involved. If the wearer is a wizard, the helm's full powers can be employed, for the wearer can then memorize a teleportation spell, and use the helm to refresh his memory so he can repeat the spell up to three times upon objects or characters and still be able to personally teleport by means of the helm. As long as the wizard retains the teleportation spell uncast, he can personally teleport up to six times before the memory of the spell is lost, and even then a usage of the helm remains as noted above for all characters.

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</proficiency>

<proficiency>

<name>Helm of Underwater Action</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

When this helm is viewed, it is indistinguishable from a normal helmet. However, detection reveals it to be magical, and the possessor is able to see and breathe underwater. Visual properties of the helm are activated when small lenses are drawn across the device from compartments on either side. These allow the wearer to see five times farther than water and light conditions allow for normal human vision. (Note that weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the helm of underwater action creates a globe of air around the wearer's head, and maintains it until the command word is spoken again. Thus, the wearer can breathe freely.

</body>

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<name>Alchemy Jug</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This magical device can pour forth various liquids upon command. The quantity of each liquid is dependent upon the liquid itself. The jug can pour only one kind of liquid on any given day, seven pourings maximum. The liquids pourable and quantity per pouring are:<br>

<br>

Salt water 16 gallons<br>

Fresh water 8 gallons<br>

Beer 4 gallons<br>

Vinegar 2 gallons<br>

Wine 1 gallon<br>

Ammonia 1 quart<br>

Oil 1 quart<br>

Aqua regia 2 gills (8 oz.)<br>

Alcohol 1 gil (4 oz.)<br>

Chlorine 8 drams (1 oz.)<br>

Cyanide 4 drams (½ oz.)<br>

<br>

The jug will pour forth two gallons per round, so it will require eight rounds to complete a pouring of salt water.<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Bag of Beans</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This bag, constructed of heavy cloth, is about two feet wide and four feet long (the size of any other large bag or sack). A character who opens it will find several large, pebble-like objects inside. If dumped out of the bag, these objects explode for 5d4 points of damage each. All creatures within a 10 foot radius must successfully save vs. spell or suffer full damage. To be removed safely, the beans in the bag must be taken out by handtelekinesis won't prevent them from exploding, nor will working them out with tools. If placed in dirt and watered, each pebble-like bean will "sprout'' a creature or object. Bags of beans generally hold 3d4 beans, only 1 or 2 of which will be beneficial, the others sprouting monsters or useless things. For example:<br>

<br>

Bean #1 Three shriekers spring up and begin wailing<br>

Bean #2 An ice storm strikes the area<br>

Bean #3 A poisonous raspberry bush with animated runners shoots up, but each of its 5d4 berries is a gem of 100 or 500 gp base value (or perhaps just worthless glass)<br>

Bean #4 A hole opens in the ground; a purple worm or a djinni ring can be below<br>

Bean #5 Smoke and gas cover an area of 50-foot radius for five turns; creatures in the smoke cloud can't see and will be blinded for 1d6 rounds when they step out of the cloud.<br>

Bean #6 A wyvern grows instantly and attacks; its sting is a javelin of piercing<br>

Bean #7 Poison gas seeps out slowly, forming a cloud of 20-foot radius that persists for one turn; while it lasts it might turn some dirt at its center to magical dust (appearance, vanishing, sneezing and choking)<br>

<br> Thought, imagination, and judgment on the part of the DM are required with this item.

</body>

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<name>Bag of Devouring</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This bag appears to be an ordinary sackpossibly appearing to be empty, possibly holding beans. The sack is, however, the lure used by an extradimensional creaturethis is one of its feeding orifices.

<br> Any substance of animal or vegetable nature is subject to "swallowing'' if it is thrust within the bag. The bag of devouring is 90% likely to ignore any initial intrusions, but any time it senses living human flesh within, it is 60% likely to close and attempt to draw the whole victim inbase 75% chance for success, less Strength bonus for "damage,'' and each +1 = -5% on base chance. Thus, an 18 Strength character (with +2 damage) is only 65% likely to be drawn into the bag, while a 5 Strength character (with -1 damage) is 80% likely to be drawn in.

<br> The bag radiates magic. It can hold up to 30 cubic feet of matter. It will act as a bag of holding (normal capacity), but each turn it has a 5% cumulative chance of "swallowing'' the contents and then "spitting the stuff out" in some non-space. Creatures drawn within are consumed in one round, eaten, and gone forever.

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<proficiency>

<name>Bag of Holding</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

As with other magical bags, this one appears to be a common cloth sack of about 2 feet by 4 feet size. The bag of holding opens into a nondimensional space, and its inside is larger than its outside dimensions. Regardless of what is put into this item, the bag always weighs a fixed amount. This weight, the bag's weight limit in contents, and its volume limit are determined by making a percentage roll and consulting the table below:<br>

<br>

Weight Volume<br>

D100 Weight Limit Limit<br>

01-30 15 lbs. 250 lbs. 30 cu. ft.<br>

31-70 15 lbs. 500 lbs. 70 cu. ft.<br>

71-90 35 lbs. 1,000 lbs. 150 cu. ft.<br>

91-00 60 lbs. 1,500 lbs. 250 cu. ft.<br>

<br>

If overloaded, or if sharp objects pierce it (from inside or outside), the bag will rupture and be ruined. The contents will be lost forever in the vortices of nilspace.<br>

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<name>Bag of Transmuting</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This magical sack appears to be a bag of holding of one of the four sizes described above. It will perform properly for 1d4 + 1 uses (or more if the usages are made within a few days' time). At some point, however, the magical field will waver, and metals and gems stored in the bag will be turned into common metals and stones of no worth.

<br> When emptied, the bag pours forth these transmuted metals and minerals. Any magical items (other than artifacts and relics) placed in the bag will become ordinary lead, glass, or wood as appropriate (no saving throw) once the transmuting effects have begun.

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<name>Bag of Tricks</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A bag of tricks appears to be a typical sack, and visual or other examination will show it to be empty when first discovered. However, anyone who reaches inside will feel a small, fuzzy object. If this object is taken from the bag and tossed one foot to 20 feet away, it will turn into one of the animals on the following table.<br>

These animals will obey and fight for the individual who brought them into being. The kind of animal inside a bag of tricks varies each time an animal is drawn from the bag.<br>

There are three types of bags of tricks, each capable of producing different kinds of animals. To determine which kind of bag has been discovered, roll 1d10. On a 1-5, a type A bag has been found; on a 6-8, a type B; and on a 9 or 10, a type. Thereafter, the wielder rolls a 1d8 on the appropriate table to determine the specific animal found.<br>

Only one creature can be drawn forth at a time. It alone exists until it is slain, until one turn has elapsed, or until it is ordered back into the bag of tricks. At that point, the creature vanishes. Only then can another animal be brought forth. Up to 10 creatures can be drawn from the bag each week.<br>

<br>

BAG OF TRICKS ANIMALS (D10)<br>

<br>

A (1-5)<br>

D8 Hit Hit Damage per<br>

Roll Animal AC Dice Points Attack<br>

1 Weasel 6 ½ 2 1 <br>

2 Skunk 9 ½ 2 Musk <br>

3 Badger 4 1+2 7 1-2/1-2/1-3 <br>

4 Wolf 7 2+2 12 2-5<br>

5 Lynx, giant 6 2+2 12 1-3/1-3/1-2/1 <br>

2/1-4<br>

6 Wolverine 5 3 15 1-4/1-4/2-5 +<br>

musk<br>

7 Boar 7 3+3 18 3-12<br>

8 Stag, giant 7 5 25 4-16 or 1-4/1-4<br>

<br>

B (6-8)<br>

D8 Hit Hit Damage per<br>

Roll Animal AC Dice Points Attack<br>

1 Rat 7 ½ 2 1 <br>

2 Owl 7 ½ 3 1-3/1-3 <br>

3 Dog 7 1+1 6 1-4 <br>

4 Goat 7 1+1 8 1-6 <br>

5 Ram 6 2 10 2-5 <br>

6 Bull 7 4 20 1-6/1-6 <br>

7 Bear 6 5+5 30 1-6/1-6/1-8/2-12<br>

8 Lion 5/6 5+2 28 1-4/1-4/1 <br>

10/2-7/2-7<br>

<br>

<br>

C (9-0)<br>

D8 Hit Hit Damage per<br>

Roll Animal AC Dice Points Attack<br>

1 Jackal 7 ½ 2 1-2<br>

2 Eagle 7 1 5 1-2/1-2/1<br>

3 Baboon 7 1+1 6 1-4<br>

4 Ostrich 7 3 15 1-4 or 2-8<br>

5 Leopard 6 3+2 17 1-3/1-3/1-6/1 <br>

4/1-4<br>

6 Jaguar 6 4+2 21 1-3/1-3/1-8/2 <br>

5/2-5<br>

7 Buffalo 7 5 25 1-8/1-8<br>

8 Tiger 6 5+5 30 2-5/2-5/1-<br>

10/2-8/2-8<br>

</body>

</desc>

</proficiency>

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<name>Beaker of Plentiful Potions</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This container resembles a jug or flask. It is a magical beaker with alchemical properties allowing it to create 1d4 + 1 doses of 1d4 + 1 potions. (The kinds of potions are determined by random selection on Table 89.) Different potion sorts are layered in the container, and each pouring takes one round and results in one dose of one potion type.

<br> Roll 1d4+1, to find the number of potions the beaker containsdelusion and poison are possible. Record each potion in order of occurrencethe potions are layered and are poured in order. Duplication is possible.

<br> If the container holds only two potions, it will dispense them one each per day, three times per week; if three are contained, it will dispense them one each per day, two times per week; and if four or five are contained it will produce each just one time per week.

<bR> Once opened, the beaker gradually loses the ability to produce potions. This reduction in ability results in the permanent loss of one potion type per month, determined randomly.

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<proficiency>

<name>Bucknard's Everfull Purse</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This item appears to be a leather pouch or small bag. Each morning it duplicates certain coinsand possibly gems as well. When found, the purse will be full of coins. If totally emptied, and left so for more than a few minutes, the magic of the purse is lost, but if one of any coin is placed within the bag, many coins of the same type will be found inside the next morning. The types of coins found is determined by consulting the table below.<br>

Once the type of bag is determined by roll, its abilities will not change.<br>

<br>

D100 <br>

Roll CP SP EP GP PP Gems\*<br>

01-50  26 26 26   <br>

51-90 26  26  26  <br>

91-00 26  26   26 <br>

<br>

\* Base 10 gp gems that can increase to a maximum of 100 gp only.<br>

</body>

</desc>

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<proficiency>

<name>Decanter of Endless Water</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This stoppered flask looks ordinary but radiates the aura of magic. If the stopper is removed, and the proper words spoken, a stream of fresh or salt water pours out, as ordered. There are separate command words for the amount as well as the type of water. Water can be made to come forth as follows:<br>

Stream: pours out 1 gallon per round<br>

Fountain: 5-foot long stream at 5 gallons per round<br>

Geyser: 20-foot long stream at 30 gallons per round<br>

The geyser causes considerable back pressure, and the holder must be well braced or be knocked over. The force of the geyser will kill small animals and insects (mice, moles, small bats, etc.). The command word must be given to cease.<br>

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<name>Efreeti Bottle</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. There is a 10% chance that the efreeti will be insane and attack immediately upon being released. There is also a 10% chance that the efreeti of the bottle will only grant three wishes. The other 80% of the time, however, the inhabitant of the bottle will serve normally (see Monstrous Manual). When opened, the efreeti issues from the bottle instantly.

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</desc>

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<proficiency>

<name>Eversmoking Bottle</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This metal urn is identical to an efreeti bottle except that it does nothing but smoke. The amount of smoke is very great if the stopper is pulled out, pouring from the bottle and totally obscuring vision in a 50,000-cubic-foot area in one round. Left unstoppered, the bottle will fill another 10,000 cubic feet of space with smoke each round until 120,000 cubic feet of space is fogged. This area remains smoked until the eversmoking bottle is stoppered. When the bottle is stoppered, smoke dissipates normally. The bottle can be resealed only if a command word is known.

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<name>Flask of Curses</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. It has magical properties, but detection will not reveal the nature of the flask of curses. It may contain a liquid or it may emit smoke. When the flask is first unstoppered, a curse of some sort will be visited upon the person or persons nearby. After that, it is harmless. The type of curse is up to the DM. Suggestions include the reverse of the priest's bless spell. Typical curses found on scrolls are recommended for use here as well. Or perhaps a monster could appear and attack all creatures in sight.

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<name>Heward's Handy Haversack</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A magical backpack of this sort appears quite ordinarywell-made and well-used. It is of finely tanned leather, and the straps have brass hardware and buckles. There are two side pouches, each of which appears large enough to hold about a quart of material, but each is similar to a bag of holding and will actually contain material equal to as much as two cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to eight cubic feet or 80 pounds of material. The pack has an even greater power: When the wearer reaches into it for a specific item, that item will always be on top. Thus, no digging around and fumbling is ever necessary to find what the haversack contains. Heward's handy haversack and whatever it contains gain a +2 bonus to all saving throws.

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<proficiency>

<name>Iron Flask</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal set round with sigils, glyphs, and special symbols. When the user speaks a command, he can force any creature from another plane into the container, provided the creature fails its saving throw vs. spellafter magic resistance, if any, is checked. Range is 60 feet. Only one creature at a time can be so contained. Loosing the stopper frees the captured creature.<br>

If the individual freeing the captured creature knows the command word, the creature can be forced to serve for one turn (or to perform a minor service which takes up to one hour). If freed without command knowledge, dice for the creature's reaction. Any attempt to force the same creature into the flask a second time allows it +2 on its saving throw and makes it very angry and totally hostile. A discovered bottle might contain:<br>

<br>

D100 Roll Contents <br>

01-50 Empty <br>

51-54 Air elemental <br>

55-65 Djinni <br>

66-69 Earth elemental<br>

70-72 Efreeti <br>

73-76 Fire elemental <br>

77-86 Invisible stalker <br>

87-89 Rakshasa <br>

90-93 Salamander <br>

94-97 Water elemental<br>

98-99 Wind walker <br>

00 Xorn <br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Portable Hole</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A portable hole is a circle of magical cloth spun from the webs of a phase spider interwoven with strands of ether and beams of Astral plane luminaries. When opened fully, a portable hole is 6 feet in diameter, but it can be folded as small as a pocket handkerchief. When spread upon any surface, it causes an extra-dimensional hole 10 feet deep to come into being. This hole can be "picked up" from inside or out by simply taking hold of the edges of the magical cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

<br> The only oxygen in the hole is that allowed by creation of the space, so creatures requiring the gas cannot remain inside for more than a turn or so without opening the space again by means of the magical cloth. The cloth does not accumulate weight even if its hole is filled (with gold, for example). Each portable hole opens on its own particular nondimensional space. If a bag of holding is placed within a portable hole, a rift to the Astral Plane is torn in the space, and the bag and the cloth are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to another plane, and the hole, bag, and any creatures within a 10-foot radius are drawn to the Astral Plane, the portable hole and bag of holding being destroyed in the process.

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<name>Pouch of Accessibility</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This normal-seeming pouch is actually a strongly magicked item which can contain up to 300 lbs. in 30 specially constructed pockets within it. Each pocket, in turn, holds a maximum of 10 lbs., or one cubic foot of volume, whichever is reached first.

<br> This device also enables the possessor to open it and call forth the item(s) desired. Merely speaking the name of a desired object causes it to appear at the top of the pouch, ready for instant grasp.

<br> These items are similar to bags of holding and portable holes, and the strictures about placement within such magical spaces apply fully. The pouch weighs 1 lb. empty and 4 lbs. when filled.

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<name>Candle of Invocation</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These specially blessed tapers are dedicated to the pantheon of gods of one of the nine alignments. The typical candle is not remarkable, but if a detection spell is cast, it will radiate magic. It also radiates good or evil, if appropriate.

<br> Simply burning the candle generates a favorable aura for the individual so doingif the candle's alignment matches that of the character's. If burned by a priest of the same alignment, the candle temporarily increases the priest's level of experience by 2, enabling him to cast additional spells. He can even cast spells normally unavailable to him, as if he were of the higher level, but only so long as the candle continues to burn. Any burning allows the casting of a gate spell, the respondent being of the alignment of the candle, but the taper is immediately consumed in the process.

<br> Otherwise, each candle burns for four hours. It is possible to extinguish the candle as placed in a lantern or otherwise sheltered to protect it from drafts and other things which could put it out. This doesn't affect its magical properties.

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<name>Dust of Appearance</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This fine powder appears like any other dust unless a careful examination is conducted. This will reveal it to be a very fine, very light, metallic dust. A single handful of this substance flung into the air will coat all objects, making them visible even if they are invisible, out of phase, astral, or ethereal. Note that the dust will also reveal mirror images and projected images for what they are, and it likewise negates the effects of cloaks of displacement or elvenkind and robes of blending. The dust's effect lasts for 2d10 turns.

<br> Dust of appearance is typically stored in small silk packets or hollow bone blow tubes. A packet can be shaken out to cover an area with a radius of 10 feet from the user. A tube can be blown in a cone shape, 1 foot wide at the start, 15 feet at the end, and 20 feet long. As few as 5 or as many as 50 containers may be found in one place.

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<name>Dust of Disappearance</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This dust looks just like dust of appearance, and it is typically stored in the same manner and quantity. All things touched by it reflect and bend light of all sorts (infrared and ultraviolet included), becoming invisible. Normal sight can't see dusted creatures or objects, nor can they be detected by any normal detection or even magical means. Even detect invisibility spells don't work. Dust of appearance, however, does reveal people and objects made invisible by dust of disappearance.

<br> Invisibility bestowed by the dust lasts for 2d10 turns (1d10+10 if sprinkled carefully upon an object). Attack while thus invisible is possible, always by surprise if the opponent fails to note the invisible thing and always at an Armor Class 4 better than normal (while invisibility lasts). Unlike the invisibility spell, dust of disappearance remains effective even after an attack is made.

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<name>Dust of Dryness</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This special dust has many uses. If a pinch is cast into a cubic yard of water, the liquid is instantly transformed to nothingness, and the dust pinch becomes a marble-sized pellet, floating or resting where it was cast. If this pellet is hurled down, it breaks and releases the same volume of water. When the dust is sprinkled over an area (such as with a wave of the arm), it dries up as much as 15 cubic feet of water. The dust affects only water (whether fresh, salt, brackish, or alkaline), not other liquids.

<br> If the dust is employed against a water elemental or similar creature, the creature must save vs. spell or be destroyed. A successful save still inflicts 5d6 points of damage upon the water-creature.

<br> A pouch of this dust contains 1d6+4 pinches.

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<name>Dust of Illusion</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

: This unremarkable powder resembles chalk dust or powdered graphiteunless it is stared at. Stare at it and the dust changes color and form. Put a pinch of dust of illusion on a creature and the creature appears to become any other creature of similar shape, with a size variance of 50% (plus or minus) from the actual size of the affected creature. Thus, a halfling could appear as a human of small stature, a human as an ogre, a pegasus as a mule, etc. An unwilling recipient is allowed a saving throw vs. spell to escape the effect.

<br> The individual who sprinkles the magical dust must envision the illusion desired as the powder is shaken over the subject creature. The illusionary power lasts for 1d6+6 hours unless otherwise dispelled.

<br> A typical pouch of this dust contains 1d10+10 pinches of the substance.

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<name>Dust of Tracelessness</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This normal-seeming dust is actually a highly magical powder that can be used to conceal the passage of its possessor and his companions. Tossing a pinch of this dust into the air causes a chamber of up to 1,000 square feet to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.

<br> A pinch of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for a mile back into the distance. No magical radiation occurs from the use of this dust.<br>

The substance is typically found in a finely sewn pouch containing 1d12 + 12 pinches.

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<name>Dust of Sneezing and Choking</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This fine dust appears to be either dust of appearance or dust of disappearance. If spread, however, it causes those within a 20-foot radius to fall into fits of sneezing and coughing. Those failing a saving throw vs. poison die immediately; those who make their saving throw are disabled by the choking for 5d4 rounds.

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<name>Incense of Meditation</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The small rectangular blocks of sweet-smelling incense of meditation are indistinguishable from nonmagical incense until one is lit. When burning, the special fragrance and pearly-hued smoke of this special incense are recognizable by any priest of 5th or higher level.

<br> When a priest lights a block of the incense of meditation and spends eight hours praying and meditating nearby, the incense will enable him to gain maximum spell effects. Thus, cure wounds spells are always maximum, spell effects are of the broadest area possible, and saving throws against their effects suffer -1 penalties, and when dead are brought back to life, their chance of not surviving is reduced by one-half (rounded down).

<br> When this item of magic is discovered, there will be 2d4 pieces of incense. Each piece burns for eight hours, the effects remain for 24 hours.

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<name>Incense of Obsession</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These strange blocks of incense exactly resemble incense of meditation. If meditation and prayer are conducted while the lit incense of obsession is nearby, its odor and smoke will cause the priest to become totally confident that his spell ability is superior, due to the magical incense. The priest will be determined to use his spells at every opportunity, even when not needed or when useless. The priest will remain obsessed with his abilities and spells until all are cast or 24 hours have elapsed.

<br> There are 2d4 pieces of this incense normally, each burning for one hour.

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<name>Ioun Stones</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These magical stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires the stones, he must hold each and then release it, so it takes up a circling orbit, whirling and trailing, circling 1d3 feet from his head. Thereafter, the stones must be grasped or netted to separate them their owner. The owner may voluntarily seize and stow the stones (at night, for example) to keep them safe, but he loses the benefits of the stones during that time. 1d10 ioun stones will be found, though there are 14 different kinds, in all. Roll 1d20 to determine the property of each stone, a duplication indicating a stone which is burned out and useless but counts as one of the number found:<br>

Whenever ioun stones are exposed to attack, they are treated as Armor Class -4 and take 10 points of damage to destroy. They save as if they were of hard metal+3 bonus.<br>

<br>

IOUN STONES<br>

D20 Color of<br>

Roll Stone Shape Effect <br>

1 pale blue rhomboid adds 1 point to Str. (18 max.)<br>

2 scarlet & blue sphere adds 1 point to Int. (18 max.)<br>

3 incandescent blue sphere adds 1 point to Wis. (18 max.)<br>

4 deep red sphere adds 1 point to Dex. (18 max.)<br>

5 pink rhomboid adds 1 point to Con. (18 max.)<br>

6 pink & green sphere adds 1 point to Cha. (18 max.)<br>

7 pale green prism adds 1 level of experience<br>

8 clear spindle sustains person without food/water<br>

9 iridescent spindle sustains person without air<br>

10 pearly white spindle regenerates 1 hp/turn<br>

11 pale lavender ellipsoid absorbs spells up to 4th level\*<br>

12 lavender & green ellipsoid absorbs spells up to 8th level\*\*<br>

13 vibrant purple prism stores 2d6 levels of spells<br>

14 dusty rose prism gives +1 protection<br>

15-20 dull gray any burned out, "dead" stone<br>

<br>

\* After absorbing 10-40 spell levels, the stone burns out and turns to dull gray, forever useless.<br>

\*\* After absorbing 20-80 spell levels, the stone burns out and turns dull gray, forever useless.<br>

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<name>Keoghtom's Ointment</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This sovereign salve is useful for drawing poison, curing disease, or healing wounds. A jar of the unguent is smallperhaps three inches in diameter and one inch deepbut contains five applications. Placed upon a poisoned wound (or swallowed), it detoxifies any poison or disease. Rubbed on the body, the ointment heals 1d4+8 points of damage. Generally, 1d3 jars will be found.

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<name>Nolzur's Marvelous Pigments</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These magical emulsions enable their possessor to create actual objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form the desired object as the wielder concentrates on the desired image. One pot of Nolzur's marvelous pigments is sufficient to create a 1,000-cubic-foot object by depicting it two-dimensionally over a 100-square-foot surface. Thus, a 10-foot by 10-foot rendition of a pit would result in an actual 10-foot by 10-foot by 10-foot pit; a 10-foot by 10-foot depiction of a room would result in a 10-foot by 10-foot by 10-foot room; and so on.

<br> Only normal, inanimate things can be createddoors, pits, flowers, trees, cells, etc.; monsters, people, golems, and the like can't be created. The pigments must be applied to a surface (i.e., a floor, wall, ceiling, door, etc.). From 1d4 containers of pigments will be found, usually with a single instrument about 1 foot long with which to apply them. It takes one turn to depict an object with pigments. Objects of value depicted by pigmentsprecious metals, gems, jewelry, ivory, etc.will appear to be valuable but will really be made of tin, lead, paste gems, brass, bone, etc. Normal armor or weapons can, of course, be created.

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<name>Philosopher's Stone</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is a rare and magical substance that appears to be an ordinary, sooty black piece of rock. It radiates faintly of unknown magic. If the stone is broken open, a cavity will be discovered. The interior of this cavity is lined with a quicksilver which enables the transmutation of the base metals (iron and lead) into silver and gold. A wizard will be required to bring about such transmutation, however.

<br> From 50 to 500 pounds of iron can be made into silver; from 10 to 100 pounds of lead can be turned into gold from a single philosopher's stone. Transmutation must be made fully upon the first attempt, all the quicksilver being employed at one time.

<br> Two other substances may be found in a philosopher's stone instead of the quicksilver described above, at the DM's discretion. If he decides there's something different in the stone, there is a 75% chance that a greenish, crystalline salt will be found. This allows the manufacture of 1d4 potions of longevity. There is a 25% chance that a white powder will be found in a stone. When mixed with a potion of longevity, this can actually restore life to a dead human or demihuman. The mixture must be administered internally within one week of the creature's demise (see the raise dead spell).

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<name>Smoke Powder</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This magical substance is similar, though not identical, to gunpowder. It is extremely scarce and, due to its volatile nature, dangerous to fabricate. Smoke powder will be available in a campaign only if the DM allows it. If the DM doesn't want it in the campaign, it simply doesn't exist.

<br> Smoke powder is commonly found divided into two separate componentsone, a steely-blue granular substance, the other, a fine white powder. Alone, each component is inert and harmless. However, when equal portions of the two are mixed together, the smoke powder is complete and dangerous.

<br> When touched by a flame, the mixed powder explodes with great force, noise, and smoke. The size and force of the explosion varies according to the amount of smoke powder used. A small, measured amount (a spoonful of each component) causes 1d2 points of damage. Such an amount is sufficient for a large firecracker or a single charge of an arquebus (if these optional weapons exist in the campaign). Increasing the amount increases the damage proportionallydoubling causes 2d2 points of damage, tripling causes 3d2, and so on.

<br> An explosion capable of causing 30 points of damage (15 charges) has a 5-foot radius. Blasts capable of causing 50 or more points of damage (25 or more charges) have a radius of 15 feet, and affect items and fortifications as would a giant's blow.

<br> When discovered, a pouch of smoke powder contains 3d6 charges. Charges from several pouches of smoke powder can be combined to create bigger, more damaging explosions.

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<name>Sovereign Glue</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only within a flask coated with oil of slipperiness, and each time any of the bonding agent is poured from the flask, a new application of the oil of slipperiness must be put on the flask within one round to prevent the remaining glue from adhering to the side of the container.

<br> One ounce of the adhesive will cover approximately one square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes one full round to set; if the objects are pulled apart before that time has elapsed, that application of the glue will lose its stickiness and be worthless. If the glue is allowed to set, then attempting to separate the two bonded objects will only result in the rending of one or the other except when oil of etherealness or universal solvent is applied to the bondsovereign glue is dissolved only by those liquids. A typical container of the substance holds 1d10 ounces of glue.

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<name>Stone of Controlling Earth Elementals</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A stone of this nature is typically an oddly shaped bit of roughly polished rock. The possessor of such a stone need but utter a single command word, and an earth elemental of 12-Hit-Dice size will come to the summoner if earth is available, an 8-Hit-Dice elemental if rough, unhewn stone is the summoning medium. (An earth elemental cannot be summoned from worked stone, but one can be from mud, clay, or even sand, although one from sand is an eight-dice monster.) The area of summoning for an earth elemental must be at least 4 feet square and have four cubic yards volume. The elemental will appear in 1d4 rounds. For detailed information about elementals and their control see the Monstrous Compendium. The stone can be used to summon one elemental per day.

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<name>Stone of Good Luck</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This magical stone is typically a bit of rough polished agate or similar mineral. Its possessor gains a +1 (+5% where applicable) on all dice rolls involving factors such as saving, slipping, dodging, etc.whenever dice are rolled to find whether the character suffers from some adverse happening. This luck does not affect attack and damage rolls or spell failure dice.

<br> Additionally, the luckstone gives the possessor a +/- 1% to 10% (at owner's option) on rolls for determination of magical items or diversion of treasure. The most favorable results will always be gained with a stone of good luck.

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<name>Stone of Weight</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This magical stone appears to be any one of the other sorts, and testing will not reveal its nature. However, as soon as the possessor of a stone of weight is in a situation where he is required to move quickly in order to avoid an enemycombat or pursuitthe item causes a 50% reduction in movement, and even attacks are reduced to 50% normal rate. Furthermore, the stone cannot be gotten rid of by any nonmagical meansif it is thrown away or smashed, it will reappear somewhere on the character's person. If a dispel evil is cast upon a loadstone, the item will disappear and no longer haunt the individual.

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<name>Universal Solvent</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This strange and magical liquid appears to be some sort of minor oil or potion. Upon first examination, it seems to have the properties of both oil of slipperiness and a potion of delusion. However, if it is applied to any form of adhesive or sticky material, the solution will immediately dissolve it. Thus, for instance, the effect of sovereign glue will immediately be negated by this liquid, as will any other form of cement, glue, or adhesive. The area of effect of this liquid is one cubic foot per ounce, and a typical container holds 27 ounces.

<br> If the liquid is carefully distilled to bring it down to one-third of its original volume, each ounce will dissolve one cubic foot of organic or inorganic material, just as if a disintegrate spell had been employed. To find if a target is affected by this concentrated solution, a normal attack roll is required, and the subject is entitled to a saving throw vs. spell. Inanimate objects are automatically affected by the solution, although if they are magical, a saving throw vs. disintegrate applies.

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<name>Brazier Commanding Fire Elementals</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This device appears to be a normal container for holding burning coals unless magic is detected for. It enables a mage to summon an elemental of 12-Hit-Dice strength from the Elemental Plane of Fire. A fire must be lit in the brazierone round is required to do so. If sulphur is added, the elemental will gain +1 on each Hit Die (i.e., 2-9 hit points per Hit Die). The fire elemental will appear as soon as the fire is burning and a command word is uttered. (See Monstrous Compendium for other details.)

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<name>Brazier of Sleep Smoke</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This device is exactly like the brazier commanding fire elementals. However, when a fire is started within it, the burning causes a great cloud of magical smoke to pour forth in a 10-foot radius from the brazier. All creatures within the cloud must successfully save vs. spell or fall into a deep sleep.

<br> At the same moment, a fire elemental of 12 Hit Dice appears and attacks the nearest creature. Sleeping creatures can be awakened only by means of a dispel magic or remove curse spell.

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<name>Broom of Animated Attack</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is indistinguishable from a normal broom, except by means of detection of its magic. It is identical to a broom of flying by all tests short of attempted use. Using it reveals that a broom of animated attack is a very nasty item:

<br> If a command word ("fly,'' "soar,'' etc.) is spoken, the broom will do a loop-the-loop with its hopeful rider, dumping him on his head from 1d4 + 5 feet off the ground. The broom will then attack the stunned victim, swatting the face with the straw/twig end to blind and beating with the handle end.

<br> The broom gets two attacks per round with each end (two swats with the straw, two with the handle). It attacks as if it were a 4-Hit-Dice monster. The straw end causes blindness for one round if it hits. The other end causes 1d3 points of damage when it hits. The broom is Armor Class 7 and takes 18 hit points to destroy.

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<name>Broom of Flying</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This magical broom is able to fly through the air at up to 30 base movement speed. The broom can carry 182 pounds at this rate, but every 14 additional pounds slows movement by 1. The device can climb or dive at an angle of 30 degrees. A command word (determined by the DM) must be used. The broom will travel alone to any destination named. It will come to its owner from as far away as 300 yards when he speaks the command word.

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<name>Carpet of Flying</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The size, carrying capacity, and speed of a carpet are determined by rolling percentile dice and consulting the table below. Each carpet has its own command word (if you use the optional command word rules) to activate itif the device is within voice range, the command word will activate it. The carpet is then controlled by spoken directions.

<br> These rugs are of oriental make and design. Each is beautiful and durable. Note, however, that tears or other rents cannot be repaired without special weaving techniques generally known only in distant, exotic lands.<br>

<br>

D100<br>

Roll Size Capacity Speed <br>

01-20 3' x 5' 1 person 42 <br>

21-55 4' x 6' 2 people 36 <br>

56-80 5' x 7' 3 people 30 <br>

81-00 6' x 9' 4 people 24 <br>

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<name>Mattock of the Titans</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This huge digging tool is 10 feet long and weighs over 100 pounds. Any giant-sized creature with a Strength of 20 or more can use it to loosen (or tumble) earth or earthen ramparts in a 100-cubic-foot area in one turn. It will smash rock in a 20-cubic-foot area in the same amount of time. If used as a weapon, it has a +3 bonus to attack rolls and inflicts 5d6 points of damage, exclusive of Strength bonuses (see girdle of giant strength).

</body>

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<name>Maul of the Titans</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This huge mallet is 8 feet long and weighs over 150 pounds. Any giant-sized creature with Strength of 21 or grater can employ it to drive piles of up to 2 feet in diameter into normal earth at 4 feet per blowtwo blows per round. The maul will smash to flinders an oaken door of up to 10-foot height by 4-foot width by 2-inch thickness in one blowtwo if the door is heavily bound with iron. If used as a weapon, it has a +2 bonus to attack rolls and inflicts 4d10 hit points of damage, exclusive of Strength bonuses.

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<name>Mirror of Life Trapping</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This crystal device is usually about 4 square feet in area, framed in metal, wood, etc. It is usable only by wizards, although it can be affixed to a surface to operate alone by giving a command word. A mirror has from 13 to 18 nonspatial/extradimensional compartments within it. Any creature coming within 30 feet of the device and looking at its reflection must successfully save vs. spell or be trapped within the mirror in one of the cells. A creature not aware of the nature of the device will always see its reflection, the probability dropping to 50% if the creature is aware that the mirror traps life.

<br> When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but automatons and nonliving matter (including golems but excluding intelligent undead) are not trapped. The possessor of the mirror can call the reflection of any creature that is trapped within to the surface of the mirror, and the powerless creature can be engaged in conversation. If mirror capacity is exceeded, one victim (determined randomly) will be set free in order to accommodate the latest one.

<br> If the mirror is broken, all victims are freed (usually to then attack the possessor of the device). Note that the possessor of a mirror of life trapping can speak a command word to free a trapped creature, but the creature's cell must be known. Example: "In the name of Zagig the Great, I command the occupant of the third cell to come forth!"

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<name>Mirror of Mental Prowess</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This magical mirror resembles an ordinary one 5 feet by 2 feet. The possessor who knows the proper commands can cause it to perform as follows:

<br> 1. Read the thoughts of any creature reflected therein, even though these thoughts are in an unknown language.

<br> 2. Scry with it as if it were a crystal ball with clairaudience, even being able to view into other planes if the viewer is sufficiently familiar with them.

<br> 3. Use it as a portal to visit other places (possibly other planes, as well, at the DM's option) by first scrying them and then stepping through to the place picturedan invisible area remains on the "other side," and those using the portal can return if the correct spot can be found. (Note that creatures being scried can step through if the place is found by them!)

<br> 4. Once per week it will answer one short question regarding a creature whose image is shown upon its surface.

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<name>Mirror of Opposition</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This item exactly resembles a normal mirror. If a creature is reflected in its surface, an exact duplicate of the creature will come into being, and this opposite will immediately attack the creature reflected. Note that the duplicate will have all items and powers of the original (including magic), but upon the defeat or destruction of either, the duplicate and his item disappear completely.

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<name>Murlynd's Spoon</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This unremarkable eating utensil is typically fashioned from horn. It radiates a dim aura of conjuration if magic is detected for. If the spoon is placed in an empty containera bowl, a cup, dish, etc.the vessel will fill with a thick, pasty gruel. Although this substance has a flavor similar to warm, wet cardboard, it is highly nourishing. It contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon will produce sufficient gruel each day to feed up to four humans.

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<name>Rope of Climbing</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A 60-foot long rope of climbing is no thicker than a slender wand and weighs no more than three pounds, but it is strong enough to support 3,000 pounds. Upon command, the rope will snake forward, upward, downward, or any other direction at 10 feet per round and attach itself securely wherever desired. It will return or unfasten itself in a similar manner. A rope of climbing can also be commanded to knot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied. One end of the rope must be held by a character when its magic is invoked.

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</desc>

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<name>Rope of Constriction</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

: This rope looks exactly like a rope of climbing or entanglement. As soon as it is commanded to perform some action, however, it lashes itself about the neck of the character holding it, and from 1d4 others within 10 feet. Everyone caught by the rope is entitled to a saving throw vs. spell. Anyone failing the saving throw is strangled and crushed (2d6 hit points of damage), and the rope continues to constrict until a dispel magic is cast upon it.

<br> Creatures entwined by the rope cannot cast spells or free themselves. An unentangled character can cast a dispel magic or try to cut through the ropeit is AC -2 and takes 22 points of damage to cut through; all hit points must be inflicted by the same creature (not the one entangled).

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<name>Rope of Entanglement</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A rope of entanglement looks just like any other magical rope. Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle up to eight man-sized creatures. For purposes of entanglement, creatures of different sizes are assigned values, as follows:<br>

<br>

Size Value<br>

Tiny .33\* <br>

Small .5\* <br>

Medium 1 <br>

Large 3 <br>

Huge 4 <br>

Gigantic 8<br>

\* Round up.<br>

<br>

Add the values of all creatures entangled to determine how many are affected by the rope. For example, the rope could entangle up to 24 Tiny creatures or 2 Huge creatures. Any combination of sizes is possible as long as the total value doesn't exceed eight.<br>

The rope cannot be broken by sheer strengthit must be hit by an edged weapon. The rope is AC -2 and takes 22 points of damage to cut through; all damage must be inflicted by the same creature (not the one entangled). Damage under 22 points will repair itself in six turns. If a rope of entanglement is severed, it is destroyed.

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<name>Rug of Smothering</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This finely woven carpet resembles a carpet of flying and will detect as magical. The character seating himself upon it and giving a command will be surprised, however, as the rug of smothering rolls itself tightly around him, suffocating him in 1d4+2 rounds. The rug cannot be physically prevented from wrapping itself, and it can be prevented from smothering its victim only by the casting of any one of the following spells: animate object, hold plant, wish.

</body>

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<proficiency>

<name>Rug of Welcome</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A rug of this type appears exactly the same as a carpet of flying, and it performs the functions of one (6-foot by 9-foot size), but a rug of welcome has other, additional powers. Upon command it will function as a rug of smothering, entrapping any creature up to ogre-size which steps upon it. A rug of welcome can also elongate itself and become as hard and strong as steel, the maximum length being 27 feet by 2 feet. In this form, it can serve as a bridge, barricade, etc. In this latter form it is AC 0 and will take 100 points of damage to destroy. Finally, the possessor need only utter a word of command, and the rug will shrink to half size for easy storage and transportation.

</body>

</desc>

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<name>Saw of Mighty Cutting</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This notched adamantite blade is 12 feet long and over 1 foot wide. It requires 18/00 or greater Strength to operate alone, or two people of 17 or greater Strength working in tandem. The blade will slice through a 1-foot diameter tree in three rounds, a 2-foot thick hardwood tree in one turn, or a 4-foot thick trunk in three turns. After six turns (cumulative) of cutting with the saw, the character or characters must rest for six turns before doing any further work.

</body>

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<name>Spade of Colossal Excavation</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This digging tool is 8 feet long with a spade-like blade 2 feet wide and 3 feet long. Any fighter with 18 Strength can use this magical shovel to dig great holes. One cubic yard of normal earth can be excavated in one round. After 10 rounds of digging, the user must rest for five rounds. Hard pan clay takes twice as long to dig, as does gravel. Loose soil takes only half as long.

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<name>Chime of Interruption</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This magical instrument can be struck once per turn. Its resonant tone lasts for three full rounds. While the chime is resonating, no spell requiring a verbal component can be cast within a 30-foot radius of it unless the caster is able to make a saving throw vs. breath weapon. After its effects fade, the chime must be rested for at least seven rounds. If it is struck again before this time elapses, no sound issues forth, and a full turn must elapse from that point in time before it can again be sounded.

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<name>Chime of Opening</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A chime of opening is a hollow mithral tube about 1 foot long. When it is struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, etc. The chime of opening also destroys the magic of a hold portal spell or even a wizard lock cast by a wizard of less than 15th level.

<br> The chime must be pointed at the area of the item or gate which is to be loosed or opened. It is then struck, a clear chiming ring sounds (which may attract monsters), and in one round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. If a chest is chained, padlocked, locked, and wizard locked, it will take four soundings of the chime of opening to get it open. A silence spell negates the power of the device. The chime has 1d8 x 10 charges before it cracks and becomes useless.

</body>

</desc>

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<proficiency>

<name>Chime of Hunger</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This device looks exactly like a chime of opening. In fact, it will operate as a chime of opening for several uses before its curse is put into operation.

<br> When the curse takes effect, at the DM's discretion, striking the chime causes all creatures within 60 feet to be immediately struck with ravenous hunger. Characters will tear into their rations, ignoring everything else, even dropping everything they are holding in order to eat. Creatures without food immediately available will rush to where the chime of hunger sounded and attack any creatures there in order to kill and eat them.

<br> All creatures must eat for at least one round. After that, they are entitled to a saving throw vs. spell on each successive round until they succeed. At that point, hunger is satisfied.

</body>

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<name>Drums of Deafening</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This item is actually a pair of kettle drums about 1½ feet in diameter. These radiate magic, if so detected, but are otherwise unremarkable. If either is struck nothing happens, but if both are sounded together all creatures within 70 feet are permanently deafened and will remain so until a heal spell or similar cure is used to restore shattered eardrums. Furthermore, those within 10 feet of the drums will be stunned by the noise for 2d4 rounds.

</body>

</desc>

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<name>Drums of Panic</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These kettle drums, hemispheres about 1½ feet in diameter, come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 120 feet (with the exception of those within a "safe zone'' of 20 feet radius from the drums) must roll a successful saving throw vs. spell or turn and move directly away from the sound for one full turn.

<br> Each turn thereafter, panicked creatures may attempt to save vs. spell again. Each failure brings another turn of movement away from the drums of panic. Movement is at the fastest possible speed while fleeing in panic, and three rounds of rest are required for each turn of fast movement after the saving throw is made. Creatures with an Intelligence of 2 roll saving throws -2 with penalties, and those with 1 or less roll with -4 penalties.

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<name>Harp of Charming</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This instrument appears identical to all other magical harps. When played by a person proficient in the instrument, the player is able to cast one suggestion spell each turn of playing. Optionally, the DM can require a successful proficiency check be made to cast the suggestion. On a die roll of 20, the harpist has played so poorly as to enrage all those who hear.

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</proficiency>

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<name>Harp of Discord</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This harp appears normal in all respects. However, when played, the harp emits painful and discordant tones 50% of the time. The remaining 50% of the time it acts as a harp of charming. When discordant, the music has the effect of automatically enraging all those within 30 feet. Those enraged will attack the musicians 50% of the time or the nearest other target the remaining 50% of the time. The harpist is not affected by this frenzy unless he is being attacked. The frenzy lasts for 1d4 + 1 rounds after the music stops.

</body>

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<name>Horn of Blasting</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This magical horn appears to be a normal trumpet, but it radiates magic if a detect magic is cast upon it. It can be sounded as a normal horn, but if the correct word is spoken and the instrument is then played, it has the following effects, both of which happen at once:<br>

1. A cone of sound, 120 feet long and 30 feet wide at the end, issues forth from the horn. All within this area must roll a successful saving throw vs. spell. Those saving are stunned for one round and deafened for two. Those failing the saving throw sustain 1d10 points of damage, are stunned for two rounds, and deafened for four.<br>

2. A wave of ultrasonic sound 1 foot wide and 100 feet long issues from the horn. This causes a weakening of such materials as metal, stone, and wood. The weakening is equal in effect to the damage caused by a hit from a missile hurled by a large catapult. See "Siege Damage" in Chapter 9, and suffer an additional -2 penalty to the die roll described there.<br>

If a horn of blasting is used magically more than once per day, there is a 10% cumulative chance that it will explode and inflict 5d10 points of damage upon the person sounding it.<br>

There are no charges upon a horn, but the device is subject to stresses as noted above, and each time it is used to magical effect there is a 2% cumulative chance of the instrument self-destructing. In the latter case, no damage is inflicted on the character blowing it.

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<name>Horn of Bubbles</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This cursed musical instrument will radiate magic if detected for. It appears as a normal horn, or possibly any of the many magical ones. It will sound a note and call forth a mass of bubbles that completely surround and blind the individual who blew the horn for 2d10 rounds, but these bubbles appear only in the presence of a creature actively seeking to slay the character who played the horn, so their appearance might be delayed for a very short or extremely lengthy period.

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<name>Horn of Collapsing</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The horn appears to be a normal musical instrument, perhaps a bugle or warning horn of some sort. If it is sounded improperly (e.g., without first speaking the proper command word) or 10% of the time in any event, the following will result:<br>

Out-of-doors: A torrent of fist-sized rocks will strike the individual sounding the horn, 2d6 in number, each causing 1d6 hit points of damage.

<br> Indoors: The ceiling overhead will collapse when the device is blown. The character suffers 3d12 points of damage.

<br> Underground: The area immediately above the character sounding the horn will fall upon him. The damage is 5d4 points base, multiplied by one for each 10 feet of height which the material above drops (i.e., twice damage if a 20-foot ceiling, three times damage if a 30-foot ceiling, etc.).

<br> Proper use of a horn of collapsing enables the character to sound it while it is pointed at the roof overhead from 30 to 60 feet beyond the user. The effect is to collapse a section of roof up to 20 feet wide and 20 feet long (10-foot radius from the central aiming point) which inflicts damage as noted above if indoors or underground only.

</body>

</desc>

</proficiency>

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<name>Horn of Fog</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This small, buglelike device allows its possessor to blow forth a thick cloud of heavy fog equal to that of a fog cloud spell. Each round spent blowing it creates a 10-foot cube fog cloud. The cloud lasts for 2d4 rounds after the last round of blowing the instrument. Note that should it stop being sounded for a round, a new fog cloud will have begun, as the initial one has a life expectancy of but 2d4 more minutes, and will have drifted away from the individual sounding it. The device makes a deep, horn-like noise, the note dropping abruptly to a lower register at the end.

</body>

</desc>

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<name>Horn of Goodness/Evil</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This magical instrument adapts itself to the alignment of its possessor, so it will produce either a good or an evil effect depending on the alignment of its owner. If the possessor is absolutely neutral, the horn will have no power whatsoever. If the owner is good, then blowing the horn has the effect of a protection from evil spell in a 10-foot radius, and this protection will last for 10 rounds. Each friendly/allied creature within this area will be affected as if granted the spell. If the horn is of evil alignment, then the reverse of the noted spell occurs within the area of effect. The horn can be blown once per day.

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<name>Horn of the Tritons</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This device is a conch shell horn which can be blown once per day (except by a triton who can sound it three times daily). A horn of the tritons can do any one of the following functions when blown:

<br> 1. Calm rough waters in a one mile radius. (This has the effect of dispelling a water elemental or water weird.)

<br> 2. Summon 5d4 hippocampi (on a d6 roll of 1 or 2), 5d6 giant sea horses (on a roll of 3-5), or 1d10 sea lions (on a roll of 6) if the character is in a body of water in which such creatures dwell. The creatures summoned will be friendly and will obey, to the best of their understanding, the character who sounded the horn.

<br> 3. Panic marine creatures with animal or lower Intelligence, causing them to flee unless each saves vs. spell. Those who do save must take a -5 penalty on their attack rolls for 3d6 turns (30-180 rounds).

<br> Any sounding of a horn of the tritons can be heard by all tritons within a three-mile radius.

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<name>Horn of Valhalla</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

There are four varieties of this magical device. Each appears to be a normal instrument until its command word is spoken. Then, each summons a number of berserkers from Valhalla to fight for the character who summoned them by blowing the horn. Each variety of horn can be blown just once every seven days. The type of horn, its powers, and who is able to employ it are determined by rolling 1d20 and consulting the table below.

<br> Any character whose group is unable to employ a particular horn of Valhalla will be attacked by the berserk fighters summoned when the character blows the horn.

<br> Summoned fighters are Armor Class 4, have 6 hp points per die, and are armed with sword and spear (50%), or battle-axe and spear (50%). They gladly attack anyone the possessor of the horn commands them to fight, until they or their opponents are slain, or six turns have elapsed, whichever occurs first.

<br> Fully 50% of these horns are aligned and will summon only fighters of the horn's alignment. A radical alignment difference will cause the horn blower to be attacked by the fighters.

<br>

Berserk Fighters <br>

D20 Roll Type of Horn Summoned Usable By<br>

1-8 Silver 2d4+2 2nd level any group<br>

9-15 Brass 2d4+1 3rd level P, Wi, R<br>

16-18 Bronze 2d4 4th level P, Wa<br>

19-20 Iron 1d4+1 5th level Wa<br>

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<name>Lyre of Building</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The enchantments placed upon this instrument make it indistinguishable from a normal one. Even if its magic is detected, it cannot be told from an ordinary instrument until it is played. If the proper chords are struck, a single use of the lyre will negate the effects of a horn of blasting, a disintegrate spell, or the effects of up to three rounds of attack from a ram or similar siege item. The lyre can be used in this way once per day.

<br> The lyre is also useful with respect to actual building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but three turns of playing is equal to the work of 100 men laboring for three days.

<br> A check must be made whenever the lyre is played. Under normal circumstances, a false chord is sounded on a roll of 1-3 on 1d20. (Characters with the musical instrument proficiency play a false chord only on a roll of 1.) If the player of the lyre is under physical or mental attack, the chance of a false chord increases to 1-10. (Proficient characters resolve a proficiency check by the standard rules under these circumstances.) If a false chord is struck, all effects of the lyre are 20% likely to be negated.

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<name>Pipes of Haunting</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This magical item appears to be a small set of pan pipes. If checked, it faintly radiates magic. When played by a person skilled in music, the pipes create an eerie, spell-binding tune. A listener will think the source of the music is somewhere within 30 feet of the musician. Those hearing the tune and not aware of the piper must make a saving throw vs. spell. Those who fail become nervous and scared. All morale checks are made with a -2 penalty and the listeners suffer a -1 penalty to all surprise rolls.

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<name>Pipes of Pain</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These appear to be like any other standard or magical set of pipes with nothing to reveal their true nature. When played by a character proficient in music, the pipes create a wondrous melody, surpassing any sound ever heard. All within 30 feet, including the piper, must save vs. spells or be enchanted by the sound. So long as the pipes are played, no one will attack or attempt any action if affected.

<br> As soon as the piping stops, all those affected will be stricken by intense pain at even the slightest noise, causing 1d4 points of damage per round. This pain will last for 2d4 rounds. Thereafter, the least noise will cause the victim to wince, reducing the character's attack and saving throw rolls -2. The effect can be negated only by a forget or remove curse spell.

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<name>Pipes of Sounding</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

When played by a character proficient in music, these pipes can be used to create a variety of sounds. To a listener the source of the sound will seem to be anywhere within 60 feet of the piper. The possible sounds that can be created are: wind blowing, laughter, whistling, bird calls, moaning, footsteps, crying, mumbled voices, screams, running water, or creaking. (Note: The DM can rule that other similar sounds are possible.)

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<name>Pipes of the Sewers</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract from 10-60 (1d6 x 10) giant rats (80%) or 30-180 (3d6 x 10) normal rats (20%) if either or both are within 400 feet. For each 50-foot distance the rats have to travel, there will be a one-round delay. The piper must continue playing until the rats appear, and when they do so, they are 95% likely to obey the piper so long as he continues to play. If for any reason the piper ceases playing, the rats summoned will leave immediately. If they are called again, it is 70% probable that they will come and obey, 30% likely that they will turn upon the piper.

<br> If the rats are under control of a creature such as a vampire, the piper's chance of taking over control is 30% per round of piping. Once control is assumed, there is a 70% chance of maintaining it if the other creature is actively seeking to reassert its control.

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<name>Apparatus of Kwalish</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

When found, this item appears to be a large, sealed iron barrel, but it has a secret catch that opens a hatch in one end. Inside are 10 levers:<br>

<br>

1 Extend/retract legs and tail<br>

2 Uncover/cover forward porthole<br>

3 Uncover/cover side portholes<br>

4 Extend/retract pincers and feelers<br>

5 Snap pincers<br>

6 Forward/left or right<br>

7 Backward/left or right<br>

8 Open "eyes'' with continual light inside/close "eyes''<br>

9 Raise (levitate)/sink<br>

10 Open/close hatch<br>

<br>

The apparatus moves forward at a speed of three, backward at six. Two pincers extend forward four feet and snap for 2d6 points of damage each if they hit a creature25% chance, no reduction for armor, but Dexterity reduction applies. The device can operate in water up to 900 feet deep. It can hold two man-sized characters and enough air to operate for 1d4 + 1 hours at maximum capacity. The apparatus is AC 0 and requires 100 points of damage to cause a leak, 200 to stave in a side. When the device is operating it looks something like a giant lobster.

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<name>Boat, Folding</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A folding boat will always be discovered as a small wooden "box''about one foot long, one-half foot wide, and one-half foot deep. It will, of course, radiate magic if subjected to magical detection. The "box'' can be used to store items like any other box. If a command word is given, however, the box will unfold itself to form a boat of 10 feet length, four feet width and two feet depth. A second (different) command word will cause it to unfold to a 24-foot long, 8-foot-wide, and 6-foot deep ship.

<br> In its smaller form, the boat has one pair of oars, an anchor, a mast, and lateen sail. In its larger form, the boat is decked, has single rowing seats, five sets of oars, a steering oar, anchor, a deck cabin, a mast, and square sail. The first can hold three or four people comfortably, the second will carry fifteen with ease.

<br> A third word of command causes the boat to fold itself into a box once again. The words of command may be inscribed visibly or invisibly on the box, or they may be written elsewhereperhaps on an item within the box. The words might have been lost, making the boat useless (except as a small box) until the finder discovers the words himself (via legend lore, consulting a sage, physical search of a dungeon, etc.).

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<name>Bowl Commanding Water Elementals</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This large container is usually fashioned from blue or green semi-precious stone (malachite or lapis lazuli, for example, or sometimes jade). It is about one foot in diameter, half that deep, and relatively fragile. When the bowl is filled with fresh or salt water, and certain words are spoken, a water elemental of 12 Hit Dice will appear. The summoning words require one round to speak.

<br> Note that if salt water is used, the elemental will be stronger (+2 per Hit Die, maximum 8 hp per die, however). Information about water elementals can be found in the Monstrous Compendium. (See also bowl of watery death below.)

</body>

</desc>

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<name>Bowl of Watery Death</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This device looks exactly like a bowl commanding water elementals, right down to the color, design, magical radiation, etc. However, when it is filled with water, the wizard must successfully save vs. spell or be shrunk to the size of a small ant and plunged into the center of the bowl. If salt water is poured into the bowl, the saving throw suffers a -2 penalty.

<br> The victim will drown in 1d6 + 2 rounds, unless magic is used to save him, for he cannot be physically removed from the bowl of watery death except by magical means: animal growth, enlarge, or wish are the only spells that will free the victim and restore normal size; a potion of growth poured into the water will have the same effect; a sweet water potion will grant the victim another saving throw (i.e., a chance that the curse magic of the bowl works only briefly). If the victim drowns, death is permanent, no resurrection is possible, and even a wish will not work.

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<name>Censer Controlling Air Elementals</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This 6-inch wide, 1-inch high perforated golden vessel resembles thuribles found in places of worship. If filled with incense and lit, a command word need only be spoken to summon forth a 12 Hit Dice air elemental on the following round. If incense of meditation is burned within the censer, the air elemental will have a +3 bonus to each of its Hit Dice, and it will obey the commands of its summoner. If the censer is extinguished, the elemental will remain and turn on the summoner (see Elemental in the Monstrous Compendium).

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<name>Censer of Summoning Hostile Air Elementals</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This thurible is indistinguishable from other magical and ordinary censers. It is cursed: any incense burned within it causes 1d4 enraged air elementals to appear, one per round. These attack any and all creatures within sight. The censer cannot be extinguished, and it will burn until either the summoner or the elementals have been killed.

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<name>Crystal Ball</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is the most common form of scrying device: a crystal sphere about 6 inches in diameter. A wizard can use the device to see over virtually any distance or into other planes of existence. The user of a crystal ball must know the subject to be viewed. Knowledge can be from personal acquaintance, possession of personal belongings, a likeness of the object, or accumulated information. Knowledge, rather than distance, is the key to how successful location will be:<br>

<br>

Chance of <br>

Subject is Locating\* <br>

Personally well known 100% <br>

Personally known slightly 85% <br>

Pictured 50% <br>

Part of in possession 50% <br>

Garment in possession 25% <br>

Well informed of 25% <br>

Slightly informed of 20% <br>

On another plane -25% <br>

\* Unless masked by magic.<br>

<br>

The chance of locating also dictates how long and how frequently a wizard will be able to view the subject.<br>

<br>

<br>

Chances of Viewing <br>

Locating\* Period Frequency <br>

100% or more 1 hour 3 times/day <br>

99% to 90% 30 minutes 3 times/day <br>

89% to 75% 30 minutes 2 times/day <br>

74% to 50% 30 minutes 1 time/day <br>

49% to 25% 15 minutes 1 time/day <br>

24% or less 10 minutes 1 time/day <br>

\* Unless masked by magic.<br>

<br>

Viewing beyond the periods or frequencies noted will force the wizard to roll a saving throw vs. spell each round. A failed saving throw permanently lowers the character's Intelligence by one point and drives him insane until healed.<br>

Certain spells cast upon the user of the crystal ball can improve his chances of using the device successfully. These are comprehend languages, read magic, infravision, and tongues. Two spellsdetect magic and detect evil/goodcan be cast through a crystal ball. The chance of success is 5% per level of experience of the wizard.<br>

Certain crystal balls have additional powers. These spell functions operate at 10th level. To determine whether a crystal ball has extra powers, roll percentile dice and consult the table below:<br>

<br>

D100<br>

Roll Additional Power <br>

01-50 crystal ball <br>

51-75 crystal ball with clairaudience <br>

76-90 crystal ball with ESP <br>

91-00 crystal ball with telepathy\* <br>

\*Communication only.<br>

<br>

Only creatures with Intelligence of 12 or better have a chance of noticing that they are the subjects of scrying. The base chance is determined by class.<br>

<br>

Fighter 2%<br>

Paladin 6%<br>

Ranger 4%<br>

Bard 3%<br>

Thief 6%<br>

Spell-User 8%<br>

<br>

For each point of Intelligence above 12, the creature has an additional arithmetically ascending cumulative chance beginning at 1% (i.e., 1% at Intelligence 13, 3% at 14, 6% at 15, 10% at 16, 15% at 17, 21% at 18 Intelligence, and so on). These creatures also have a cumulative chance of 1% per level of experience or Hit Dice of detecting scrying. Treat monsters as the group as which they make saving throws. Check each round of scrying, and if the percentage or less is rolled, the subject becomes aware of being watched.<br>

A dispel magic will cause a crystal ball to cease functioning for one day. The various protections against crystal ball viewing will simply leave the device hazy and nonfunctioning.<br>

You may allow other scrying devices for clerics and druidswater basins and mirrors are suggested. Have them function as normal crystal balls.<br>

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<name>Crystal Hypnosis Ball</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This cursed item is indistinguishable from a normal crystal ball, and it radiates magic, but not evil, if detected for. Any wizard attempting to use it will become hypnotized, and a telepathic suggestion will be implanted in his mind.

<br> The user of the device will believe that the desired object was viewed, but actually he came partially under the influence of a powerful wizard, lich, or even some power/being from another plane. Each further use brings the crystal ball gazer more under the influence of the creature, either as a servant or tool. The DM decides whether to make this a gradual or sudden affair according to the surroundings and circumstances peculiar to the finding of the crystal hypnosis ball and the character(s) locating it.

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<name>Cube of Force</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This device can be made of ivory, bone, or any hard mineral. It is about the size of a large dieperhaps 3/4 of an inch acrossand enables its possessor to put up a wall of force 10 feet per side around his person. This cubic screen is impervious to the attack forms shown on the table below. The cube has 36 charges, and this energy is restored each day. The holder presses one face of the cube to activate or deactivate the field:<br>

<br>

Charge Cost Per Turn/ <br>

Cube Face Movement Rate Effect<br>

1 1/1 keeps out gases, wind, etc. <br>

2 2/8 keeps out nonliving matter <br>

3 3/6 keeps out living matter<br>

4 4/4 keeps out magic<br>

5 6/3 keeps out all things<br>

6 0/normal deactivates<br>

<br>

When the force screen is up, the following attacks cost extra charges from the cube in order to maintain the integrity of the screen. Note that these spells cannot be cast either into or out of the cube:<br>

<br>

Attack Form Extra Charges<br>

Catapult-like missiles 1 <br>

Very hot normal fires 2 <br>

Horn of blasting 6 <br>

Delayed blast fireball 3 <br>

Disintegrate 6 <br>

Fireball 3 <br>

Fire storm 3 <br>

Flame strike 3 <br>

Lightning bolt 4 <br>

Meteor swarm 8 <br>

Passwall 3 <br>

Phase door 5 <br>

Prismatic spray 7 <br>

Wall of fire 2 <br>

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<name>Cube of Frost Resistance</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

When the cube is activated it encloses an area 10 feet per side, resembling a cube of force. The temperature within this area is always 65 degrees F. The field will absorb all cold-based attacks (i.e., cone of cold, ice storm, and even white dragon's breath). However, if the field is subjected to more than 50 points of cold damage in any turn (10 rounds), it collapses and cannot be renewed for one hour. If it receives over 100 points of damage in one turn, the cube is destroyed.

<br> Cold below 0 degrees F. effectively inflicts 2 points of cold damage on the cube for every -10 degrees F., -4 at -11 to -20, etc. Thus, at -40 degrees F. the device can withstand only 42 points of damage.

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<name>Cubic Gate</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Another small cubic device, this item is fashioned from carnelian. The six sides of the cube are each keyed to a plane, one of which will always be the Prime Material. The other five sides/planes can be determined by the DM in any manner he chooses.

<br> If a side of the cubic gate is pressed once, it opens a nexus to the appropriate plane. There is a 10% chance per turn that something will come through it looking for food, fun, or trouble.

<br> If a side is pressed twice, the creature so doing, along with all creatures in a 5-foot radius will be drawn through the nexus to the other plane. It is impossible to open more than one nexus at a time.

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<name>Daern's Instant Fortress</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This metal cube is small, but when activated it grows to form a tower 20 feet square and 30 feet high, with arrow slits on all sides and a machicolated battlement atop it. The metal walls extend 10 feet into the ground. The fortress has a small door which will open only at the command of the owner of the fortresseven knock spells can't open the door.

<br> The adamantite walls of Daern's instant fortress are unaffected by normal weapons other than catapults. The tower can absorb 200 points of damage before collapsing. Damage sustained is cumulative, and the fortress cannot be repaired (although a wish will restore 10 points of damage sustained).

<br> The fortress springs up in just one round, with the door facing the device's owner. The door will open and close instantly at his command. People and creatures (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught sustains 10d10 points of damage.

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<name>Deck of Illusions</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This set of parchment cards is usually found in an ivory, leather, or wood box. A full deck consists of 34 cards of 4 suits. When a card is drawn at random and thrown to the ground, an illusion with audible and visual components is formed. This lasts until dispelled. The illusionary creature will not go more than 30 feet away from where the card landed, but will otherwise move and act as if it were real. When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and instantly dispelled. The cards in a deck and the illusions they bring forth are as follows:<br>

<br>

DECK OF ILLUSIONS Cards<br>

Hearts Diamonds <br>

A:Red dragon A:Beholder<br>

K:Fighter & 4 guards K:Wizard & apprentice<br>

Q:Female Wizard Q:Night hag<br>

J:Druid J:Harpy<br>

10:Cloud giant 10:Fire giant<br>

9:Ettin 9:Ogre mage<br>

8:Bugbear 8:Gnoll<br>

2:Goblin 2:Kobold<br>

<br>

Spades Clubs<br>

A:Lich A:Iron golem <br>

K:Cleric & 2 underpriests K:Thief & 3 cohorts <br>

Q:Medusa Q:Pixies <br>

J:Paladin J:Bard <br>

10:Frost giant 10:Hill giant <br>

9:Troll 9:Ogre <br>

8:Hobgoblin 8:Orc <br>

2:Goblin 2:Kobold <br>

<br>

Jokers (2): Illusion of the deck's owner<br>

<br>

The cards in a particular deck may differ from these, and a deck may be discovered with some of its cards missing. The illusions perform normal routines and respond to attacksthey should be played as if they were real creatures.

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<name>Deck of Many Things</name>

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A deck of many things (beneficial and baneful) is usually found in a box or leather pouch. Each deck contains a number of cards, or plaques, made of ivory or vellum. Each is engraved with glyphs, characters, and magical sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it, for better or worse.<br>

The character with a deck of many things can announce that he is drawing only one card, or he can draw two, three, four, or more. However, the number must be announced prior to drawing the first card. If a jester is drawn, the possessor of the deck may elect to draw two additional cards.<br>

Each time a card is taken from the deck it is replaced (making it possible to draw the same card twice) unless the draw is a jester or fool, in which case the card is discarded from the pack. A deck of many things contains either 13 cards (75% chance) or 22 cards (25%). Additional cards in a 22-card deck are indicated below by an asterisk (\*) before their names. To simulate the magical cards you may want to use the normal playing card in the suits indicated in the second column. (The notation is face value, then suit).<br>

<br>

DECK OF MANY THINGS <br>

<br>

Plaque Playing Card Effect<br>

Sun KD Gain beneficial miscellaneous magical item and 50,000 XP<br>

Moon QD You are granted 1d4 wishes<br>

Star JD Immediately gain 2 points to prime requisite ability<br>

\* Comet 2D Defeat the next monster you meet to gain one level<br>

Throne KH Gain Charisma of 18 plus a small keep<br>

Key QH Gain a treasure map plus one magic weapon<br>

Knight JH Gain the service of a 4th-level fighter<br>

\* Gem 2H Gain your choice of 20 pieces of jewelry or 50 gems<br>

The Void KC Body functions, but soul is trapped elsewhere<br>

Flames QC Enmity between you and an outer planar creature<br>

Skull JC Defeat Death or be forever destroyed<br>

 Talons 2C All magical items you possess disappear permanently<br>

Ruin KS Immediately lose all wealth and real property<br>

Euryale QS -3 penalty to all saving throws vs. petrification<br>

Rogue JS One of your henchmen turns against you<br>

\* Balance 2S Change alignment instantly<br>

Jester Joker Gain 10,000 XP or two more draws from the deck<br>

\*Fool Joker withTrademark Lose 10,000 experience points and draw again <br>

\* Vizier AD Know the answer to your next dilemma <br>

\* Idiot AC Lose 1d4 points of Intelligence; you may draw again <br>

\* Fates AH Avoid any situation you choose . . . once<br>

\* Donjon AS You are imprisoned (see below)<br>

<br>

Upon drawing the last card possible, or immediately upon drawing the cards in bold face (The Void and Donjon), the deck disappears. The cards are explained in greater detail below:

<br> Sun: Roll for a miscellaneous magical item (Table 88) until a useful item is indicated.

<br> Moon: This is best represented by a moonstone gem with the appropriate number of wishes shown as gleams therein. These wishes are the same as the 9th-level wizard spell and must be used in a number of turns equal to the number received.

<br> Star: If the two points would place the character's score at 19, use one or both in any of the other abilities in this order: Constitution, Charisma, Wisdom, Dexterity, Intelligence, Strength.

<br> Comet: The player must single-handedly defeat the next hostile monster(s) encountered or the benefit is lost. If successful, the character moves to the mid-point of the next experience level.

<br> Throne: If Charisma is 18 already, the individual still gains five on encounter and loyalty reactions. He becomes a real leader in people's eyes. The castle gained will be near a stronghold already possessed (if any).

<br> Key: DM must prepare a treasure map. The weapon must be one usable by the character, so use the Magical Weapons Table until a useful item is awarded.

<br> Knight: The fighter will join as the character's henchman and loyally serve until death. He has +1 per die (18 maximum) on each ability roll.

<br> Gem: This indicates wealth. The jewelry will all be gold set with gems, the gems all of 1,000 gp base value. With this wealth should come experience points equal in value, but never more than needed to increase one level of experience.

<br> The Void: This black card spells instant disaster. The character's body continues to function, though he or she speaks like an automaton, but the psyche is trapped in a prison somewherein an object on a far planet or plane, possibly in the possession of an outer planar creature. A wish will not bring the character back, but the plane of entrapment might be revealed. Draw no more cards.

<br> Flames: Hot anger, jealousy, and envy are but a few of the possible motivational forces for the enmity. The enmity of the outer planar creature can't be ended until one of the parties has been slain.

<br> Skull: A minor Death appears (AC -4; 33 hit points; strikes with a scythe for 2d8 points, never missing, always striking first in a round). The character must fight it aloneif others help, they get minor Deaths to fight as well. If the character is slain, he is slain forever. Treat the Death as undead with respect to spells. Cold, fire, and electrical energy do not harm it.

<br> Talons: When this card is drawn, every magical item owned or possessed by the character is instantly and irrevocably gone.

<br> Ruin: As implied, when this card is drawn every bit of money (including all gems, jewelry, treasure, and art objects) is lost. All land and buildings currently owned are lost forever as well.

<br> Euryale: The medusalike visage of this card brings a curse only the Fates card or godlike beings can remove. The -3 penalty to all saving throws is otherwise permanent.

<br> Rogue: When this card is drawn, one of the character's henchmen will be totally alienated and forever-after hostile. If the character has no henchmen, the enmity of some powerful personagecommunity or religiouscan be substituted. The hatred will be secret until the time is ripe for devastating effect.

<br> Balance: As in "weighed in the balance and found wanting," the character must change to a radically different alignment. Failure to act according to the new alignment may bring penalties (as described in Chapter 4, "Effects of Changing Alignment"). Discard the cards.

<br> Jester: This card actually makes a pack more beneficial if the experience point award is taken. It is always discarded when drawn, unlike all others except the Fool.

<br> Fool: The payment and draw are mandatory!

<br> Vizier: This card empowers the character drawing it with the ability to call upon supernatural wisdom to solve any single problem or answer fully any question whenever he so requests. Whether the information gained can be successfully acted upon is another question entirely.

<br> Idiot: This card causes the loss of 1d4 points of Intelligence immediately. The additional draw is optional.

<br> Fates: This card enables the character to avoid even an instantaneous occurrence if so desired, for the fabric of reality is unraveled and respun. Note that it does not enable something to happenit can only stop something from happening. The reversal is only for the character who drew the card, and other party members may have to endure the confrontation.

<br> Donjon: This signifies imprisonmenteither by spell or by some creature/being, at the DM's option. All gear and spells are stripped from the victim in any case. Whether these items are recoverable is, likewise, up to the DM. Draw no more cards.

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<name>Eyes of Charming</name>

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This item consists of a pair of crystal lenses that fit over the user's eyes. When in place, the wearer is able to charm persons merely by meeting their gaze. Those failing a saving throw vs. spell are charmed as per the spell. The user can look at and charm one person per round. Saving throws suffer a -2 penalty if the wearer has both lenses, or a +2 bonus if he wears only one of a pair of eyes of charming.

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<name>Eyes of Minute Seeing</name>

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<body style="font-family: Arial; font-size: 12pt; ">

In appearance, eyes of minute seeing are much like other magical lenses, but they enable the wearer to see 100 times better at distances of 1 foot or less. Thus, tiny seams, minute marks, even the impression left from writing can be seen. Secret compartments and hidden joints can be noted and the information acted upon. The effect of wearing just one of these crystals is the same as that given for eyes of the eagle.

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<name>Eyes of Petrification</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Totally indistinguishable from any other magical lenses, the effect of donning eyes of petrification is dramatic: the wearer is instantly turned to stone. Note that 25% of these devices work as the gaze of a basilisk does, including reflection of the eyes turning the gazer to stone.

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<name>Eyes of the Eagle</name>

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These items are made of special crystal and fit over the eyes of the wearer. They give vision 100 times greater than normal at distances of 1 foot or more (i.e., the wearer can see at 2,000 feet what a person could normally see at 20 feet). Wearing only one of the pair causes a character to become dizzy and, in effect, stunned, for one round. Thereafter, one eye must always be covered to avoid this sensation of vertigo.

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<name>Figurine of Wondrous Power</name>

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There are several kinds of figurines of wondrous power. Each appears to be a tiny statuette of an animal an inch or so high. When the figurine is tossed down and a command word spoken, it becomes a living animal of normal size (except when noted below). The animal obeys and serves its owner.

<br> If a figurine of wondrous power is broken or destroyed in its statuette form, it is forever ruined, all magic is lost, and it has no power. If slain in animal form, the figurine simply reverts to a statuette and can be used again at a later time.

<br> When a figurine is first found, roll percentile dice and consult the table below to determine the type of animal the figurine becomes:<br>

<br>

D100 Roll Figurine Type<br>

01-15 Ebony fly<br>

16-30 Golden lions (pair)<br>

31-40 Ivory goats (trio)<br>

41-55 Marble elephant<br>

56-65 Obsidian steed<br>

66-85 Onyx dog<br>

86-00 Serpentine owl<br>

<br>

Ebony Fly: At a word, this small, carved fly comes to life and grows to the size of a pony. The ebony fly is Armor Class 4, has 4+4 Hit Dice, and maneuverability class C. It flies at a movement rate of 48 without a rider, 36 carrying up to 210 pounds weight, and 24 carrying from 211 to 350 pounds weight. The item can be used a maximum of three times per week, 12 hours per day. When 12 hours have passed or when the command word is spoken, the ebony fly once again becomes a tiny statuette.<br>

Golden Lions: These come in pairs. They become normal adult male lions (Armor Class 5/6, 5+2 Hit Dice, and normal attack modes). If slain in combat, the lions cannot be brought back from statuettes form for one full week; otherwise, they can be used once every day. They enlarge and shrink upon speaking the command word.<br>

Ivory Goats: These come in threes. Each goat of this trio looks slightly different from the others, and each has a different function. These are:<br>

 The Goat of TravelingThis statuette provides a speedy and enduring mount of Armor Class 6, with 24 Hit Points and 2 attacks (horns) for 1d8 each (consider as 4 Hit Dice monster). Its movement rate is 48 bearing 280 pounds or less. Its movement is reduced by 1 for every additional 14 pounds of weight carried. The goat can travel a maximum of one day each weekcontinuously or in any combination of periods totalling 24 hours. At this point, or when the command word is uttered, it returns to its small form for not less than one day before it can again be used.<br>

 The Goat of TravailWhen commanded, this statuette becomes an enormous creature, larger than a bull, with sharp hooves (2d4+2/2d4+2), a vicious bite (2d4), and a pair of wicked horns of exceptional size (2d6/2d6). If it is charging to attack, it may only use its horns, but +6 damage is added to each hit on that round (i.e., 8-18 hit points per damage per horn). It is Armor Class 0, has 96 hit points, and attacks as a 16 Hit Dice monster. It can be called to life just once per month up to 12 hours at a time. Its movement rate is 24.<br>

 The Goat of TerrorWhen called upon with the proper command word, this statuette becomes a destrier-like mount, movement rate 36, Armor Class 2, 48 hit points, and no attacks. However, its rider can employ the goat's horns as weapons (one horn as a spear +3 (lance), the other as a sword +6). When ridden versus an opponent, the goat of terror radiates terror in a 30-foot radius, and any opponent in this radius must roll a successful saving throw vs. spell or lose 50% of strength and suffer at least a -3 penalty to attack rolls, all due to weakness caused by terror. When all opponents are slain, or upon the proper command, the goat returns to its statuette form. It can be used once every two weeks.<br>

After three uses, each of the goats loses its magical ability forever.<br>

Marble Elephant: This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a marble elephant grows to the size and specifications of a true elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, mount, or combatant. The type of marble elephant obtained is determined by rolling percentile dice and consulting the table below:<br>

<br>

D100 Roll Elephant Type<br>

01-09 Normal Elephant<br>

91-00 Prehistoric Elephant<br>

<br>

Details of each type of creature are found in the Monstrous Compendium. The statuette can be used a maximum of 24 hours at a time, four times per month.<br>

Obsidian Steed: An obsidian steed appears to be a small, nearly shapeless lump of black stone. Only careful inspection will reveal that it vaguely resembles some form of quadruped, and of course, if magic is detected for, the figurine will radiate magic. Upon speaking the command word, the near formless piece of obsidian becomes a fantastic mount. Treat it as a heavy war horse with the following additional powers: fly (at normal movement speed), go ethereal, go astral. It will allow itself to be ridden, but if the rider is of good alignment, it is 10% likely per use to carry its "master'' to the floor of the first layer of the Gray Waste and then return to its statuette form. The statuette can be used for a 24-hour period maximum, once per week. Note that when the obsidian steed becomes astral or ethereal, its rider and gear follow suit. Thus, travel to other planes can be accomplished by means of this item.<br>

Onyx Dog: When commanded, this statuette changes into a creature with the same properties as a war dog, except that it is endowed with Intelligence of 8-10, can communicate in the Common tongue, and has exceptional olfactory and visual abilities. The olfactory power enables the onyx dog to scent the trail of a known creature 100% of the time if the trail is one hour old or less, -10% per hour thereafter. The dog is subject to being thrown off by false trails, breaks, water, and masking or blocking substances or scents. The visual power enables the onyx dog to use 90-foot-range infravision, spotting hidden (such as in shadows) things 80% of the time, normally invisible things 65% of the time, and noting astral, ethereal, and out-of-phase things 50% of the time. For details, see "Dog, War'' in the Monstrous Compendium. An onyx dog can be used for up to six continuous hours, once per week. It obeys only its owner.<br>

Serpentine Owl: A serpentine owl becomes a normal-sized horned owl (AC 7; move 24; 2d2 hit points; 1d2/1d2 points of damage when attacking) if its possessor so commands, or it can become a giant owl if its owner so requires. The maximum duration of the transformation is eight hours in either case. (However, after three transformations into giant owl form, the statuette loses all of its magical properties.) The normal-sized form of the magical statuette moves with 95% silence, has infravision to 90 feet, can see in normal, above-ground darkness as if it were full light, and twice as well as a human. Its hearing is so keen it can detect a mouse moving up to 60 feet away. Anyone or anything trying to move silently has his (or its) chances reduced 50% against the serpentine owl in smaller form. Furthermore, the owl can and will communicate with its owner by telepathic means, informing him of all it sees and hears within the limitations of its intelligence. If commanded to giant-size, a serpentine owl is in all respects the same as a giant owl. For information see "Owl, Giant," in the Monstrous Compendium. As with most other figurines of wondrous power, this one readily obeys all commands of its owner.

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<name>Horseshoes of a Zephyr</name>

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These iron shoes can be affixed like normal horseshoes, but they allow a horse to travel without actually touching the ground. Among other things, this means water can be crossedpassed over without effortand movement is possible without leaving tracks on any sort of ground. The horse is able to move at normal speeds, and it will not tire for as long as 12 hours' continuous riding per day when wearing these magical horseshoes.

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<name>Horseshoes of Speed</name>

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<body style="font-family: Arial; font-size: 12pt; ">

These iron shoes come in sets of four like ordinary horseshoes, but they are magical and will not wear out. When affixed to a horse's hooves, they double the animal's speed. There is a 1% chance per 20 miles traveled that a shoe will drop off, and if this passes unnoticed, the horse's speed will drop to 150% normal rate. If two or more are lost, speed returns to normal.

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<name>Iron Bands of Bilarro</name>

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<body style="font-family: Arial; font-size: 12pt; ">

When initially discovered, this very potent item will appear to be a rusty iron sphere. Close examination will reveal that there are bandings on the three-inch-diameter globe. Magic detection will reveal strong magic of an indeterminate nature.

<br> When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands expand and tightly constrict the target creature if a successful, unadjusted attack roll is made. A single creature of up to frost/fire giant-size can be captured thus and held immobile until the command word is spoken to bring the bands into globular form again. Any creature captured in the bands, however, gets the chance to break (and ruin) the bands by successfully bending bars. Only one attempt is possible before the bands are so set as to be inescapable.

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<name>Lens of Detection</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This circular prism enables its user to detect minute things at 50% of the ability of eyes of minute seeing, but it also enables the possessor to look through the lens and track as a 5th-level ranger does. The lens of detection is about six inches in diameter. It must be set in a frame with a handle in order to be properly used.

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<name>Quaal's Feather Token</name>

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Feather tokens are small magical devices of various forms to suit special needs. The types of tokens are listed below. Other token-types can be created as desired. Each token is usable once. To determine the type of feather token discovered, consult the following table:<br>

<br>

D20 Roll Tokens<br>

1-4 Anchor<br>

5-7 Bird<br>

8-10 Fan<br>

11-13 Swan Boat<br>

14-18 Tree<br>

19-20 Whip<br>

<br>

Anchor: a token useful to moor a craft in water so as to render it immobile for up to one full day.<br>

Bird: a token that can be used to drive off hostile avian creatures or as a vehicle of transportation equal to a roc of the largest size (one-day duration).<br>

Fan: a token that forms a huge flapping fan which can cause a strong breeze in an area large enough to propel one ship. This wind is not cumulative with existing wind speedsif there is already a strong breeze blowing, this cannot be added to it to create a gale. It can, however, be used against it to create an area of relative calm or lesser winds (though this will not affect wave size in a storm, of course). The fan can be used up to eight hours a day. It will not function on land.<br>

Swan boat: a token that forms a huge swanlike boat capable of swimming at a rate of 24, and carrying eight horses and gear or 32 men or any equivalent combination (one-day duration).

Tree: a token that causes a great oak to spring into being (6-foot diameter trunk, 60-foot height, 40-foot top diameter).<br>

Whip: a token that causes a huge leather whip to appear and be wielded against any opponent desired (+1 weapon, 9th-level fighter's attack roll, 1d6+1 points damage plus a saving throw vs. spell or be bound fast for 1d6+1 rounds) for up to six turns. (See Sword of dancing).<br>

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<name>Quiver of Ehlonna</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This appears to be a typical arrow container capable of holding about 20 arrows. It has an aura of alteration if magic is detected for, and examination shows that it has three distinct portions. The first and smallest one can contain up to 60 objects of the same general size and shape as long bow arrows. The second, slightly longer, compartment will hold up to 18 objects of the same general size and shape as a javelin. The third and longest portion of the case will contain as many as six objects of the same general size and shape as a bowspears or staves, for example. Such a quiver is always found empty, but once the owner has filled it, he can command the quiver to produce any stored items he wishes each round.

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<name>Sheet of Smallness</name>

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A magical item of this sort appears to be nothing more than a well-made piece of materialpossibly some sort of covering or sheet woven of very fine linen or silk. One side will have a larger pattern than the other, or perhaps one side will be white, the other black. In any event, there will be an aura of alteration detectable from this cloth if magic is checked for.

<br> This item causes any magical item wrapped within it to shrink to 1/12 its normal size and weight. If the item is then wrapped in the sheet so as to be touching the reverse side of the material, it will grow back to its normal size and weight. Note that this item has no effect on artifacts, relics, or living materialit affects only non-living, ordinary magical itemsand no item shrunk in this fashion is functional or usable while in reduced form. Change in size requires two rounds to accomplish, either in shrinking or restoring to normal size.

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<name>Sphere of Annihilation</name>

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<body style="font-family: Arial; font-size: 12pt; ">

A sphere of annihilation is a globe of absolute blackness, a ball of nothingness 2 feet in diameter. A sphere is actually a hole in the continuity of the multiverse, a void. Any matter that comes in contact with a sphere is instantly sucked into the void, gone, utterly destroyedeven wishes and similar magicks have no effect!

<br> A sphere of annihilation is basically static, resting in some spot as if it were a normal hole. It can be caused to move, however, by mental effort. The brain waves of the individual concentrating on moving it bend spatial fabrics, causing the hole to slide. Control range is 40 feet initially, 10 feet/level once control is established. Basic movement rate is 10 feet per round, modified as shown below.

<br> Concentration control is based on Intelligence and level of experiencethe higher the level the greater the mental power and discipline. For every point of Intelligence above 12, the wizard adds 1%; for every point over 15, he adds another 3%. In other words, add 1% for each point from 13 to 15, and an additional 3% for each point from 16-18a maximum of 12% bonus at 18 Intelligence. The bonus applies to this table:

<br>

Probability of <br>

Level of Movement/ Control/ <br>

Wizard Round Round <br>

up to 5th 8' 15%<br>

6th-7th 9' 20% <br>

8th-9th 10' 30% <br>

10th-11th 11' 40% <br>

12th-13th 12' 50% <br>

14th-15th 13' 60% <br>

16th-17th 14' 70% <br>

18th-20th 15' 75% <br>

21st & above 16' 80% <br>

<br>

Any attempt to control the sphere will cause it to move, but if control is not established, the sphere will slide toward the wizard attempting to move it. The sphere will continue to move in this direction for 1d4 rounds and as long as the wizard is within 30 feet thereafter.<br>

If two or more wizards vie for control of a sphere of annihilation, the one with the highest percentage chance to control the sphere is checked first, then the next strongest, etc. Control chance is reduced 5% per person, cumulative, when two or more wizards concentrate on the sphere, even if they are cooperating. If none are successful, the sphere will slip toward the strongest. Control must be checked each round.<br>

Should a gate spell be cast upon a sphere, there is a 50% chance that the spell will destroy it, 35% that the spell will do nothing, and 15% that a gap will be torn in the spatial fabric, and everything in a 180-foot radius will be catapulted into another plane or universe.<br>

If a rod of cancellation touches a sphere, a tremendous explosion will occur as they negate each other. Everything within a 60-foot radius will sustain 3d4 x 10 points of damage.<br>

See also talisman of the sphere.<br>

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<name>Stone Horse</name>

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Each item of this nature appears to be full-sized, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings the steed to life, enabling it to carry a burden, and even to attack as if it were a warhorse. There are two sorts of steeds:<br>

<br>

Courser: This stone horse travels at the same movement rate as a light horse (movement rate 24) and attacks as if it were a medium warhorse (three attacks for 1d6/1d6/1d3). It is Armor Class 3 and has 18 hit points. It saves versus all applicable attack forms as if it were "Metal, hard."<br>

Destrier: This stone horse travels at the same movement rate as a medium horse (movement rate 18) and attacks as if it were a heavy warhorse (three attacks for 1d8/1d8/1d3). It is Armor Class 1 and has 26 hit points. It saves versus all applicable attack forms as if it were "Metal, hard."<br>

A stone horse can carry 1,000 pounds tirelessly and never needs to rest or feed. Damage inflicted upon it can be repaired by first using a stone to flesh spell, thus causing the stone horse to become a normal horse. If then allowed to graze and rest, the animal will heal its wounds at the rate of one point per day. When it is fully healed, it will automatically revert to its magical form.

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<name>Well of Many Worlds</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This strange interdimensional device looks just like a portable hole. Anything placed within it is immediately cast to another worlda parallel earth, another planet, or a different plane at the DM's option or by random determination. If the well is moved, the random factor again comes into play. It can be picked up, folded, etc., just like a portable hole. Things from the world the well touches can come through the opening, just as easily as from the initiating place.

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<name>Wind Fan</name>

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<body style="font-family: Arial; font-size: 12pt; ">

A wind fan appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. The possessor can, however, by uttering the correct word, cause the fan to generate air movement duplicating a gust of wind spell as if cast by a 5th-level wizard. The fan can be used once per day with no risk. If it is used more frequently, there is a cumulative 20% chance per usage that the device will tear into useless, nonmagical tatters.

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<name>Wings of Flying</name>

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<body style="font-family: Arial; font-size: 12pt; ">

A pair of these magical wings appear to be nothing more than a plain cloak of old, black cloth. If the wearer speaks a command word, the cloak will turn into a pair of gigantic bat wings (20-foot span) and empower the wearer to fly as follows:<br>

<br>

2 turns at speed 32<br>

3 turns at speed 25<br>

4 turns at speed 18<br>

6 turns at speed 15<br>

8 turns at speed 12<br>

<br>

After the maximum number of possible turns flying, the wearer must rest for one hoursitting, lying down, or sleeping. Shorter periods of flight do not require full rest, but only relative quiet such as slow walking for one hour. Any flight of less than one turn's duration does not require any rest. Wings of flying can be used just once per day regardless of the length of time spent flying. They will support up to 500 pounds weight.

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<name>Armor of Command</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This finely crafted plate mail radiates a powerful aura of magic. When worn, the armor bestows a dignified and commanding aura upon its owner. The wearer is treated as if he had a Charisma of 18 for all encounter reactions. Friendly troops within 360 feet of the user have their morale increased by +2. Otherwise, the armor functions as plate mail +1. Since the effect arises in great part from the distinctiveness of the armor, the wearer cannot hide or conceal himself in any way and still have the effect function.

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<name>Armor of Blending</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This appears to be a normal suit of magical armor (determine type and AC modifier normally, ignoring negative results). However, upon command (a command word can be assigned if the DM desires), the armor changes shape and form, assuming the appearance of a normal set of clothing. The armor retains all its properties (including weight) when disguised. Only a true seeing spell will reveal the true nature of the armor when disguised.

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</proficiency>

<proficiency>

<name>Armor of Missile Attraction</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This armor appears to be a normal suit of magical armor (determine type and modifier normally). However, the armor is cursed and actually serves to attract missiles. The wearer is two or three times more likely to be selected as a random target of missiles than normal. In cases where each person is the target of a set number of missiles (most often in large combats), the wearer will have a greater number of missiles fired at him. Furthermore, the magical protection of the armor will fail when calculated for missile attacks. The true nature of the armor will not reveal itself until the character is fired upon in earnestsimple experiments (throwing rocks, etc.) will not suffice.

</body>

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</proficiency>

<proficiency>

<name>Armor of Rage</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This armor is identical in appearance to armor of command and functions as a suit of plate mail +1. However, when worn, the armor causes the character to suffer a -3 penalty to all encounter checks. All friendly troops within 360 feet have their morale lowered by -2. The effect is not noticeable to the wearer or those affected (i.e., characters will not immediately notice that donning the armor is the cause of their problems).

</body>

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<name>Elven Chain Mail</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is magical armor so fine and light that it can be worn under normal clothing without revealing its presence. Its lightness and flexibility allow even bards and thieves to use it with few restrictions (see Chapter 3 in the PHB). Elven fighter/mages use it without restriction. However, it is rarely sized to fit anyone other than an elf or a half-elf. Roll percentile dice and consult the following table to ascertain what size character elven chain mail will fit:<br>

<br>

D100 Roll Size of Elven Chain Mail <br>

01-10 gnome/halfling (hairfoot)<br>

11-15 dwarf/halfling (Stout or Tallfellow)<br>

16-80 elf/half-elf<br>

81-95 man-sized, normal (up to 6 feet, 200 lbs.)<br>

96-00 man-sized, large (up to 6½ feet, 250 lbs.)<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Plate Mail of Etherealness</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is seemingly normal plate mail +5, but if a command word is spoken, the suit enables its wearer and all nonliving items he wears and carries to become ethereal, as if oil of etherealness had been used. While in the ethereal state the wearer cannot attack material creatures. A phase door spell will negate the ethereal state and prevent the armor from functioning for one day.

<br> There are 20 charges placed upon plate mail of etherealness. Once used, these cannot be replaced or recharged. Furthermore, every five uses reduces the bonus of the armor by one: If five charges are used to become ethereal, the armor is +4, if 10 are used it is +3, +2 if 15 are used, and only +1 if all 20 are exhausted.

</body>

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</proficiency>

<proficiency>

<name>Plate Mail of Fear</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This armor functions as normal plate mail +1. However, it is imbued with 2d23 fear charges. Upon uttering the command, a charge is spent and the wearer radiates a 30-foot aura of fear. All creatures (except the one wearing the armor) must save vs. spell or flee in panic for 1d4+1 rounds. When all charges are spent, the armor functions as normal plate mail +1. It cannot be recharged.

</body>

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</proficiency>

<proficiency>

<name>Plate Mail of Vulnerability</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This appears to every test to be magical plate mail +1, +2, or +3, but it is actually cursed plate mail -2, -3, or -4. The armor's great vulnerability will not be apparent until an enemy successfully strikes a blow in anger with desire and intent to kill the wearer. The armor will fall to pieces whenever an opponent strikes the wearer with an unmodified attack roll of 20.

</body>

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</proficiency>

<proficiency>

<name>Shield, Large, +1, +4 vs. Missiles</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is a large shield with a +1 bonus vs. melee attacks, but it is four times more effective against hand-hurled and mechanically propelled missiles of all sorts. More importantly, the shield has a 20% chance of negating magic missile attacks (from a frontal position).

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</proficiency>

<proficiency>

<name>Shield -1, Missile Attractor</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This not only makes the bearer equivalent to a shieldless person, it also attracts missiles of all types to itself: It doubles or triples the bearer's chances of being selected by random die rolling according to the size of the party he is with (see Chapter 9, "Firing into a Melee"). This cursed shield is not distinguishable from a useful magical shield.

</body>

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<proficiency>

<name>Arrow of Direction</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This typically appears to be a normal arrow. However, its magical properties make it function like a locate object spell, empowering the arrow to show the direction to the nearest stairway, passage, cave, etc.

<br> Once per day the device can be tossed into the air; it will fall and point in the requested direction. This process can be repeated seven times during the next seven turns. The request must be for one of the following:

<br>  Stairway (up or down)

<br>  Sloping passage (up or down)

<br>  Dungeon exit or entrance

<br>  Cave or cavern

<br> Requests must be phrased by distance (nearest, farthest, highest, lowest) or by direction (north, south, east, west, etc.).

</body>

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<proficiency>

<name>Arrow of Slaying</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is an arrow +3 with unusual physical characteristicsa shaft of some special material, feathers of some rare creature, a head of some strange design, a rune carved on the nock, etc. These characteristics indicate the arrow is effective against some creature type. If the arrow is employed against the kind of creature it has been enchanted to slay, the missile will kill it instantly if it hits the target creature. The following list comprises only a portion of the possible kinds of these arrows:<br>

<br>

1. Arachnids 11. Illusionists<br>

2. Avians 12. Mages<br>

3. Bards 13. Mammals<br>

4. Clerics 14. Paladins<br>

5. Dragons 15. Rangers<br>

6. Druids 16. Reptile<br>

7. Elementals 17. Sea monsters<br>

8. Fighters 18. Thieves<br>

9. Giants 19. Titans<br>

10. Golems 20. Undead<br>

<br>

Develop your own types and modify or limit the foregoing as fits your campaign.<br>

</body>

</desc>

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<proficiency>

<name>Axe +2, Throwing</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This hand axe can be thrown up to 180 feet with the same attack roll and damage bonuses (+2) as if it were swung by the character.

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</proficiency>

<proficiency>

<name>Axe of Hurling</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This appears to be a normal hand axe. With familiarity and practice, however, the possessor will eventually discover that the axe can be hurled up to 180 feet, and it will return to the thrower in the same round whether or not it scores a hit. Damage inflicted by the magical throwing attack is twice normal (2d6 vs. S or M, 2d4 vs. L), with the weapon's magical bonus added thereafter. (For example, an axe of hurling +3 will inflict 2d6+3 points of damage vs. S- or M-sized creatures and 2d4+3 points of damage vs. creatures of size L if it hits the target after being thrown.) The axe will cause only normal damage (plus its magical bonus) when used as a hand-held weapon.<br>

After each week of using the weapon, the possessor has a one-in-eight chance of discovering the full properties of the weapon. In any event, the magical properties of the weapon will be fully known to the possessor after eight full weeks of such familiarization.<br>

The magical bonus of an axe of hurling is determined by referring to the table below:<br>

<br>

Magical <br>

D20 Roll Bonus XP Value <br>

1-5 +1 1,500 <br>

6-10 +2 3,000 <br>

11-15 +3 4,500 <br>

16-19 +4 6,000 <br>

20 +5 7,500 <br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Bow +1</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This gives a +1 bonus to attack and damage rolls to arrows fired from it. If magical arrows are used, total the bonuses of both the bow and the arrows used. The type of bow found (composite, short, long, etc.) should be based on the circumstances of your campaign and the nature of the area. A nonmagical arrow fired from a magical bow is a nonmagical missile.

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</desc>

</proficiency>

<proficiency>

<name>Crossbow of Accuracy, +3</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This gives a +3 bonus to attack rolls with its missiles but not to damage. All ranges are considered short. About 10% of these weapons will be heavy crossbows.

</body>

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</proficiency>

<proficiency>

<name>Crossbow of Distance</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This has double range in all categories. About 10% of these weapons will be heavy crossbows. This weapon is otherwise +1 bonus to attack and damage rolls.

</body>

</desc>

</proficiency>

<proficiency>

<name>Crossbow of Speed</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This item allows its possessor to double the rate of fire normal for the weapon. If it is grasped, the crossbow of speed will automatically cock itself. In surprise situations it is of no help. Otherwise, it allows first fire in any melee round, and end-of-round fire also, when applicable. About 10% of these weapons are heavy crossbows. The weapon has a +1 bonus to attack and damage rolls.

</body>

</desc>

</proficiency>

<proficiency>

<name>Dagger +1, +2 vs. Tiny or Small creatures</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This dagger receives a +1 bonus to both damage and attack rolls. When used against tiny or small sized creatures, the bonuses increase to +2.

</body>

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</proficiency>

<proficiency>

<name>Dagger +2, +3 vs. larger than man-sized</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This dagger receives a +2 bonus to both damage and attack rolls. When used against larger than man sized creatures, the bonuses increase to +3.

</body>

</desc>

</proficiency>

<proficiency>

<name>Dagger +2, Longtooth</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This appears to be a normal weapon, or perhaps a nonspecial magical weapon. However, when this broad-bladed weapon is wielded by a small demihuman (like a gnome or halfling), it will actually lengthen and function as a short sword (retaining its +2 bonus in this form). Even when functioning in this way it remains as light and handy to use as a dagger would be in the hands of the same character. The weapon will actually penetrate wood or stone as easily as it will softer material, inflicting maximum damage against either substance.

</body>

</desc>

</proficiency>

<proficiency>

<name>Dagger of Throwing</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This appears to be a normal weapon but will radiate strongly of magic when this is checked for. The balance of this sturdy blade is perfect, such that when it is thrown by anyone, the dagger will demonstrate superb characteristics as a ranged weapon. The magic of the dagger enables it to be hurled up to 180 feet. A successful hit when it is thrown will inflict twice normal dagger damage, plus the bonus provided by the blade, which will range from +1 to +4. To determine the bonus for a specific dagger, roll percentile dice and consult the following table:<br>

<br>

Magical <br>

D100 Roll Bonus XP Value <br>

01-35 +1 250 <br>

36-65 +2 350 <br>

66-90 +3 450 <br>

91-00 +4 550 <br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Dagger of Venom</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This appears to be a standard dagger +1, but its hilt holds a hidden store of poison. Any hit on a roll of 20 injects fatal poison into the opponent unless a saving throw vs. poison is successful. The dagger of venom holds up to six doses of poison. If the hilt contains fewer than six doses, the owner can pour more in up to the maximum. (Use of this weapon by goodparticularly lawful goodcharacters must be carefully monitored for effects on alignment.)

</body>

</desc>

</proficiency>

<proficiency>

<name>Dart of Homing</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These appear to be normal projectiles, but are actually +3 magical weapons. If a dart hits the intended target, it will magically return to the thrower in the same round and can be re-used. A dart inflicts a base 1d6 points of damage plus its magical bonus on a successful hit against any size creature (4-9 points total). A dart that misses its target loses its magical power. These weapons have twice the range of ordinary darts20 yards short, 40 yards medium, 80 yards long.

</body>

</desc>

</proficiency>

<proficiency>

<name>Hammer +3, Dwarven Thrower</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This appears to be a standard hammer +2. In the hands of a dwarven fighter who knows the appropriate command word, its full potential is realized. In addition to the +3 bonus, the hammer has the following characteristics:

<br> The hammer has a 180-foot range and will return to its wielder's hand like a boomerang. It has a +3 bonus to attack and damage rolls. When hurled, the hammer inflicts double damage against all opponents except giants (including ogres, ogre magi, trolls, and ettins). Against giants it causes triple damage (plus the bonus of +3).

</body>

</desc>

</proficiency>

<proficiency>

<name>Hammer of Thunderbolts</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This appears to be a large, extra-heavy hammer. A character less than 6 feet tall and with Strength less than 18/01 will find it too unbalanced to wield properly in combat. However, a character of sufficient Strength and size will find that the hammer functions with a +3 bonus and gains double damage dice on any hit.

<br> If the wielder wears a girdle of giant strength and gauntlets of ogre power and he knows the hammer's true name, the weapon can be used to full effect: When swung or hurled it gains a +5 bonus, double damage dice, all girdle and gauntlet bonuses, and it strikes dead any giant upon which it scores a hit.

<br> (Depending on the campaign, the DM might wish to limit the effect to exclude storm giants and include ogres, ogre magi, trolls, ettins, and clay, flesh, and stone golems.)

<br> When hurled and successfully hitting, a great noise, like a clap of thunder, stuns all creatures within 90 feet for one round. Throwing range is 180 feet. (Thor would throw the hammer about double the above range.) The hammer of thunderbolts is difficult to hurl, so only one throw every other round can be made. After five throws within the space of any two-turn period, the wielder must rest for one turn.

<br> Hammers can be hurled as hand axes.

</body>

</desc>

</proficiency>

<proficiency>

<name>Hornblade</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is a magical weapon with a sickle-like blade resembling some sort of animal horn. Hornblades range in size from that of a knife to somewhat less than the length of a short sword. Even a close inspection is 90% unlikely to reveal it as anything other than a piece of horn of a ½-foot to 1¼-foot in length, set in some sort of handle or grip. If magic is detected for, a hornblade will radiate faintly of enchantment magic. However, if the proper pressure is applied in the correct place, a curved blade of great strength and sharpness will spring out.

<br> The small versions (knife-sized and dagger-sized) are usually enchanted to +1 or +2, and the largest version (scimitar-sized) commonly has a bonus of +2 or +3. Smaller hornblades can be thrown, and the bonus applies to both the attack number and damage determination.

<br> Any character class permitted to use sickle-like weapons can use a hornblade. The possessor can use it with proficiency, providing he has proficiency with the appropriately sized weapon (knife, dagger, or scimitar).

<br> The experience-point value of a hornblade depends upon its size and the amount of its magical bonus:

<br>

Size XP Value <br>

Knife-sized 500 per "plus" <br>

Dagger-sized 750 per "plus" <br>

Scimitar-sized 1,000 per "plus" <br>

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<name>Javelin of Lightning</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A javelin of lightning is considered equal to a +2 magical weapon, although it has neither attack nor damage bonuses. It has a range of 90 yards and whenever it strikes, the javelin becomes the head of a 5-foot wide, 30-foot long stroke of lightning. Any creature hit by the javelin suffers 1d6 points of damage, plus 20 points of electrical damage. Any other creatures in the path of the stroke take either 10 or 20 points of damage, based on whether their saving throws are successful or not.

<br> From 2-5 javelins will be found. The javelin is consumed in the lightning discharge.

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</desc>

</proficiency>

<proficiency>

<name>Javelin of Piercing</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This weapon is not actually hurledwhen a command word is spoken, the javelin of piercing launches itself. Range is 180 feet, all distances considered as short range. The javelin has a +6 bonus to attack rolls and inflicts 1d6+6 points of damage. (Note this missile will fly horizontally, vertically, or any combination thereof to the full extent of its range.) From 2-8 (2d4) will be found at one time. The magic of the javelin of piercing is good for only one throw after which it becomes a normal javelin.

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<proficiency>

<name>Knife, Buckle</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This magical blade has a hilt that looks just like a large belt-buckle ornament or a complete small buckle. The hilt can be grasped easily and the weapon drawn from its belt-sheath. The knife blade is short but has a very sharp pointit inflicts damage as a knife.<br>

<br>

D10 Roll Type XP Value <br>

1-4 +1 100 <br>

5-7 +2 200 <br>

8-9 +3 300 <br>

10 +4 400 <br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Mace of Disruption</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This appears to be a mace +1, but it has a neutral good alignment, and any evil character touching it will receive 5d4 points of damage due to the powerful enchantments laid upon the weapon. If a mace of disruption strikes any undead creature or evil creature from one of the lower planes, may utterly destroy the creature.<br>

Skeletons, zombies, ghouls, shadows, wights, and ghasts, if hit, are instantly blasted out of existence. Other creatures roll saving throws as follows:<br>

<br>

Creature Save <br>

Wraiths 5% <br>

Mummies 20% <br>

Spectres 35% <br>

Vampires 50% <br>

Ghosts 65% <br>

Liches 80% <br>

Other affected evil creatures 95% <br>

<br>

Even if these saving throws are effective, the mace of disruption scores double damage upon opponents of this sort, and twice the damage bonus.<br>

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<proficiency>

<name>Net of Entrapment</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This magical rope net is strong enough to defy Strength under 20 and is equal to AC -10 with respect to blows aimed at cutting it. (Normal sawing attempts to cut it with dagger or sword will not succeed; to sever a strand of the mesh, a character must hack at it until he does 5 points of damage on a strand.)

<br> Each net is 10 feet square and has a 3-inch-square mesh. It can be thrown 20 feet so as to cover and close upon opponents; each creature in range must roll a successful saving throw vs. dragon breath to avoid being entrapped. It can be suspended from a ceiling (or generally overhead) and drop upon a command word. It can be laid upon the floor and close upward upon command. The net stretches so as to close over an area up to five cubic feet. It can be loosened by its possessor on command.

</body>

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<proficiency>

<name>Net of Snaring</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This net looks just like a net of entrapment, but it functions only underwater. There, it can be commanded to shoot forth up to 30 feet to trap a creature. It is otherwise the same as the net of entrapment.

</body>

</desc>

</proficiency>

<proficiency>

<name>Quarterstaff, Magical</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This appears to be a normal bronzewood staff banded with iron. The shaft is actually as strong as steel, and has two magical qualities. Upon command, the staff will alter its length from as short as 6 feet to as long as 12 feet (or any length in between). It inflicts damage as a quarterstaff (base amount, 1d6 points), with additions to attack and damage rolls based upon its magical bonus.<br>

<br>

D20 Roll Type XP Value<br>

1-5 +1 250 <br>

6-9 +2 500 <br>

10-13 +3 750 <br>

14-17 +4 1,000 <br>

18-20 +5 1,250 <br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Scimitar of Speed</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is a magical weapon, usually of +2 bonus, that automatically grants its wielder the first attack in a melee round, even though some magical effect might have otherwise slowed his speed and reaction time. It also allows more than one strike in some rounds, increasing the wielder's figure for attacks per melee round by one place, so that if one attack is normal, then the improvement is to two attacks per round. This increase in attacks is cumulative with any other bonus attacks (such as those provided by a haste spell).<br>

The order of attacks in the round is determined normally after the wielder of the scimitar of speed has made his first attack to begin activity in the round. It is possible, for instance, that a wielder entitled to three attacks in the round will attack once before any other action takes place, and then (because of poor initiative rolls or other factors) take his remaining two attacks at the very end of the round.<br>

There is a chance (25%) that the weapon will have a bonus of something other than +2; if this occurs, roll percentile dice and refer to the following table to determine the appropriate bonus:<br>

<br>

D100 Roll Type XP Value <br>

01-50 +1 2,500 <br>

(normal form) +2 3,000 <br>

51-75 +3 3,500 <br>

76-90 +4 4,000 <br>

91-00 +5 4,500 <br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Sling of Seeking +2</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This gives its user a +2 bonus for both attack and damage rolls, but missiles from such a weapon are regarded as +1 with respect to whether or not certain creatures are affected by the weapon (i.e., a special defense of "+1 or better weapon to hit" means the creature is vulnerable to normal missiles from this sling).

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<proficiency>

<name>Spear, Cursed Backbiter</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is to all tests a magical spear with a +1 bonus (or at the DM's option +2 or +3). It may even function normally in combat against a deadly enemy, but each time it is used in melee against a foe, there is a one in 20 cumulative chance that it will function against its wielder. Once it begins functioning in this way, you can't get rid of it without a remove curse spell. The character always seems to find the spear in his hand despite his best efforts or intentions.

<br> When the curse takes effect, the spear curls around to strike its wielder in the back, negating any shield and Dexterity bonuses to Armor Class, and inflicting normal damage. The curse even functions when the spear is hurled, but if the wielder has hurled the spear, the damage done to the hurler will be double. Once the spear has returned to him, the character will again find himself compelled to use the spear.

</body>

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<proficiency>

<name>Trident of Fish Command</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This three-tined fork atop a stout 6-foot long rod appears to be a barbed military fork of some sort. However, its magical properties enable its wielder to cause all fish within a 60-foot radius to roll saving throws vs. spell. This uses one charge of the trident. Fish failing this throw are completely under empathic command and will not attack the possessor of the trident nor any creature within 10 feet of him. The wielder of the device can cause fish to move in whatever direction is desired and can convey messages of emotion (i.e., fear, hunger, anger, indifference, repletion, etc.). Fish making their saving throw are free of empathic control, but they will not approach within 10 feet of the trident.

<br> In addition to ordinary fish, the trident affects sharks and eels. It doesn't affect mollusks, crustaceans, amphibians, reptiles, mammals, and similar sorts of nonpiscine marine creatures. A school of fish should be checked as a single entity.

<br> A trident of this type contains 1d4+16 charges. It is otherwise a +1 magical weapon.

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</desc>

</proficiency>

<proficiency>

<name>Trident of Submission</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A weapon of this nature appears unremarkable, exactly as any normal trident. The wielder of a trident of submission causes any opponent struck to save vs. spell. If the opponent fails to save, it must check morale the next round instead of attacking; if morale is good, the opponent may act normally next round, but if it is poor, the opponent will cease fighting and surrender, overcome with a feeling of hopelessness. The duration of this hopelessness is 2-8 rounds. Thereafter the creature is normal once again. The trident has 17-20 charges. A trident of this type is a +1 magical weapon.

</body>

</desc>

</proficiency>

<proficiency>

<name>Trident of Warning</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A weapon of this type enables its wielder to determine the location, depth, species, and number of hostile or hungry marine predators within 240 feet. A trident of warning must be grasped and pointed in order for the person using it to gain such information, and it requires one round to scan a hemisphere with a radius of 240 feet. There are 19-24 charges in a trident of this type, each charge sufficient to last for two rounds of scanning. The weapon is otherwise a +2 magical weapon.

</body>

</desc>

</proficiency>

<proficiency>

<name>Trident of Yearning</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A trident of yearning looks exactly like any normal trident, and its aura is indistinguishable from that of other enchanted weapons of this sort. Any character grasping this type of trident immediately feels an overwhelming desire to immerse himself in as great a depth of water as possible. This unquenchable longing causes the affected character to proceed immediately toward the largest/deepest body of waterin any event, one that is sufficient to completely cover his or her person. Once there, he will immerse himself permanently.

<br> The character cannot loose his grip on the trident, and only a water breathing spell (after submersion) or a wish will enable the character to do so. The trident is otherwise a -2 cursed magical weapon. Note that this item does not confer the ability to breathe underwater.

</body>

</desc>

</proficiency>

<proficiency>

<name>Sun Blade</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This sword is the size of a bastard sword. However, its enchantment enables the sun blade to be wielded as if it were a short sword with respect to encumbrance, weight, speed factor, and ease of use (i.e., the weapon appears to all viewers to be a bastard sword, and inflicts bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword). Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a sun blade.

<br> In normal combat, the glowing golden blade of the weapon is equal to a +2 sword. Against evil creatures, its bonus is +4. Against Negative Energy Plane creatures or those drawing power from that plane (such as certain undead), the sword inflicts double damage.

<br> Furthermore, the blade has a special sunray power. Once a day, upon command, the blade can be swung vigorously above the head, and it will shed a bright yellow radiance that is like full daylight. The radiance begins shining in a 10-foot radius around the sword-wielder, spreading outward at 5 feet per round for 10 rounds thereafter, creating a globe of light with a 60-foot radius. When the swinging stops, the radiance fades to a dim glow that persists for another turn before disappearing entirely. All sun blades are of good alignment.

</body>

</desc>

</proficiency>

<proficiency>

<name>Sword +1, +2 vs. magic-using and enchanted creatures</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This sword always provides a +1 bonus. The +2 bonus takes effect when the sword is employed against wizards, monsters that can cast spells, and conjured, created, gated, or summoned creatures. Note that the +2 bonus would not operate against a creature magically empowered by an item (such as a ring of spell storing) to cast spells.

</body>

</desc>

</proficiency>

<proficiency>

<name>Sword +1, +3 vs. lycanthropes and shape-changers</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This gives its +3 against werecreaturesthose able to assume the form of another creature (such as a vampire or a druid), or any creature under the influence of a polymorph or shape change spell.

</body>

</desc>

</proficiency>

<proficiency>

<name>Sword +1, +3 vs. regenerating creatures</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This will give the +3 bonus to its wielder even when the regenerating creature does so because of a magical devicesuch as a ring of regeneration.

</body>

</desc>

</proficiency>

<proficiency>

<name>Sword +1, +4 vs. reptiles</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

this gives the +4 against such creatures as dinosaurs, dragons, hydras, lizards, snakes, wyverns, etc.

</body>

</desc>

</proficiency>

<proficiency>

<name>Sword +1, Cursed</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This performs in all respects as a +1 weapon, but when its wielder is faced by an enemy, the sword will weld itself to the character's hand and force him to fight until the enemy or the wielder is slain. Thereafter, the possessor can loose, but never rid himself of, the cursed sword. No matter what is done, it will appear in his hand whenever an opponent is faced. The character can be freed of the weapon only by a remove curse spell.

</body>

</desc>

</proficiency>

<proficiency>

<name>Sword +1, Flame Tongue</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This sword provides a few bonuses of +2 vs. regenerating creatures, +3 vs. cold-using, inflammable, or avian creatures, +4 vs. undead. This sheds light when its possessor speaks a command word or phrase. When activated, the flame tongue sword's fire illuminates the area as brightly as a torch. The flame from this sword easily ignites oil, burns webs, or sets fire to paper, parchment, dry wood, etc. Cold-using creatures are those whose attack mode involves cold (ice toads, white dragons, winter wolves, yeti, etc.).

</body>

</desc>

</proficiency>

<proficiency>

<name>Sword +1, Luck Blade</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This gives its possessor a +1 bonus to all saving throws and will have 1d4+1 wishes. The DM should keep the number of wishes secret.

</body>

</desc>

</proficiency>

<proficiency>

<name>Sword +2, Dragon Slayer</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This has a +4 bonus against any sort of true dragon. It inflicts triple damage against one sort of dragon (i.e., 3d12+4). Note that an unusual sword with intelligence and alignment will not be made to slay dragons of the same alignment. Determine dragon type (excluding unique ones like Bahamut and Tiamat) by rolling 1d10:<br>

<br>

1 black (CE) 6 gold (LG)<br>

2 blue (LE) 7 green (LE)<br>

3 brass (CG) 8 red (CE)<br>

4 bronze (LG) 9 silver (LG)<br>

5 copper (CG) 10 white (CE)<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Sword +2, Giant Slayer</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This provides a +3 bonus versus any giant, giant-kin, ettin, ogre mage, or titan. Against any of the true giants (hill, stone, frost, fire, cloud, storm) the sword causes double damage (i.e., 2d12+3).

</body>

</desc>

</proficiency>

<proficiency>

<name>Sword +2, Nine Lives Stealer</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This will always perform as a +2 weapon, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. A natural 20 must be scored on the wielder's attack roll for the sword to function. The victim is entitled to a saving throw vs. spell. If this succeeds, the sword does not function, no charge is used, and normal damage is determined.

</body>

</desc>

</proficiency>

<proficiency>

<name>Sword +3, Frost Brand</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This sword always provides a +3 bonus. The +6 bonus takes effect against creatures that use fire or live in fiery environments. The weapon does not shed any light, except when the air temperature is below 0 degrees F. It does give special benefits against fire, for its wielder is protected as if he were wearing a ring of fire resistance.<br>

The frost brand sword also has a 50% chance of extinguishing any fire into which its blade is thrust. This power extends to a 10-foot radiusincluding a wall of fire but excluding a fireball, meteor swarm, or flame strike.

</body>

</desc>

</proficiency>

<proficiency>

<name>Sword +4, Defender</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This gives its wielder the option of using all, some, or none of the +4 bonus in defense (improving his Armor Class) against any opponent using a hand-held weapon, such as a dagger, mace, spear (not hurled), sword, etc. For example, the wielder can, on the first round of battle, opt to use the sword as +2 and save the other two bonus factors to be added to his Armor Class. This can be done each round.

</body>

</desc>

</proficiency>

<proficiency>

<name>Sword +5, Defender</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This gives its wielder the option of using all, some, or none of the +5 bonus in defense (improving his Armor Class) against any opponent using a hand-held weapon, such as a dagger, mace, spear (not hurled), sword, etc. For example, the wielder can, on the first round of battle, opt to use the sword as +2 and save the other two bonus factors to be added to his Armor Class. This can be done each round.

</body>

</desc>

</proficiency>

<proficiency>

<name>Sword +5, Holy Avenger</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

In the hands of any character other than a paladin, this holy sword will perform only as a sword +2. In the hands of a paladin, however, it creates a magic resistance of 50% in a 5-foot radius, dispels magic in a 5-foot radius at the level of the paladin, and inflicts +10 points of bonus damage upon chaotic evil opponents.

</body>

</desc>

</proficiency>

<proficiency>

<name>Sword -2, Cursed</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is a sword that gives off a magical aura and performs well against targets in practice, but when it is used against an opponent in combat it lowers its user's attack rolls by -2. Only by careful observation can this lowering be detected.

<br> All damage scored is reduced by 2 hit points, but never below a 1 in any event. The sword will always force the character to employ it against enemies, appearing in the character's hand. It can be gotten rid of only by means of limited wish or wish.

</body>

</desc>

</proficiency>

<proficiency>

<name>Sword of Dancing</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

On the first round of melee this weapon is +1, on the second +2, on the third +3, and on the fourth it is +4. On the fifth round, it drops back to +1 and the cycle begins again. In addition, after four rounds of melee its wielder can opt to allow it to "dance."

<br> Dancing consists of loosing the sword on any round (after the first) when its bonus is +1. The sword then fights on its own at the same level of experience as its wielder. After four rounds of dancing, the sword returns to its wielder, who must hold it (and use it) for four rounds before it can dance again. In other words, it is loosed to dance for four more rounds, going from +1 to +4, and must then be held by its wielder at a +1 state and physically used for four successive rounds of melee combat.

<br> When dancing, the sword will leave its owner's hand and may go up to 30 feet distant. At the end of its fourth round of solo combat, it will move to its possessor's hand automatically. Note that when dancing the sword cannot be physically hit, although certain magical attacks such as a fireball, lightning bolt, or transmute metal to wood spell could affect it.

<br> Finally, remember that the dancing sword fights alone exactly the same; if a 7th-level thief is the wielder, the sword will so fight when dancing. Relieved of his weapon for four melee rounds, the possessor may act in virtually any manner desiredresting, discharging missiles, drawing another weapon and engaging in hand-to-hand combat, etc.as long as he remains within 30 feet of the sword. If he moves more than 30 feet from the weapon, it falls lifeless to the ground and is a +1 weapon when again grasped.

</body>

</desc>

</proficiency>

<proficiency>

<name>Sword of Life Stealing</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This +2 weapon will eliminate one level of experience (or Hit Die) and accompanying hit points and abilities when it strikes any opponent on a natural roll of 20. This function is the same as the level-draining ability of certain undead creatures.

<br> The sword wielder can gain as many hit points as an opponent loses to this function of the weapon, up to the maximum number of hit points the character is allowed (i.e., only a character who has suffered loss of hit points can benefit from the function).

</body>

</desc>

</proficiency>

<proficiency>

<name>Sword of Sharpness</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This weapon is treated as +3 or better for purposes of who or what can be hit by it, even though it gets only a +1 bonus to attack and damage rolls. Its power is great, however, for on a very high attack roll, it will sever an extremityarm, leg, neck, tail, tentacle, whatever (but not head) determined by random dice roll:<br>

<br>

Modified score<br>

Opponent is to sever\*<br>

normal/armored 19-21<br>

larger than man-sized 20-21<br>

Solid metal or stone 21<br>

\* Considering only the sword's bonus of +1.<br>

<br>

A sword of sharpness will respond to its wielder's desire with respect to the light it shedsnone, a 5-foot circle of dim illumination, a 15-foot light, or a 30-foot radius glow equal to a light spell.<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Sword of the Planes</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This magical weapon has a base bonus of +1 on the Prime Material Plane, but on any Inner Plane its bonus increases to +2. (The +2 bonus also applies on the Prime Material Plane when the weapon is used against opponents from the Inner Planes.) Similarly, when used on an Outer Plane or against creatures from the Outer Planes, the sword becomes a +3 weapon. Finally, it operates as a +4 weapon on the Astral or Ethereal Plane or when used against opponents from either of those planes.

</body>

</desc>

</proficiency>

<proficiency>

<name>Sword of Wounding</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is a sword of only +1 bonus, but any hit made with it cannot be healed by regeneration. In subsequent rounds, the opponent so wounded loses one additional hit point for each wound inflicted by the sword.

Thus, an opponent hit for four points of damage on the first melee round will automatically lose one additional hit point on the second and each successive round of combat. Loss of the extra point stops only when the creature so wounded bandages its wound or after 10 melee rounds (one turn).

Damage from a sword of wounding can be healed only by normal means (rest and time), never by potion, spell, or other magical means short of a wish. Note that successive wounds will damage in the same manner as the first.

</body>

</desc>

</proficiency>

<proficiency>

<name>Sword, Cursed Berserking</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This performs by every test, save that of the heat of battle, as a +2 magical sword of some sort. However, in actual battle its wielder will go berserk, attacking the nearest creature and continuing to fight until dead or until no living thing remains within 60 feet. The sword has a +2 bonus and otherwise acts as a cursed sword +1. The possessor of a cursed berserking sword can be rid of it only if it is exorcised via a remove curse spell or wish.

</body>

</desc>

</proficiency>

<proficiency>

<name>Sword, Short, Quickness</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is a special +2 blade that enables the wielder to strike first in every combat round. If the wielder encounters someone with a similar weapon (e.g., a scimitar of speed), both strike simultaneously.

</body>

</desc>

</proficiency>

<proficiency>

<name>Sword, Vorpal Weapon</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Similar but superior to a sword of sharpness, a vorpal weapon has a +3 bonus to attack and damage rolls. Check the table below to determine whether an attack roll is good enough to sever the neck/head of the opponent:<br>

<br>

Modified score<br>

Opponent is to sever\*<br>

normal/armored 20-23<br>

larger than man-sized 21-23<br>

solid metal or stone 22-23<br>

\* Considering only the sword's bonus of +3.<br>

<br>

Note that many creatures have no heads or can change their form and, therefore, cannot suffer decapitation. There are also creatures that have heads but will not necessarily be killed by decapitation (among these are dopplegangers, elementals, and golems).<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Amulet of Inescapable Location</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This device is typically worn on a chain or as a brooch. It appears to be an amulet that prevents location, scrying (crystal ball viewing and the like), or detection or influence by ESP or telepathy. Actually, the amulet doubles the likelihood and/or range of these location and detection modes. Normal item identification attempts, including detect magic, will not reveal its true nature.

</body>

</desc>

</proficiency>

<proficiency>

<name>Amulet of Life Protection</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This pendant or brooch device serves as protection for the psyche. The wearer is protected from the magic jar spell or any similar mental attack that would usurp control of the wearer's body. If the wearer is slain, the psyche enters the amulet and is protected for seven full days. Thereafter, it departs to the plane of its alignment. If the amulet is destroyed during the seven days, the psyche is utterly and irrevocably annihilated.

</body>

</desc>

</proficiency>

<proficiency>

<name>Amulet of the Planes</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This device enables the individual possessing it to transport himself instantly to or from any one of the closest levels of the Outer Planes. This travel is absolutely safe, if not absolutely sure, but until the individual learns the device, transport will be random. Roll 1d6. On a 4-6, add 12 to the result of a 1d12 roll (for a result between 1 and 24). On a 1-3, do not add 12 to a 1d12 roll. Figure the total and consult the following table to determine where the holder of the amulet ends up:<br>

<br>

1-2 Mount Celestia<br>

3 Bytopia<br>

4 Elysium<br>

5 Beastlands<br>

6-7 Arborea<br>

8 Ysgard<br>

9 Limbo<br>

10 Pandemonium<br>

11-12 The Abyss<br>

13 Carceri<br>

14 The Gray Waste<br>

15 Gehenna<br>

16-17 Baator<br>

18 Acheron<br>

19 Mechanus<br>

20 Arcadia<br>

21-24 Prime Material Plane\*<br>

<br>

\*As an alternative, you can substitute the following for totals between 22 and 24:<br>

<br>

22 Etheral plane<br>

23 Astral plane<br>

24 Prime, but alternate Earth<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Amulet of Proof Against Detection and Location</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This device protects the wearer against all divination and magical location and detection. The wearer cannot be detected through clairaudience, clairvoyance, ESP, crystal balls, or any other scrying devices. No aura is discernible on the wearer, and predictions cannot be made regarding him unless a powerful being is consulted.

</body>

</desc>

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<proficiency>

<name>Amulet Versus Undead</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This prized charm is a specially blessed symbol that enables the wearer to turn undead like a cleric. The amulet appears ordinary, but glows brightly when presented strongly (i.e., as if it were a holy symbol) in the presence of undead. The success of the attempt to turn is determined by the power of the amuletthe strength of each amulet varies, and when one is discovered, its type is ascertained by rolling on the following table:<br>

<br>

D100 Effective Clerical <br>

Roll Level of Amulet <br>

01-30 5th <br>

31-55 6th <br>

56-75 7th <br>

76-90 8th <br>

91-00 9th <br>

<br>

The amulet must be worn at all times to remain effective. When it is not worn, it becomes inert, and will remain so for the first seven days after it is put on. Its value is a function of its strength: 200 XP value per effective cleric level.<br>

</body>

</desc>

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<name>Beads of Force</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These small, black spheres might be mistaken for common beads, marbles, or unusually black but lusterless pearls. From 5-8 of these beads are usually found at one time. Each is about three-quarters of an inch in diameter and quite heavy, weighing almost an ounce. One can be hurled up to 30 yards.

<br> Upon impact, the bead sends forth a burst of force that inflicts 5d4 points of damage upon all creatures within a 10-foot radius of its center. Each victim is allowed a saving throw vs. spell. Those who save will be thrown out of the blast area, but those who fail to save will be encapsulated by a sphere of force after taking damage.

<br> The sphere will form around any and all such creatures in the 10-foot-radius area, even those of large size, and will persist for 3d4 rounds. Victims will be unable to escape except by the same means and used to bring down a wall of force spell.

</body>

</desc>

</proficiency>

<proficiency>

<name>Brooch of Shielding</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This appears to be a piece of silver or gold jewelry (10% chance that there are jewels set in it). It is used to fasten a cloak or cape. In addition to this mundane task, it can absorb magic missiles of the sort generated by spell, wand, or other magical device. A brooch can absorb up to 101 points of magic missile damage before it melts and becomes useless. Its use can be determined only by means of a detect magic spell and then experimentation.

</body>

</desc>

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<proficiency>

<name>Gem of Brightness</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This crystal appears to be a long, rough prism. Upon utterance of the proper spell words, however, the crystal emits bright light of one of three sorts.

<br> One command word causes the gem to shed a pale light in a cone-shape 10 feet long, emanating from the gem to a radius of 2½ feet at the end of the beam. This does not discharge any of the energy of the device.

<br> Another command causes the gem of brightness to send out a very bright ray 1 foot in diameter and 50 feet long. Any creature struck in the eyes by this beam will be dazzled and unable to see for 1d4 rounds. The target creature is entitled to a saving throw versus magic to determine whether or not its eyes were shut or averted in time. This use of the gem expends one energy charge.

<br> The third manner in which the item may be used is to cause it to flare in a blinding flash of light in a cone 30 feet long with a 5-foot radius at its end. Although this glare lasts but a moment, all creatures within its area must save versus magic or be blinded for 1-4 rounds and thereafter suffer a penalty of -1 to -4 to attack rolls due to permanent eye damage. This use expends five charges.

<br> Dazzling or blindness effects can be reversed by a cure blindness spell; eye damage can be cured only by a heal spell. The gem of brightness has 50 charges and cannot be recharged. A darkness spell cast at the gem's owner drains one charge from a gem of brightness, or makes it useless for one round, at the option of the gem owner. A continual darkness spell causes it to be useless for one day, or to expend five charges, at the option of the owner.

</body>

</desc>

</proficiency>

<proficiency>

<name>Gem of Insight</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This jewel appears to be a well-cut stone of not less than 5,000 gp value. If magic is detected for, the gem radiates a faint aura of the enchantment sort. If any character possesses the item, he will begin to feel its power after keeping the gem on his person for one week. At the end of two weeks, the individual will discover that he is able to understand things more easily, have better insight, memory, recall, etc. In fact, possession of the gem on a continuing basis (three or more months) raises the Intelligence and Wisdom of the character by one point each. If for any reason the gem is not kept beyond the three-month period, the additional Intelligence remains, but the additional Wisdom is lost. A gem of insight functions once every 50 years. If a character acquires a second gem, the second item has no effect.

</body>

</desc>

</proficiency>

<proficiency>

<name>Gem of Seeing</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These finely cut and polished stones are indistinguishable from ordinary jewels, although a detect magic will reveal its enchantment. When gazed through, the gem of seeing enables the user to detect all hidden, illusionary, invisible, astral, ethereal, or out-of-phase things within viewing range.

<br> Peering through the crystal is time-consuming and tedious. The viewing range of the gem is 300 feet for a cursory scan if only large, obvious objects are being sought, 100 feet if small things are to be seen. It requires one round to scan a 200-square-foot area in a cursory manner, two rounds to view a 100-square-foot area in a careful way. There is a 5% chance each time the gem is used that the viewer will see an hallucination, something that is not there, or possibly through some real thing as if it were an illusion.

</body>

</desc>

</proficiency>

<proficiency>

<name>Jewel of Attacks</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This gleaming gem radiates magic and appears to be a valuable item. It is cursed, however, and doubles the likelihood of encountering wandering monsters and the likelihood of pursuit when monsters are encountered and the party seeks to evade them by flight. Once picked up, the jewel of attacks will always magically return to its finder (secreting itself in pouch, bag, pack, pocket, etc.) until a remove curse spell or an atonement is cast upon him.

</body>

</desc>

</proficiency>

<proficiency>

<name>Jewel of Flawlessness</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This magical gem appears to be a very fine stone of some sort, but if magic is detected for, its magical aura will be noted. When a jewel of flawlessness is placed with other gems, it doubles the likelihood of their being more valuable (i.e., the chance for each stone going up in value increases from 10% to 20%). The jewel has from 10-100 facets, and whenever a gem increases in value because of the magic of the jewel of flawlessness (a roll of 2 on d10), one of these facets disappears. When all are gone, the jewel is a spherical stone that has no value.

</body>

</desc>

</proficiency>

<proficiency>

<name>Medallion of ESP</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This appears to be a normal pendant disk hung from a neck chain. It is usually fashioned from bronze, copper, or nickel-silver. The device enables the wearer to concentrate and pick up thoughts in a path 1 foot wide at the medallion and broadening 2 feet every 10 feet from the device the magic reaches, up to an 11-foot maximum width at 50 feet. Note that the wearer cannot send thoughts through a medallion of ESP.<br>

Use of the medallion requires a full round. It is prevented from functioning by stone of over 3-foot thickness, metal of over 1/6-inch thickness, or any continuous sheet of lead, gold or platinum of any thickness greater than paint. The medallion malfunctions (with no result) on a roll of 6 on 1d6, and the device must be checked each time is used.

<br> The character using the device can pick up only the surface thoughts of creatures in the ESP path. The general distance can be determined, but all thoughts will be understandable only if the user knows the language of the thinkers. If target creatures use no language, only the prevailing emotions can be felt. Note that undead and mindless golems have neither readable thoughts nor emotions. The type of medallion found is determined by consulting the table below:

<br>

D20 Roll Medallion <br>

1-15 30' range <br>

16-18 30' range with empathy<br>

19 60' range <br>

20 90' range <br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Medallion of Thought Projection</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This device is like an ESP Medallion in every respect, even as to the range at which it functions. However, in addition to picking up the thoughts of creatures, it will broadcast the thoughts of the user to the creatures in the path of the beam, thus alerting them. To prevent projecting thoughts, the user rolls 1d6. On a roll of 6, the thoughts remain a secret.

</body>

</desc>

</proficiency>

<proficiency>

<name>Necklace of Adaptation</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This chain resembles a medallion. The wearer can ignore all sorts of gases that affect creatures through respiration. He can also breathe underwater or even exist in airless space for up to seven days.

</body>

</desc>

</proficiency>

<proficiency>

<name>Necklace of Missiles</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This device appears to be nothing but a cheap medallion or piece of valueless jewelry. If a character places it about his neck, however, he can see the necklace as it really isit is actually a golden chain from which hang a number of golden missile globes. The spheres are detachable only by the wearer, who can easily hurl them up to a 70-foot distance. When they arrive at the end of their trajectory, they burst as a magical fireball. The number of missiles, and their respective Hit Dice of fireball damage, are determined by rolling 1d20 and consulting the table below:<br>

<br>

Number of Missiles and Power<br>

D20 in Dice<br>

Roll 11 10 9 8 7 6 5 4 3 2 <br>

1-4 - - - - - - 1 - 2 - <br>

5-8 - - - - - 1 - 2 - 2 <br>

9-12 - - - - 1 - 2 - 4 - <br>

13-16 - - - 1 - 2 - 2 - 4 <br>

17-18 - - 1 - 2 - 2 - 2 - <br>

19 - 1 - 2 - 2 - 4 - - <br>

20 1 - 2 - 2 - 2 - 2 - <br>

<br>

For example, on a roll of 9-12, the necklace will possess seven missilesone 7-dice, two 5-dice, and four 3-dice fireballs.<br>

The size will show that there is a difference in power between globes, but the number of dice and damage each causes cannot generally be known.<br>

If the necklace is being worn or carried by a character who fails his saving throw versus a magical fire attack, the item must undergo a saving throw check as well. If it fails to save, all remaining missiles detonate simultaneously.<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Necklace of Prayer Beads</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A magical necklace of this sort appears to be a normal piece of nonvaluable jewelry until it is placed about a character's neck. Even then, the true nature of the item will be revealed only if the wearer is a priest (excluding druids and characters otherwise able to use spells of a priestly or druidical nature such as paladins and rangers). The necklace of prayer beads consists of 1d6+24 semi-precious (60%) and fancy (40%) stones. The wearer will be 25% more likely to successfully petition his deity to grant desired spells. There will also be 1d4+2 special beads (precious stones, gems of 1,000 gp base value) of the following sort (roll 1d20 for each bead):<br>

<br>

D20 Roll Results <br>

1-5 Bead of atonementas the 5th-level spell of the same name<br>

6-10 Bead of blessingas the 1st-level spell of the same name<br>

11-15 Bead of curingcures blindness, disease, or serious wounds (as the appropriate spells)<br>

16-17 Bead of karmaallows the priest to cast his spells as if he were four levels higher (with respect to range, duration, etc.)<br>

18 Bead of summonscalls the priest's deity (90% probability) to come to him in material form (but it had better be for a good reason!)<br>

19-20 Bead of wind walkingas the 7th-level spell of the same name<br>

<br>

Each special bead can be used once per day. If the priest summons his deity frivolously, the deity will, at the very least, take the necklace as punishment. The function of each bead is known only when the bead is grasped and a commune spell used. All powers of the special beads are lost if they are removed from the necklace.<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Necklace of Strangulation</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A necklace of strangulation can be identified only when placed around a character's neck. The necklace immediately constricts and cannot be removed by any means short of a limited wish or wish spell. The wearer suffers 6 points of strangulation damage per round until he is dead. The necklace remains clasped around the character's throat until he is a dry skeleton. It can be reused.

</body>

</desc>

</proficiency>

<proficiency>

<name>Pearl of Power</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This seemingly normal pearl of average size and coloration is a potent aid to a wizard. Once a day, a pearl of power enables the possessor to recall any one spell as desired, even if the spell has already been cast. Of course, the wizard must have the spell to be remembered among those he most recently memorized. The power of the pearl is determined by rolling percentile dice and consulting the table below:<br>

<br>

D100 Level of Spell <br>

Roll Recalled by Pearl <br>

01-25 first <br>

26-45 second <br>

46-60 third <br>

61-75 fourth <br>

76-85 fifth <br>

86-92 sixth <br>

93-96 seventh <br>

97-98 eighth <br>

99 ninth <br>

00 recalls two spells of 1st to 6th level (use 1d6)<br>

<br>

One in 20 of these pearls is of opposite effect, causing a spell to be forgotten. These pearls can be gotten rid of only by means of a wish!<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Pearl of the Sirines</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This normal-seeming pearl radiates faintly of enchantment if magic is detected for. In any event, the stone will be very beautiful and worth at least 1,000 gp on this basis alone. If it is clasped firmly in hand (or to the breast) and the possessor attempts actions related to the pearl's power areas, he will understand and be able to employ the item.

<br> The pearl enables its possessor to breathe in water as if he were in clean, fresh air. Underwater movement rate is 24. The possessor is immune to ill effects from the poison touch of a sirine. The pearl must be within the general area of the possessorless than 10 feet distantto convey its powers to him.

</body>

</desc>

</proficiency>

<proficiency>

<name>Pearl of Wisdom</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Although it appears to be a normal pearl, a pearl of wisdom causes a priest to increase one point in Wisdom if he retains the pearl for one month. The increase happens at the end of 30 days, but thereafter the priest must keep the pearl with him or the one point gain will be lost.

<br> Note that one in 20 of these magical pearls is cursed to work in reverse, but once the point of Wisdom is lost, the pearl turns to powder; the loss is permanent barring some magical restoration means such as a wish or tome of understanding.

</body>

</desc>

</proficiency>

<proficiency>

<name>Periapt of Foul Rotting</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This engraved gem appears to be a gem of small value. If any character claims it as his own, he will contract a terrible rotting disease which can be removed only by application of a remove curse spell followed by a cure disease and then a heal, limited wish, or wish spell. The rotting can also be countered by crushing a periapt of health and sprinkling its dust upon the afflicted character. Otherwise, the afflicted loses one point each of Dexterity, Constitution, and Charisma per week beginning one week after claiming the item. When any score reaches 0, the character is dead. Each point lost due to the disease will be permanent regardless of subsequent removal of the affliction.

</body>

</desc>

</proficiency>

<proficiency>

<name>Periapt of Health</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This gem appears exactly the same as a periapt of foul rotting, but the possessor will be immune from all diseases save that of the latter periapt so long as he has it on his person.

</body>

</desc>

</proficiency>

<proficiency>

<name>Periapt of Proof Against Poison</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The periapt of proof against poison is indistinguishable from other periapts. The character who has one of these magical gems is allowed a saving throw vs. poison that normally disallow any such opportunity. The Special Save column on the table below lists the saving throw for such poisons. The owner rolls against his normal score for poisons which are usually at a penalty, and gets a plus on all other poison saves. Roll 1d20 and consult the table below to determine the effectiveness of a particular periapt:<br>

<br>

D20 Special Plus of <br>

Roll Save Periapt<br>

1-8 19 +1 <br>

9-14 17 +2 <br>

15-18 15 +3 <br>

19-20 13 +4 <br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Periapt of Wound Closure</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This magical stone looks exactly the same as the others of this ilk. The person possessing it need never fear open, bleeding wounds because the periapt prevents them. In addition, the periapt doubles the normal rate of healing, or allows normal healing of wounds that would not do so normally.

</body>

</desc>

</proficiency>

<proficiency>

<name>Phylactery of Faithfulness</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

There is no means to determine what function this device performs until it is worn. The wearer of a phylactery of faithfulness will be aware of any action or item that will adversely affect his alignment and standing with his deity. He acquires this information prior to performing the action or becoming associated with such an item, if a moment is taken to contemplate the action. The phylactery must be worn normally by the priest, of course.

</body>

</desc>

</proficiency>

<proficiency>

<name>Phylactery of Long Years</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This device slows the aging process by one-quarter for as long as the priest wears it. The reduction applies even to magical aging. Thus, if a priest dons the phylactery at age 20, he will age nine months in every 12 that pass; in 12 chronological years, he will have aged just nine years, and will be 29 (physically) rather than 32. One in 20 of these devices is cursed to operate in reverse.

</body>

</desc>

</proficiency>

<proficiency>

<name>Phylactery of Monstrous Attention</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

While this arm wrapping appears to be a beneficial device, it actually draws the attention of supernatural creatures of exactly the opposite alignment of the priest wearing it. This results in the priest being plagued by powerful and hostile creatures whenever he is in an area where such creatures are or can appear. If the priest is of 10th or higher level, the attention of his deity's most powerful enemy will be drawn, causing this being to interfere directly. Once donned, a phylactery of monstrous attention cannot be removed without a wish spell and then a quest must be performed to re-establish the priest in his alignment.

</body>

</desc>

</proficiency>

<proficiency>

<name>Scarab of Death</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs. However, if it is held for more than one round or placed within a soft container (bag, pack, etc.) within 1 foot of a warm, living body for one turn, it changes into a horrible burrowing beetle-like creature. The thing will tear through any leather or cloth, burrow into flesh, and reach the victim's heart in a single round, causing death. It then returns to its scarab form. (Placing the scarab in a container of hard wood, ceramic, bone, ivory, or metal will prevent the monster from coming to life.)

</body>

</desc>

</proficiency>

<proficiency>

<name>Scarab of Enraging Enemies</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

When one of these devices is displayed and a command uttered, all intelligent hostile creatures within a 40-foot radius must successfully save vs. spell or become enraged. Those whose saving throws succeed may perform normally; enraged enemies fly into a berserk fury and attack the nearest creature, even their own comrades (+1 bonus to attack rolls, +2 bonus to damage, -3 to their own Armor Class).

<br> The rage lasts for 1d6+6 rounds, and during this period, the enraged creatures will attack continually, without reason or fear, moving on to attack other creatures nearest them if initial opponents are slain. A scarab of this type contains from 1d6+18 charges.

</body>

</desc>

</proficiency>

<proficiency>

<name>Scarab of Insanity</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This item is indistinguishable from any other amulet, brooch, or scarab. When displayed and a command word is spoken, all other creatures within a 20-foot radius must save vs. spell with a -2 penalty (and -10% penalty to any magic resistance as well). Those failing the save are completely insane for 1d4+8 rounds, unable to cast spells or use reasoning of any sort (treat as a confusion spell with no chance for acting in a non-confused manner). The scarab has 1d8+8 charges.

</body>

</desc>

</proficiency>

<proficiency>

<name>Scarab of Protection</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This device appears to be any one of the various magical amulets, stones, etc. It gives off a faint magical aura, however, and if it is held for one round, an inscription will appear on its surface letting the holder know it is a protective device.

<br> The possessor gains a +1 bonus to all saving throws vs. spell. If no save is normally possible, he gets a one in 20 chance of saving, adjusted by any other magical protections that normally give bonuses to saving throws. Thus, this device allows a saving throw vs. spell at base 20 against magic missile attacks, for example. If the target also has a +4 bonus for magical armor and a +1 bonus for a ring of protection, any roll of 15 or better would indicate that the missiles did no damage.

<br> The scarab can also absorb up to 12 level-draining attacks (two level drains count as two absorbings), death touches, death rays, or fingers of death. However, upon absorbing 12 such attacks the scarab turns to powdertotally destroyed.

<br> One in 20 of these scarabs will be a cursed item, giving the possessor a -2 penalty to his saving throws. However, one in five of these cursed items will become a +2 scarab if the curse is removed by a cleric of 16th-level or higher. In this case, the scarab will have absorption capability of 24 rather than 12.

</body>

</desc>

</proficiency>

<proficiency>

<name>Scarab Versus Golems</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This magical pin enables its wearer to detect any golem within 60 feet, although he must concentrate in order for the detection to take place. Furthermore, the scarab enables its possessor to combat a golem, with hand-held or missile weapons, as if it were a normal monster, with no special defenses. Each scarab has this effect with regard to a different sort of golem. Roll percentile die and consult the table below:<br>

<br>

D100 Type(s) of Golem XP <br>

Roll Affected by Scarab Value <br>

01-30 Flesh 400 <br>

31-55 Clay 500 <br>

56-75 Stone 600 <br>

76-85 Iron 800 <br>

86-95 Flesh, Clay, Wood 900 <br>

96-00 Any golem 1,250 <br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Talisman of Pure Good</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A high priest who possesses this item can cause a flaming crack to open at the feet of an evil priest. The intended victim will be swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be good, and if he is not exceptionally pure in thought and deed, the evil priest will gain a saving throw vs. death.

<br> A talisman of pure good has seven charges. It cannot be recharged. If a neutral priest touches one of these magic stones, he will suffer 7d4 points of damage. If an evil priest touches one, he will suffer 12d4 points of damage. Nonpriests will not be affected by the device.

</body>

</desc>

</proficiency>

<proficiency>

<name>Talisman of the Sphere</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is a small adamantite loop and handle which will be useless to nonwizards. Characters of any other class touching a talisman of this sort will suffer 5d6 points of damage. When held by a wizard concentrating on control of a sphere of annihilation, a talisman of the sphere doubles the Intelligence bonus percentage for control (i.e., 2% per point of Intelligence from 13-15, 6% per point of Intelligence from 16-18).

<br> If control is established by the wielder of a talisman, he need check for continual control only every other round thereafter. If control is not established, the sphere will move toward the wizard at maximum speed (16 feet/round). Note that a wand of negation will have no effect upon a sphere of annihilation, but if the wand is directed at the talisman it will negate its power of control as long as the wand is directed at it.

</body>

</desc>

</proficiency>

<proficiency>

<name>Talisman of Ultimate Evil</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This device exactly resembles a talisman of pure good and is exactly its opposite in all respects. It has six charges.

</body>

</desc>

</proficiency>

<proficiency>

<name>Talisman of Zagy</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A talisman of this sort appears exactly the same as a stone of controlling earth elementals. Its powers are quite different, however, and are dependent upon the Charisma of the individual holding the talisman. Whenever a character touches a talisman of Zagy, a reaction check is made as if the individual were meeting another creature.<br>

If a hostile reaction result is obtained, the device will act as a stone of weight, although discarding it or destroying it results only in 5d6 points of damage and the disappearance of the talisman.

<br> If a neutral reaction results, the talisman will remain with the character for 5d6 hours, or until a wish is made upon it, whichever first occurs, and it will then disappear.

<br> If a friendly reaction result is obtained, the character will find it impossible to be rid of the talisman for as many months as he has points of Charisma.

<br> The device will grant one wish for every six points of the character's Charisma. It will also grow warm and throb whenever its possessor comes within 20 feet of a mechanical or magical trap. (If the talisman is not held, its warning heat and pulses will be of no avail.)

<br> Regardless of which reaction result is obtained, when its time period expires, the talisman will disappear. A base 10,000 gp diamond will remain in its stead.

</body>

</desc>

</proficiency>

<!-- Class Skills -->

<proficiency>

<name>Fighter Character Points</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Warriors make their way in the world by the strength of their muscles and the swiftness of their swords. Warrior classes include the fighter, paladin, and ranger. Using the Players Option system, all members of the warrior group:<br>

<br>

 Have the ability to select any weapon and wear any type of armor available in the campaign.<br>

 Roll d10s to determine their hit points from 1st to 9th level. Thereafter, they gain three hit points per level.<br>

 Are prevented from using certain magical items. <br>

 Can become proficient in shield, which grants them an Armor Class bonus. See the proficiencies section for more details.<br>

 At higher levels make additional melee attacks in a combat round. The chart below details this progression.<br>

<br>

Table 18: Warrior Melee Attacks By Level<br>

Level Attacks/Round<br>

16 1/round<br>

712 3/2 rounds<br>

13+ 2/round<br>

<br>

Fighters have 15 character points to spend on abilities. Each of the abilities below cost 5 to 10 character points. A standard fighter spends his character points to acquire the abilities of weapon specialization and gaining followers.<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Fighter ability - 1d12 for hit points</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Instead of rolling a 10 sided die to determine initial hit points and how many new hit points the fighter receives at each level, a 12 sided dice is rolled instead.

</body>

</desc>

</proficiency>

<proficiency>

<name>Fighter ability - Building</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The knowledge to construct heavy war machines, siege engines, and siege towers.

</body>

</desc>

</proficiency>

<proficiency>

<name>Fighter ability - Defense bonus</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

+2 bonus to Armor Class if unarmored and unencumbered.

</body>

</desc>

</proficiency>

<proficiency>

<name>Fighter ability - Followers</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

By purchasing this skill, a fighter can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 9th level. If this is purchased as a 10 point ability, the fighter can attract followers whenever he establishes a stronghold, regardless of level. Refer to the warrior section of the Players Handbook for more details on followers.

</body>

</desc>

</proficiency>

<proficiency>

<name>Fighter ability - Increased movement</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A fighters base movement score is 15 rather than 12.

</body>

</desc>

</proficiency>

<proficiency>

<name>Fighter ability - Leadership</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The ability to lead large numbers of troops into battle. The fighter is able to take charge of up to 100 soldiers per level. He knows how to use messengers and signals, is familiar with military terminology, and understands the mechanics of moving a large number of men.

</body>

</desc>

</proficiency>

<proficiency>

<name>Fighter ability - Magic resistance</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Gain a 2% Magic Resistance for each level. For example, a 9th level fighter would have an 18% Magic Resistance score.

</body>

</desc>

</proficiency>

<proficiency>

<name>Fighter ability - Move silently</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A fighter with this ability has a chance to move silently like a thief. This chance is equal to his Dexterity score plus his level. For example, an 8th level fighter with a 17 Dexterity score has a 24% chance to move silently. The fighter cannot wear armor above studded leather. Look to the thief table for penalties for additional armor.

</body>

</desc>

</proficiency>

<proficiency>

<name>Fighter ability - Multiple specialization</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This ability can be taken in place of the 5 point ability to specialize in a single weapon. A fighter with this ability can specialize in as many weapons as he desires. The character point cost must be met for each individual specialization.

</body>

</desc>

</proficiency>

<proficiency>

<name>Fighter ability - Poison resistance</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Fighters with poison resistance gain a +1 bonus to all saving throws versus poison.

</body>

</desc>

</proficiency>

<proficiency>

<name>Fighter ability - Spell resistance</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Fighters with spell resistance gain a +1 bonus to all saving throws versus spells.

</body>

</desc>

</proficiency>

<proficiency>

<name>Fighter ability - Supervisor</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The authority to supervise the construction of defensive works such as ditches, pits, fields of stakes, and hastily built wooden and stone barricades. With time permitting, the fighter also can supervise the building of semi permanent fortifications.

</body>

</desc>

</proficiency>

<proficiency>

<name>Fighter ability - War machines</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The knowledge to operate heavy war machines and siege engines such as ballistae, catapults, rams, bores, and siege towers.

</body>

</desc>

</proficiency>

<proficiency>

<name>Fighter ability - Weapon specialization</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This fighter has the ability to specialize in a particular weapon. The character point cost for acquiring the specialization must also be met

</body>

</desc>

</proficiency>

<proficiency>

<name>Fighter restriction - Limited armor</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A fighter with this restriction is limited in his selection of armor. If the character is restricted to chain mail or lighter armor, this restriction gives him 5 CPs; if he is limited to studded leather or lighter armor, he gains 10 CPs; and if he cannot wear any armor at all, this restriction is worth 15 CPs. (The character can always use a shield.)

</body>

</desc>

</proficiency>

<proficiency>

<name>Fighter restriction - Limited weapon selection</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A fighter with this restriction is limited in his choice of weapons. He can choose to gain proficiency only in melee weapons (no missile weapons allowed); he can choose to learn only cleric weapons (bludgeoning weapons); or he can choose to learn only thief weapons (club, dagger, dart, hand crossbow, knife, lasso, short bow, sling, broadsword, long sword, short sword, and staff).

</body>

</desc>

</proficiency>

<proficiency>

<name>Fighter restriction - Limited magical item use</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A fighter with this restriction distrusts magic and refuses to use certain categories of magical items. For each category that is barred to him, he gains 5 CPs . The categories are: potions, oils, and scrolls; rings, rods, staves, and wands, and miscellaneous magical items; weapons; and armor.

</body>

</desc>

</proficiency>

<proficiency>

<name>Thief Character Points</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Thieves are limited in their selection of weapons to: club, dagger, dart, hand crossbow, knife, lasso, short bow, sling, broad sword, long sword, short sword, and staff.

<br> Thieves receive 80 character points to spend on skills from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. Many of the skills can be improved as thieves advance levels. Skills marked with an asterisk (\*) can be improved as a thief advances in level. Refer to the appropriate table.

</body>

</desc>

</proficiency>

<proficiency>

<name>Thief ability - Backstab</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Thieves are practiced in the art of quietly eliminating guards and sentries. If a thief strikes a target from behind with surprise, the thief gains a +4 bonus on his attack roll, and the blow does additional damage. Table 24 defines the extra damage:<br>

<br>

Table 24: Backstab Damage Multiplier<br>

Thiefs Level Damage Multiplier<br>

14 x2<br>

58 x3<br>

912 x4<br>

13+ x5<br>

<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Thief ability - Bribe\*</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A thief can bribe an official with gifts of money or merchandise. Only one bribe can be attempted per target. If the attempt fails, the DM should make a reaction roll for the target to determine how he counters the bribe.

</body>

</desc>

</proficiency>

<proficiency>

<name>Thief ability - Climb walls\*</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This skill lets thieves climb smooth or vertical surfaces.

</body>

</desc>

</proficiency>

<proficiency>

<name>Thief ability - Defense bonus</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

+2 bonus to Armor Class when unarmored and unencumbered.

</body>

</desc>

</proficiency>

<proficiency>

<name>Thief ability - Detect illusion\*</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Thieves can see detect illusions within their line of sight, up to 90 feet away. They perceive the illusion as a translucent image, seeing through it as though it were a light mist.

</body>

</desc>

</proficiency>

<proficiency>

<name>Thief ability - Detect magic\*</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Thieves can spot magical radiations within their line of sight, up to 60 feet away. They can determine the intensity of the magicdim, faint, moderate, strong, and overwhelming.

</body>

</desc>

</proficiency>

<proficiency>

<name>Thief ability - Detect noise\*</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is the ability to hear sounds others usually cant.

</body>

</desc>

</proficiency>

<proficiency>

<name>Thief ability - Escaping bonds\*</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

There comes a time in every thiefs career when his luck runs out and the he is apprehended. The ability to escape bonds such as ropes, leather thongs, manacles, chains, and even straight jackets is a feat of contortion and determination. The thief must roll to break every device binding him. If hes tied at the wrists and at the ankles, then he must make two successful rolls to free himself. This skill takes five rounds to use. A thief might hurry his efforts, but he suffers a 5% penalty for each round he tries to shave. Locked items also require the thief to successfully pick the locks. A failure on any attempt means that the thief cannot loose that bond or pick the lock.

</body>

</desc>

</proficiency>

<proficiency>

<name>Thief ability - Find/remove traps\*</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Many people try to protect their important belongings from thieves with small mechanical traps or alarms. As a result, thieves have developed skills to find and disarm these traps.

</body>

</desc>

</proficiency>

<proficiency>

<name>Thief ability - Followers</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

By purchasing this skill, a thief can gain followers as described in the Players Handbook if he establishes a stronghold and is at least 10th level. If this is purchased as a 10 point ability, the thief can attract followers whenever he establishes a stronghold, regardless of level. Refer to the thief section of the Players Handbook for more details on followers.

</body>

</desc>

</proficiency>

<proficiency>

<name>Thief ability - Hide in shadows\*</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A thief can attempt to disappear in shadows, bushes, and crannies. A successful thief will be effectively invisible as long as he remains all but motionless. Slow, deliberate movements are allowed.

</body>

</desc>

</proficiency>

<proficiency>

<name>Thief ability - Move silently\*</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is the ability to move without making noise. The movement rate of a thief attempting this is reduced to 1/3 his normal rate.

</body>

</desc>

</proficiency>

<proficiency>

<name>Thief ability - Open locks\*</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A thief can try to pick all types of locks using skill, tools, finesse, and luck. If a thief fails to open a lock, he cannot attempt to open that lock again until advancing a level.

</body>

</desc>

</proficiency>

<proficiency>

<name>Thief ability - Pick pockets\*</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A thief uses this skill to pilfer small items from the pouches, pockets, belts, sleeves, packs, etc. of others. A failed attempt means the thief did not come away with an item, but it does not indicate the thief was caught in the act. To determine if a thiefs attempt was noticed, subtract three times the victims experience level from 100. If the thiefs roll was equal to or higher than this number, the attempt was noticed. For example, if the thief tried to pick the pocket of a 5th level fighter and failedand the thiefs roll was 85 or higherthe thief is noticed. (5x3 = 15. 10015 = 85.)

</body>

</desc>

</proficiency>

<proficiency>

<name>Thief ability - Read languages\*</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A thief needs every edge he can get, and the ability to read languages can help.

</body>

</desc>

</proficiency>

<proficiency>

<name>Thief ability - Scroll use</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

At 10th level, a thief can use magical spell scrolls. By purchasing this skill as a 10 point ability, he has a chance to read scrolls at any level. If a thief fails to accurately read the scroll, usually something detrimental occurs, such as the spell backfiring. Consult Table 25 for the thiefs chance to read a scroll:<br>

<br>

Table 25: Thief Scroll Use<br>

Thief Level % Chance<br>

12 10%<br>

34 20%<br>

56 30%<br>

7 40%<br>

8 50%<br>

9 60%<br>

10 70%<br>

11+ 80%<br>

<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Thief ability - Thieves cant</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Thieves use slang terms when referring to their illegal operations. This lets them converse about such dealings in the open without others knowing what they are talking about.

</body>

</desc>

</proficiency>

<proficiency>

<name>Thief ability - Tunneling\*</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A thief might need to dig a tunnel to get to a cache of riches. His success at tunneling depends on several factors. The tunneling table below shows the time required to dig through 10 feet of earth with adequate tools. Every 10 feet, the thief must make a skill check, failure meaning that the front of the tunnel collapses. It can be re dug at the loose earth rate.<br>

<br>

Table 26: Tunneling<br>

Type of earth Modifier Time<br>

Sand/loose earth 10% 5 hours<br>

Packed earth  10 hours<br>

Rock +10% 30 hours<br>

<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Thief ability - Weapon specialization</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This thief can specialize in a particular weapon. The character point cost for gaining proficiency and specialization in the weapon must be met in addition.

</body>

</desc>

</proficiency>

<proficiency>

<name>Paladin Character Points</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Only humans can become paladins. A paladin must be lawful good in alignment. Any paladin who changes alignment loses all his special powers. This loss might be temporary or permanent, depending on the circumstances. A paladin who consciously commits a chaotic act must find a lawful good cleric of at least 7th level, confess the act, and seek penance. If a paladin knowingly commits an evil act, the characters status as a paladin is forever lost. If such an act is committed by the paladin under duress (enchanted or controlled by magic), the loss of status remains in effect until the paladin completes a major quest for the cause of good. The paladin gains no experience points for this quest, but if successfully completed, he regains the status and powers of his paladinhood. All paladins have the following restrictions:<br>

<br>

 Cannot possess more than 10 magical items. Further, these items must not exceed one set of armor, one shield, four weapons (magical arrows and bolts dont count), and four other objects.<br>

 Can never retain wealth. He can keep enough treasure to support himself, pay his henchmen, and so on, but all excess monies must be donated to worthy causes. Other characters do not qualify as worthy causes. In addition, 10% of all treasure garnered must be given to a lawful good religious institution of the paladins choice.<br>

 Cannot attract a body of followers. However, he can hire soldiers and specialistsso long as those individuals are lawful good.<br>

 Will not abide the company of those he knows to be evil. Those of other alignments will be tolerated as long as they behave themselves.<br>

<br>

Paladins receive 60 character points with which to purchase class abilities. Each of the abilities below cost 5 to 10 character points. A standard paladin spends his character points to acquire the abilities of circle of power 5, curative 10, detection 5, faithful mount 5, healing 5, health 5, protection from evil 5, saving throw bonus 10, and turn undead 10.<br>

<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Paladin ability - Alternate Sphere Access</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Refer to Table 6: Access Costs in the previous chapter. Standard paladins have the equivalent of minor access to the spheres of combat, divination, healing, and protection, totalling 20 CPs. A paladin may choose to have minor access to any combination of alternate spheres totalling 20 CPs or less. For example, the paladin of a sea god might choose all, elemental water, healing, weather, and creation. Note that the paladin only pays for minor access, but still gains the ability to cast 4th level spells. The paladin may exchange spheres for 5 CPs or buy additional spheres at the cost listed in Table 6.

</body>

</desc>

</proficiency>

<proficiency>

<name>Paladin ability - Circle of power</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

If the paladin has a holy sword, he can project a circle of power 10' in diameter. This circle dispels hostile magic at a level equal to the experience level of the paladin

</body>

</desc>

</proficiency>

<proficiency>

<name>Paladin ability - Curative</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Cure diseases of all types once a week for every five experience levels. For example, a 10th level paladin can use his cure disease ability two times a week. (This ability is ineffective against lycanthropy.)

</body>

</desc>

</proficiency>

<proficiency>

<name>Paladin ability - Detection</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Detect evil monsters or creatures up to 60' away by concentrating. A paladin can do this as often as he wishes, but each use takes one round.

</body>

</desc>

</proficiency>

<proficiency>

<name>Paladin ability - Faithful mount</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The paladin can summon a special steed at 4th level. This faithful steed might not be a horseit may be any creature the DM deems appropriate. This steed is bonded to the paladin. However, this steed does not simply appear when called. The paladin likely must find his mount in a memorable way, such as on a quest.

</body>

</desc>

</proficiency>

<proficiency>

<name>Paladin ability - Healing</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The ability to heal himself or another by the laying on of hands once a day. The paladin can restore two hit points per his experience level.

</body>

</desc>

</proficiency>

<proficiency>

<name>Paladin ability - Health</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Immunity to all forms of disease. (Paladins are not immune to lycanthropy and mummy rot.)

</body>

</desc>

</proficiency>

<proficiency>

<name>Paladin ability - Increased spell power</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A paladin with this power casts spells with an effective casting level only four levels less than his true level and has no maximum casting level. Normally, a 9th level paladin casts spells as a 1st level priest, but with this ability the 9th level paladin casts spells with the power of a 5th level priest. Spell progression is unaffected; only level based characteristics of an individual spell are affected by this ability.

</body>

</desc>

</proficiency>

<proficiency>

<name>Paladin ability - Poison resistance</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The character gains a +1 bonus to all saving throws versus poison.

</body>

</desc>

</proficiency>

<proficiency>

<name>Paladin ability - Priest spells</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The Players Handbook states that at 9th level a paladin can cast priest spells from the following spheres: combat, divination, healing, and protection. However, by purchasing this ability, paladins can cast spells beginning at 4th level. Paladins do not gain extra spells for possessing high Intuition scores, nor can they cast spells from cleric or druid scrolls. The spell progression chart for paladins appears below.<br>

<br>

Table 20: Paladin Spell Progression<br>

Paladin Casting Spell level<br>

Level Level 1 2 3 4<br>

4 1 1   <br>

5 1 1   <br>

6 2 2   <br>

7 2 2 1  <br>

8 3 2 1  <br>

9 3 2 2  <br>

10 4 2 2 1 <br>

11 4 2 2 2 <br>

12 5 3 2 2 <br>

13 5 3 2 2 <br>

14 6 3 2 2 1<br>

15 7 3 3 2 1<br>

16 8 3 3 3 1<br>

17 9\* 3 3 3 1<br>

18 9\* 3 3 3 2<br>

19 9\* 3 3 3 3<br>

20 9\* 4 3 3 3<br>

<br>

\* Maximum level of spell ability<br>

<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Paladin ability - Protection from evil</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The paladin has a natural aura with a 10' radius. Within this aura, summoned or evil creatures suffer a 1 penalty to all attack rolls. Creatures affected by this aura know the paladin to be the source of their discomfort.

</body>

</desc>

</proficiency>

<proficiency>

<name>Paladin ability - Resist charm</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Paladins with this ability gain a +2 bonus to saving throws versus charm like spells and abilities.

</body>

</desc>

</proficiency>

<proficiency>

<name>Paladin ability - Saving Throw Bonus</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Paladins with this ability gain a +2 bonus to all saving throws.

</body>

</desc>

</proficiency>

<proficiency>

<name>Paladin ability - Turn undead</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

When the paladin attains 3rd level he can turn undead. This ability functions as if the paladin were a cleric two levels lower. For example, a 6th level paladin would turn undead as a 4th level cleric. See the Players Handbook for information on turning undead.

</body>

</desc>

</proficiency>

<proficiency>

<name>Paladin ability - Weapon specialization</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This paladin can specialize in a particular weapon. The character point cost must be met in addition.

</body>

</desc>

</proficiency>

<proficiency>

<name>Paladin restriction - Limited armor</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A paladin with this restriction is limited in his selection of armor. If the character is restricted to chain mail or lighter armor, this restriction gives him 5 CPs; if he is limited to studded leather or lighter armor, he gains 10 CPs; and if he cannot wear any armor at all, this restriction is worth 15 CPs. (The character can always use a shield.)

</body>

</desc>

</proficiency>

<proficiency>

<name>Paladin restriction - Limited weapon selection</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A paladin with this restriction is limited in his choice of weapons. He can choose to gain proficiency only in melee weapons (no missile weapons allowed); he can choose to learn only cleric weapons (bludgeoning weapons); or he can choose to learn only thief weapons (club, dagger, dart, hand crossbow, knife, lasso, short bow, sling, broadsword, long sword, short sword, and staff).

</body>

</desc>

</proficiency>

<proficiency>

<name>Paladin restriction - Limited magical item use</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A paladin with this restriction distrusts magic and refuses to use certain categories of magical items. For each category that is barred to him, he gains 5 CPs . The categories are: potions, oils, and scrolls; rings, rods, staves, and wands, and miscellaneous magical items; weapons; and armor.

</body>

</desc>

</proficiency>

<proficiency>

<name>Ranger Character Points</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Rangers must be of one of these alignments: lawful good, neutral good, or chaotic good. They must abide by the following restrictions:<br>

<br>

 Must retain his good alignment. If he intentionally commits an evil act, he loses all his ranger abilities and becomes a fighter of the same level. His ranger status never can be regained. If a ranger commits evil under duress or because he has no choice, he cannot gain experience points until he has cleansed himself. This may entail correcting the wrongs done by his evil act, avenging himself on those who forced him to the act, etc. The DM should determine the appropriate actions.<br>

 Can retain only what treasure he and his mount can carry. All other treasure must be donated to a worthy cause.<br>

<br>

Ranger characters receive 60 character points to purchase class abilities. Each of the abilities below costs 5 to 10 character points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. A standard ranger spends his character points to acquire the abilities of empathy with animals, followers, hide in shadows, move silently, priest spells, special enemy, two weapon style, and tracking proficiency.<br>

<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Ranger ability - Alternate sphere access</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Normally, rangers have minor access to the spheres of plant and animal, totalling 10 CPs. A ranger may choose to have minor access to any combination of alternate spheres totalling 10 CPs or less. For example, a ranger might choose travelers, elemental air, and healing. If spheres are exchanged on a point for point basis, this optional ability has a base cost of only 5 CPs, but a ranger may choose extra spheres of access and add the costs listed in Table 6: Access Costs.

</body>

</desc>

</proficiency>

<proficiency>

<name>Ranger ability - Bow bonus</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A ranger with this ability gains a +1 attack bonus when using any type of bow.

</body>

</desc>

</proficiency>

<proficiency>

<name>Ranger ability - Climbing</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A ranger can climb trees, cliffs, and other natural formations. The rangers climbing score is equal to his Dexterity/Balance score plus the hide in shadows percentage (see Table 22) for a character of his level. Note that a ranger does not have to have the hide in shadows ability to have a climbing ability, the two skill simply use similar numbers.<br>

<br>

Table 22: Ranger Abilities By level<br>

Rangers Hide in Move<br>

Level Shadows\*\* Silently<br>

1 10% 15%<br>

2 15% 21%<br>

3 20% 27%<br>

4 25% 33%<br>

5 31% 40%<br>

6 37% 47%<br>

7 43% 55%<br>

8 49% 62%<br>

9 56% 70%<br>

10 63% 78%<br>

11 70% 86%<br>

12 77% 94%<br>

13 85% 99%\*<br>

14 93% 99%\*<br>

15 99%\* 99%\*<br>

<br>

\* Maximum percentile score<br>

\*\* Also used to determine the characters climbing score.<br>

<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Ranger ability - Detect noise</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

As the thief ability. Use the rangers Intuition score plus his move silently percentage to determine his chance for success. <br>

<br>

Table 22: Ranger Abilities By level<br>

Rangers Hide in Move<br>

Level Shadows\*\* Silently<br>

1 10% 15%<br>

2 15% 21%<br>

3 20% 27%<br>

4 25% 33%<br>

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10 63% 78%<br>

11 70% 86%<br>

12 77% 94%<br>

13 85% 99%\*<br>

14 93% 99%\*<br>

15 99%\* 99%\*<br>

<br>

\* Maximum percentile score<br>

\*\* Also used to determine the characters climbing score.<br>

<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Ranger ability - Empathy with animals</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

When dealing with a domestic or non hostile animal, the ranger can approach and befriend it automatically. The ranger also can discern the health and nature of such animals. When approaching wild animals or those trained to attack, the animal must make a saving throw vs. rods to resist the rangers friendly overtures. There is a 1 penalty to the roll for every three experience levels of the ranger. For example, if the approaching ranger is 7th level, the animals saving throw penalty is 2. If the animal fails the save, the ranger can adjust the animals reaction by one category.

</body>

</desc>

</proficiency>

<proficiency>

<name>Ranger ability - Find and remove wilderness traps</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

These traps include pits, snares, etc. A rangers chance for success is equal to his move silently percentage. See the table farther below.<br>

<br>

Table 22: Ranger Abilities By level<br>

Rangers Hide in Move<br>

Level Shadows\*\* Silently<br>

1 10% 15%<br>

2 15% 21%<br>

3 20% 27%<br>

4 25% 33%<br>

5 31% 40%<br>

6 37% 47%<br>

7 43% 55%<br>

8 49% 62%<br>

9 56% 70%<br>

10 63% 78%<br>

11 70% 86%<br>

12 77% 94%<br>

13 85% 99%\*<br>

14 93% 99%\*<br>

15 99%\* 99%\*<br>

<br>

\* Maximum percentile score<br>

\*\* Also used to determine the characters climbing score.<br>

<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Ranger ability - Followers</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

At 10th level, the ranger attracts 2d6 followers. Use Table 19 in the Players Handbook to determine what kind of creatures the ranger attracts. The ranger does not need to build a stronghold or fort.

</body>

</desc>

</proficiency>

<proficiency>

<name>Ranger ability - Hide in Shadows</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A ranger can hide in shadows, as the thief ability, in natural surroundings if he is wearing studded leather or lighter armor. See Table 22 for the rangers chance of success. The ranger also can attempt to use this ability in other settings, but his chance of success is halved.<br>

<br>

Table 22: Ranger Abilities By level<br>

Rangers Hide in Move<br>

Level Shadows\*\* Silently<br>

1 10% 15%<br>

2 15% 21%<br>

3 20% 27%<br>

4 25% 33%<br>

5 31% 40%<br>

6 37% 47%<br>

7 43% 55%<br>

8 49% 62%<br>

9 56% 70%<br>

10 63% 78%<br>

11 70% 86%<br>

12 77% 94%<br>

13 85% 99%\*<br>

14 93% 99%\*<br>

15 99%\* 99%\*<br>

<br>

\* Maximum percentile score<br>

\*\* Also used to determine the characters climbing score.<br>

<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Ranger ability - Increased spell power</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A ranger with this power casts spells with an effective casting level only four levels less than his true level and has no maximum casting level. Normally, an 8th level ranger casts spells as a 1st level priest, but with this ability the ranger has a casting level of 4 instead of 1. Spell progression is unaffected; only level based characteristics of a spell are affected by this ability.

</body>

</desc>

</proficiency>

<proficiency>

<name>Ranger ability - Increased spell progression</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A ranger with this power gains his spell ability earlier than 8th level. For 7 points, he begins to gain spells at 6th level; for 12 points, he begins to gain spells at 4th level. In all other respects, his spell powers are unchanged, and he simply enters the Table 18 at the level indicated. Each level he gains from that point on advances him one level on the chart.

</body>

</desc>

</proficiency>

<proficiency>

<name>Ranger ability - Move silently</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A ranger can move silently, as the thief ability, in natural surroundings if he is wearing studded leather or lighter armor. See Table 22 for the rangers chance of success. The ranger also can attempt to use this ability in other settings, but his chance of success is halved.<br>

<br>

Table 22: Ranger Abilities By level<br>

Rangers Hide in Move<br>

Level Shadows\*\* Silently<br>

1 10% 15%<br>

2 15% 21%<br>

3 20% 27%<br>

4 25% 33%<br>

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8 49% 62%<br>

9 56% 70%<br>

10 63% 78%<br>

11 70% 86%<br>

12 77% 94%<br>

13 85% 99%\*<br>

14 93% 99%\*<br>

15 99%\* 99%\*<br>

<br>

\* Maximum percentile score<br>

\*\* Also used to determine the characters climbing score.<br>

<br>

</body>

</desc>

</proficiency>

<proficiency>

<name>Ranger ability - Pass Without Trace</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

By selecting this ability at character creation, a ranger gains the druid ability to pass without trace once a day.

</body>

</desc>

</proficiency>

<proficiency>

<name>Ranger ability - Priest spells</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Starting at level eight, a ranger can learn priest spells of the plant and animal spheres. He follows the normal rules for priest spells, though he does not gain extra spells for a high Wisdom/Intuition score. A ranger cannot use clerical scrolls. The rangers spell progression is presented on Table 21.

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<name>Ranger ability - Sneak attack</name>

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<body style="font-family: Arial; font-size: 12pt; ">

If a ranger successfully moves silently and hides in shadows, he can sneak attack in natural settings, as the thiefs backstab ability. The ranger strikes and does backstab damage as a thief of the same level.

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<name>Ranger ability - Speak with animals</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Once a day a ranger can speak with animals, as the spell.

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<name>Ranger ability - Special enemy</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Rangers focus their efforts on one exceedingly bothersome type of creature. A ranger must choose his special enemy before reaching 2nd level. Sample enemies include orcs, trolls, bugbears, and lizard men. The DM must approve the players choice. From that point on, the ranger gains a +4 bonus to his attack rolls when encountering that type of creature. The ranger can attempt to hide the enmity he feels for these creatures, but he suffers a 4 penalty on reaction rolls vs. that type of creature. Further, the ranger should seek out such creatures over other foes in combat, unless there is some greater danger.

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<name>Ranger ability - Tracking proficiency</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The ranger gains the tracking proficiency, and the characters tracking skill automatically improves by +1 for every three levels. For example, a 10th level ranger improves his tracking score by +3.

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<name>Ranger ability - Two weapon style</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A ranger can fight with two weapons and suffer no penalties to his attacks rolls. No shield can be used when a ranger fights in this manner. If the ranger wears armor heavier than studded leather, the standard penalties fro two weapon fighting apply.

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<name>Ranger ability - Weapon specialization</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This ranger can specialize in a particular weapon. The character point cost must be met in addition.

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<name>Ranger restriction - Limited armor</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A ranger with this restriction is limited in his selection of armor. If the character is restricted to chain mail or lighter armor, this restriction gives him 5 CPs; if he is limited to studded leather or lighter armor, he gains 10 CPs; and if he cannot wear any armor at all, this restriction is worth 15 CPs. (The character can always use a shield.)

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</proficiency>

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<name>Ranger restriction - Limited weapon selection</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A ranger with this restriction is limited in his choice of weapons. He can choose to gain proficiency only in melee weapons (no missile weapons allowed); he can choose to learn only cleric weapons (bludgeoning weapons); or he can choose to learn only thief weapons (club, dagger, dart, hand crossbow, knife, lasso, short bow, sling, broadsword, long sword, short sword, and staff).

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<name>Ranger restriction - Limited magical item use</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A ranger with this restriction distrusts magic and refuses to use certain categories of magical items. For each category that is barred to him, he gains 5 CPs . The categories are: potions, oils, and scrolls; rings, rods, staves, and wands, and miscellaneous magical items; weapons; and armor.

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<name>Bard Character Points</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A bard is a jack of all trades, but a master of none. He fights as rogue, but he can use any weapon. A bard can wear any armor up to, and including, chain mail, but he cannot use a shield.

<br> All bards are skilled singers, vocalists, and musicians. A bard character automatically begins play with the proficiencies of Singing and Musical Instrument, in the instrument of the players choice. The character does not have to expend character points for these bonus proficiencies, but he may choose to use CPs to increase his level of skill by raising his proficiency scores or acquiring the appropriate traits (see Chapter Six).

<br> Bards have 70 character points to spend on skills from the following list. Skills costs 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. Many of the skills can be improved as bards advance levels. This is explained after the skill section.

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<name>Bard ability - Accelerated spell progression</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The bard enters Table 32: Bard Spell Progression in the PHB as if he were one level higher. A 1st level bard with this advantage has the spell power of a 2nd level bard, a 4th level bard is treated as a 5th level bard, and so on.

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<name>Bard ability - Alter moods</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

When performing before a non hostile group, the bard can alter the groups mood. This can be achieved via an inspiring poem, a tragic tale, a collection of jokes, or a lively tune. Everyone hearing the bards performance must make a saving throw vs. paralyzation. For every three experience levels the bard possesses apply a 1 modifier to each roll. If the save fails, the groups current attitude can be shifted one level in the direction chosen by the bard. See the reactions section of the Dungeon Master Guide for more details.

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<name>Bard ability - Animal friendship</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Once a day, the bard can cast the equivalent of an animal friendship spell by singing a soothing song.

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<name>Bard ability - Armor and spell use</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Normally, a bard cannot wear armor and cast spells. For 5 CPs, he may wear leather or lighter armor and still use spells; for 10 CPs, he may wear any kind of armor normally usable by a bard and still cast spells.

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<name>Bard ability - Charm resistance</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Bards with this ability gain a +1 bonus to all saving throws versus charm like spells and effects.

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<name>Bard ability - Climb walls\*</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This skill lets bards climb smooth or vertical surfaces.

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</proficiency>

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<name>Bard ability - Counter effects</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Bards are able to counter the effects of songs and music used as magical attacks by performing a counter song. All characters within 30' of the bard are immune to such attacks. For example, the bards adventuring party would be immune to the effects of a harpys song. The bard can perform no actions other than a slow walk while countering magic with his music. If he is struck in combat or fails any saving throw, the effect of his counter song ends. More details of this power can be found in the Players Handbook.

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<name>Bard ability - Detect magic\*</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Bards can spot magical radiations within their line of sight, up to 60 feet away. They can determine the intensity of the magicdim, faint, moderate, strong, and overwhelming.

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<name>Bard ability - Detect noise\*</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is the ability to hear sounds others usually cant.

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<name>Bard ability - History</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

In his travels, a bard learns a great many things. The bard can read and write his native language and knows his areas local history. In addition, a bard has a 5% chance per level to identify the general purpose, function, and history of any magical item he comes across. The bard need not touch the item, but he must examine it closely.

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<name>Bard ability - Pick pockets\*</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A bard uses this skill to pilfer small items from the pouches, pockets, belts, sleeves, packs, etc. of others. A failed attempt means the bard did not come away with an item, but it does not indicate the bard was caught in the act. To determine if a bards attempt was noticed, subtract three times the victims experience level from 100. If the bards roll was equal to or higher than this number, the attempt was noticed. For example, if the thief tried to pick the pocket of a 7th level wizard and failedand the thiefs roll was 79 or higherthe thief is noticed. (7x3 = 21. 10021 = 79.)

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<name>Bard ability - Rally friends</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The bard can inspire his compatriots who are about to enter battle. If the bard knows the nature of the threat they face, the bard can spend three full rounds rallying his friends with one of the following effects: a +1 bonus on attack rolls, a +1 bonus to saving throws, or a +2 bonus on Morale rolls during the upcoming battle. The range is 10' per level of the bard, and the duration is one round per level of the bard.

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<name>Bard ability - Read languages\*</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A bard needs every edge he can get, and the ability to read languages could put him ahead of his competitors.

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<name>Bard ability - School specialization</name>

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<body style="font-family: Arial; font-size: 12pt; ">

A bard with this power may select a school of magic in which to specialize. He may choose enchantment/charm, illusion, or song magic as his specialty. Bard specialists gain all the normal benefits and restrictions associated with school specialization, including opposition schools and penalties to learning spells outside their chosen school. However, they may not engage in spell research.

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<name>Bard ability - Sound resistance</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Bards gain a +2 bonus to saving throws vs. sound based magical attacks such as: harpys song, dragonnes roar, sphinxs roar, the shout spell, yeth hound howl, and sirine song.

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<name>Bard ability - Scroll use</name>

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<body style="font-family: Arial; font-size: 12pt; ">

At 10th level, any bard can use magical spell scrolls. By purchasing this skill as a 10 point ability, he has a chance to read scrolls at any level. If a bard fails to accurately read the scroll, usually something detrimental occurs, such as the spell backfiring. Consult Table 31 for the bards chance to read a scroll.

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<name>Bard ability - Weapon specialization</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This bard can specialize in a particular weapon. The character point cost must be met in addition.

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<name>Bard ability - Wizard magical item use</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A bard with this ability may make use of magical items normally reserved for use by wizards, including wands, rings, and miscellaneous magical items, but not rods or staves.

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<name>Bard ability - Wizard spells</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Bards are dabblers in magic, studying it in a rather disorganized fashion. They cannot specialize in a school of magic. They can cast spells once they reach 2nd level, and they begin with one to four spells in their spell books. A bards spell casting level is equal to his actual experience level. The bards spell progression chart follows.

<br> After a bards skills are selected, consult the table below to determine base scores. If the bard has skills from the table, record the appropriate scores. These skills can improve as the bard gains levels.

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<name>Bard restriction - Awkward casting method</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The bards spells require either loud singing or the strong playing of an instrument of some kind, making it impossible to cast spells discretely or quietly. He will almost never be able to cast spells without revealing a place of concealment or tipping off an ambush.

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<name>Bard restriction - Opposition school</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The bard may not make use of spells from one philosophical school of magic or make use of magical items that duplicate that schools effects. (Schools that are in opposition to any specialty schools of the character cant be selected for this restriction.) For each opposing school of philosophy, the character may take a 5 point restriction.

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<name>Bard restriction - Reduced spell power</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Since he is not a true wizard, the bards spells are of less power than a wizards. For purposes of all level based characteristics (range, duration, area of effect, damage, and so on), a bard of 2nd5th level effective casting level is one level lower, a 6th9th level bards effective casting level is two levels lower, and a bard of 10th level or higher casts spells as if he were three levels lower.

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<name>Bard restriction - Reduced spell progression</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The bard can cast one less spell at each level than normal. For example, a 4th level bard may normally memorize two 1st level and one 2nd level spell; with this restriction, he is reduced to memorizing only one 1st level spell.

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<name>Bard restriction - Unreliable casting method</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The bards unorthodox approach to magic results in occasional failures, with spells just fizzling instead of taking effect. The chance for failure is 10% per spell level, less 2% per experience level. For example, a 6th level bard casting a 2nd level spell would have an 8% chance (20 minus 12) of failure.

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<name>Wizard Character Points</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Wizards command staggering energies and make dangerous opponents. The power to control magical energies comes from the mind, and as such, Intelligence is very important.<br>

Wizards cannot wear armor, as it not only interferes with the forces they control, but also goes against their way of thinking. They are limited in the number of weapons that they can wield in combat. Permissible weapons are: knife, dagger, staff, darts, and slings. <br>

All wizards have the ability to cast numerous offensive, defensive, and informative spells. The spell progression chart for wizards is below. Just as there are spheres of clerical spells, there also are schools of wizard magic. There are eight schools, and details on them can be found in the Players Handbook.<br>

Wizards also possess the capacity to use magical items such as wands, rods, staves, rings, scrolls, and potions. Finally, wizards can create new magical spells and itemsfrom scrolls and elixirs to mighty weapons.<br>

Wizards have 40 character points to spend on skills from the following list. A standard mage would pay 40 CPs to gain access to the eight schools of philosophy: abjuration, alteration, conjuration/summoning, divination, enchantment/charm, illusion, invocation/evocation, and necromancy.<br>

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<name>Wizard Ability - Access to abjuration</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The abjurer specializes in the school of abjuration, commanding magical energies that provide various forms of protection to himself and his companions. Abjurers have few spells that can directly inflict damage, but their protective enchantments can help them protect their comrades from harm in battle. They are also extremely effective against enemy spellcasters and creatures of extraplanar or unusual origins.

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<name>Wizard Ability - Access to alteration</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The school of alteration is the largest of the schools of philosophy, giving the transmuter access to a variety of powers and abilities. Transmuters command a number of useful spells. Their offensive and defensive capabilities are quite formidable, and they also have access to spells such as haste or strength that can drastically enhance the whole partys fighting power. Despite their skill in battle, transmuters are at their best when overcoming obstacles; there is a great range of generally useful alteration spells such as passwall and fly which may make it possible for transmuters to avoid fights altogether.

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<name>Wizard Ability - Access to conjuration/summoning</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Specializing in spells of conjuration and summoning, the conjurer has access to some of the most useful spells in the game. The conjurers spells can be very potent in combat, especially if used to multiply the partys numbers through the summoning of allies.

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<name>Wizard Ability - Access to divination</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Diviners concentrate on spells that reveal or relay information, and information can be a weapon far more dangerous than the sharpest sword.

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<name>Wizard Ability - Access to enchantment/charm</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The enchanters specialty lies in controlling or influencing his targets with his spells. The school of enchantment/charm also includes a number of spells that imbue nonliving items with magical powers. While the enchanters spells are not spectacular in effect, they are also among the subtlest of spells. In many cases, turning an enemy into an ally is far more effective and desirable than simply incinerating him, and enchanters excel at mind affecting magic. Careful interrogation of charmed enemies can also provide a wealth of useful information for the enchanter.

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<name>Wizard Ability - Access to illusion</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Masters of deceit and trickery, illusionists have access to a variety of powerful spells that can be far more dangerous than simple attack spells. An illusionist can be extremely effective in combat despite his lack of high powered damaging spells, especially if he concentrates on creating distractions and false opponents for his enemies. Every sword swing directed at an illusion is one less thats aimed at the illusionist and his companions. Illusionists should always seek creative and unusual uses for their spells; of all the specialist wizards, they require the most player originality to be run effectively.

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<name>Wizard Ability - Access to invocation/evocation</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The invoker is the direct antithesis to the illusionist. Where the illusionist deals in subtleties and suggestion, the invoker deals in naked force, summoning and controlling massive energies. The invoker is a valuable asset to the party on the battlefield, where his spectacular spells can decimate hordes of low level monsters or severely injure tougher opponents. Unfortunately, fear of the invokers firepower leads many opponents to attack the wizard in the hope of disabling him before he can blast them to ashes.

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<name>Wizard Ability - Access to necromancy</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Students of this school delve into forbidden lore and dark secrets in their quest to understand and control the forces of life and death. The necromancer commands a variety of powerful spells, but these are not generally as useful on the battlefield as the invokers powers. The necromancers best strategy is to concentrate on one important enemy at a time, using the nefarious spells of this school to disable the enemys leaders and champions. Necromancers can also be very useful in dealing with undead of all sorts.

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<name>Wizard Ability - Access to Air</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Wizards of air and water tend to have fewer damaging spells, but have access to better travel and support powers.

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<name>Wizard Ability - Access to Earth</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Elemental wizards of earth and fire have a potent range of attack spells and can equal the firepower of an invoker.

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<name>Wizard Ability - Access to Fire</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Elemental wizards of earth and fire have a potent range of attack spells and can equal the firepower of an invoker.

</body>

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<name>Wizard Ability - Access to Water</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Wizards of air and water tend to have fewer damaging spells, but have access to better travel and support powers.

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<name>Wizard Ability - Access to Dimension</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The dimensionalist is familiar with all kinds of extradimensional pockets, planes, and sources of power. While other wizards can make use of these dimensions, the dimensionalist has a much clearer understanding of what he is doing and why when he casts spells of this school.

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<name>Wizard Ability - Access to Force</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Some of the most powerful spells available to a wizard consist of forcecohesive magical energy that can be shaped into fields, walls, or blades. Force is energy that simulates solid matter; it is impervious to normal matter and can be used to exert physical pressure on creatures or objects. A force mage specializes in spells that conjure and manipulate magical force.

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<name>Wizard Ability - Access to Mental</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

In worlds where psionics are rare or unknown, some wizards take up the study of mind affecting spells and enchantments. The mentalist is such a character. Although the mentalist is closely related to the enchanter, the mentalists spells focus more exclusively on the mind.

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<name>Wizard Ability - Access to Shadow</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Shadow mages are students of the power of darkness and twilight. While shadow mages are not necessarily evil, most tend to be grim characters who are at home in the darkness. The school of shadow is built around the thesis that all shadows are actually connected in some mystical way in the Demiplane of Shadow; the shadow mages repertoire of spells reflects this belief.

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<name>Wizard Ability - Access to Alchemy</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The alchemists whole work is based on the four classical elements of air, earth, fire, and water. In other words, the alchemist considers gold (for example) to be a combination of earth and fire.

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<name>Wizard Ability - Access to Artifice</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The school of artifice is composed of spells that store or channel magical energy through items carried by the wizard. In effect, the artificer is a wizard who creates temporary magical items for his own use.

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<name>Wizard Ability - Access to Geometry</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Geometers seek to control magical forces by creating symbols and diagrams of mystical significance. The tools of the geometers trade range from runes drawn on paper or carved in stone to free floating constructs of energy woven by the somatic gestures of a spell. Naturally, geometers excel in the casting of any spell that involves the drawing of a rune, mark, or diagram.

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<name>Wizard Ability - Access to Song</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The school of song relies on the wizards skill at weaving melody, lyrics, and rhythm to create enchantments of great power. Elves and bards have tapped into this source of magic for centuries, but now more wizards are investigating the intriguing possibilities of this school.

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<name>Wizard Ability - Access to Wild Magic</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Wild magic is a new theory of magic that emphasizes study of the forces of randomness; a wild mage never knows exactly whats going to happen when he casts a spell.

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<name>Wizard Ability - Armor</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

With this ability, a wizard may ignore the normal restriction against using armor. As a 5 point ability, the wizard may wear padded armor; for 10 points, the wizard may wear leather, studded leather, hide, or brigandine armor; and for 15 points, the wizard may wear any armor he chooses. Note that a wizard may not use any kind of shield.

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<name>Wizard Ability - Automatic spell acquisition</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The wizard may add a new spell of his choice to his spell book every time he gains a level, without having to pass a learn spells check. The wizard need not have a copy of the spell but must have seen the spell used at least once. As a 2 point ability, the wizard can acquire spells from one school only; as a 5 point ability, he can choose from any school he has access to. The wizard must be able to cast the spell he chooses.

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<name>Wizard Ability - Bonus spells</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A wizard with this ability increases the number of spells of each level that he can memorize by one. For example, a 1st level wizard may memorize two 1st level spells instead of just one. For 10 points, the wizard may select spells of one school as bonus spells; for 15 points, the bonus spell can be any spell the wizard can cast.

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</proficiency>

<proficiency>

<name>Wizard Ability - Casting time reduction</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Spells cast by the wizard are unusually swift and have a casting time of 1 less than normal. For 2 points, the wizard may accelerate spells of only one school. For 5 points, all spells are faster.

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<name>Wizard Ability - Combat bonus</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A wizard with this class ability is much better in combat than normal. For eight CPs, the wizards THAC0 advances as if he were a rogue of equal level. For 10 CPs, the wizards THAC0 advances as a priests.

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<name>Wizard Ability - Constitution adjustment</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The wizard may use the Constitution based hit point bonus of warriors, gaining +3 or +4 hp per Hit Die with a Constitution of 17 or 18 instead of the normal maximum of +2 hp per die.

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<name>Wizard Ability - Detect magic</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A wizard with this power may use detect magic once per day per two levels (twice a day at 3rd level, three times at 5th, and so on). The wizard doesnt need to memorize the spell, but in all other respects the power operates as if it were actually cast by the wizard.

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<name>Wizard Ability - Dispel</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This power allows a wizard to dispel one kind of effect or spell once per day, or three times per day for 15 CPs. The range of this power is 30 yards, and it requires nothing more than one round of concentration. The base chance of success is 50%, ±5% for each level difference between the dispeller and the creator of the effect to be dispelled. The type of effect that may be dispelled must be a group of linked spells in the same school; for example, charm spells, polymorph spells, or shadow magic and monsters are all good examples.

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<name>Wizard Ability - Enhanced casting level</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A wizard with this ability may cast spells of one school as if he were 1d4 levels higher than his actual level (roll each time used). All level based effects of the spell are altered, including damage, range, duration, and area of effect. This power may only be invoked once per day.

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<name>Wizard Ability - Extended spell duration</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Noninstantaneous spells cast by the wizard last an additional time unit (round, hour, day, etc.) per two levels. The exact time unit depends on the normal duration of the spellif the duration is noted in hours, a 5th level wizards bonus would be an extra three hours. As a 10 point power, extended duration applies to spells of one school. For 15 points, it applies to all spells cast by the wizard.

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<name>Wizard Ability - Followers</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Normally, wizards do not attract loyal followers at high levels like other characters do. A wizard who selects this ability automatically attracts 20 to 200 0 level men at arms at 8th level if he establishes a castle, keep, tower, or other place of strength. In addition, 1d6 low level wizards (1st to 3rd level) will also appear and request permission to study beneath the PC wizard. These loyal apprentices can undertake minor errands or research on the wizards behalf, as long as they are treated well.

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<name>Wizard Ability - Immunity</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A wizard with this power gains complete immunity to one particular spell, at a cost of 10 CPs plus 1 CP per spell level. The wizard ignores the effects of the spell and cannot be directly damaged or harmed by the spell, although he could be indirectly harmeda wizard immune to charm person could be beaten senseless by a charmed fighter, for example. The character may gain immunity to a group of related spells by spending CPs to become immune to the highest level spell in that group, so a wizard who wanted immunity to all charms would spend 18 CPs for immunity to mass charmcharm person and charm monster are included with immunity to mass charm. The DM may disallow any immunity that he feels is too powerful.

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<name>Wizard Ability - Improved Hit Die</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

For 10 character points, the wizard uses a d6 for a Hit Die instead of a d4. For 20 points, the wizard uses a d8.

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<name>Wizard Ability - Learning bonus</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The wizard gains a +15% bonus to his chance to learn spells of one school; for seven points, this increases to +25%. The wizard may apply the bonus to learning spells of all schools by doubling the point cost.

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<name>Wizard Ability - No components</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

With this talent, a wizard may designate one spell of each level as a spell that requires no material components. For 5 points, the wizard may select spells of one school only; for 8 points, the wizard may select spells from any school. The wizard may not choose spells from the schools of alchemy or artifice for this advantage.

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<name>Wizard Ability - Persistent spell effect</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The wizard may select one spell that he knows (and can cast) to have a persistent, permanent effect. He must give up one spell slot of the appropriate level, so a wizard who wants to have ESP as a persistent power must leave one 2nd level spell slot empty. Only spells with noninstantaneous, nonspecial durations may be selected as persistent powers, and the spell must be one which affects the caster. By concentrating, the wizard may invoke the power and maintain it for as long as he continues to concentrate. Changing the persistent spell requires a full week of uninterrupted work. If the wizard is struck by a dispel magic, the persistent effect fails. First level spells that are appropriate for persistent effects include: change self, chill touch, detect undead, feather fall, gaze reflection, jump, protection from evil, shield, spider climb, and ventriloquism.

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<name>Wizard Ability - Priestly wizard</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A wizard with this talent may select one minor sphere of access for 10 points or one major sphere for 15 points. The wizard must still use wizard spell slots to memorize these spells; in effect, theyre translations or adaptations of priest spells the wizard knows through special training. Priest spells must be learned normally and count against the wizards maximum number of spells per level.

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<name>Wizard Ability - Proficiency group crossovers</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Normally, a wizard may select proficiencies from the wizard and general groups, and must pay a penalty in character points or proficiency slots for choosing proficiencies out of these groups. At a cost of 5 CPs each, the wizard may select another character group for a NWP crossover.

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<name>Wizard Ability - Range increase</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

All ranged spells from one school known to the wizard have their range increased by 25% for 5 CPs or 50% for 7 CPs. For example, the 1st level spell hold person has a range of 20 yards per level, but with this power the range could increase to 25 or 30 yards per level. The wizard can gain this bonus to all ranged spells regardless of school by doubling the CP cost.

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<name>Wizard Ability - Read magic</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This power allows the wizard to use read magic once per day per two levels. The wizard doesnt need to memorize the spell, but in all other respects the power operates as if it were a read magic actually cast by the wizard.

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<name>Wizard Ability - Research bonus</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

When the wizard is performing spell research, spells of one school are treated as if they are one level lower, just like the standard specialist wizard ability. If the wizard doubles the cost to 10, he may apply this bonus to all schools.

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<name>Wizard Ability - School knowledge</name>

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<body style="font-family: Arial; font-size: 12pt; ">

This is a standard benefit for a specialist wizard. Due to the wizards extensive knowledge of one school of magic, he gains a +1 bonus to saving throws versus spells of that school, and inflicts a 1 penalty to the saving throws of his opponents when casting spells of the school. For 8 CPs, the saving throw modifiers increase to +2 and 2, respectively.

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<name>Wizard Ability - Thief ability</name>

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<body style="font-family: Arial; font-size: 12pt; ">

A wizard with this talent possesses one thief ability of his choice. For every 5 additional points he spends, he may choose another thief ability. (Note that backstab is included as a thief ability.) The wizards percentage scores increase as noted in the DMG on Table 19: Thief Average Ability Table. Modifiers for race, armor worn, and exceptional Dexterity score all apply.

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<name>Wizard Ability - Weapon selection</name>

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<body style="font-family: Arial; font-size: 12pt; ">

For 10 CPs, the wizard may expand his selection of weapons to either the cleric or thief lists (players choice). For 15 points, the wizard is completely unrestricted in his choice of weapons and may gain proficiency in any weapon he spends a slot to learn.

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<name>Wizard Ability - Weapon specialization</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

With this power, the wizard gains the ability to specialize in a weapon. Choosing this ability doesnt confer specializationit merely makes it available for the wizard, who is still required to spend the necessary CPs or proficiency slots to actually specialize.

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<name>Wizard Restriction - Awkward casting method</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The wizards spells must be cast in an extremely obvious fashion, alerting anyone within earshot that the wizard is using magic. The wizard might be surrounded by brilliant dancing motes of light, he might have to shout his vocal component at the top of his lungs, people nearby might feel waves of chilling cold wash over themhowever it works, the wizards spellcasting activity is immediately noticed. Casting spells from ambush is nearly impossible, and casting spells discretely is right out, so a quiet ESP in a tavern will never be available to the wizard.

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<name>Wizard Restriction - Behavior/taboo</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The wizard has a strong set of beliefs that require him to act strangely. For example, he may have to dress in certain colors, avoid physical contact with other people, avoid certain foods, and so on. The behavior chosen is well known by most NPCs as the behavior of a wizard, so it becomes difficult for the wizard to conceal his profession. The wizards actions may also make it easier for enemies to find or harass him by exploiting his taboos. Most importantly, a wizard who violates his beliefs loses all spells he currently has memorized; he believes that he cant cast spells until he behaves in the required manner again.

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<name>Wizard Restriction - Difficult memorization</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A wizard with this limitation can study and memorize spells only in very specific circumstances. For example, the wizard must be in his lab to memorize spells, he must be in a temple of the god of magic, or he must perform a rite lasting one full day and using materials worth at least 250 gp per level in order to prepare himself to memorize spells.

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<name>Wizard Restriction - Environmental condition</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The wizard requires certain conditions for spells to be effective; for example, a wizard may only be able to cast spells by day, while in contact with a favored element, or as long as no priests are nearby. The DM should evaluate the proposed restriction to determine if it applies in everyday circumstances (20 points), common situations (15 points), rare circumstances (10 points), or only under very specific conditions (5 points.) For example, the mage who can only cast spells in daylight hours has an everyday restrictioneach night, hes almost helpless. Another mage who cant cast spells during the dark of the moon only has a 5 point restriction, since this occurs for only a couple of days each month.

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<name>Wizard Restriction - Hazardous spells</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A wizard with this limitation pays the price for his magic. Each time the wizard casts a spell, he must attempt a saving throw vs. breath weapon or suffer 1 point of damage per level of spell. Alternatively, the wizard has a 1% chance per spell level, cumulative, of going insane. The madness lasts 3d4 days, during which the wizard may be catatonic, psychotic, paranoid, or generally disturbed in whatever fashion the DM deems appropriate, before the character can recover and reset the chance of madness to 0% again.

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<name>Wizard Restriction - Learning penalty</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is a common restriction of specialist wizards. The wizard may learn spells of one school without penalty; for all other schools, he suffers a 15% penalty to his learn spells roll, or a 25% penalty for 8 CPs.

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<name>Wizard Restriction - Limited magical item use</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A wizard with this restriction cannot use certain magical items. For each category of magical item that is unusable, the wizard gains a 5 CP restriction. The categories are: potions, oils, and scrolls; rings; rods, staves, and wands; and miscellaneous magical items, weapons, and armor. Another way for this restriction to operate is by barring all magical items that simulate spells of a certain schoolfor example, all items that have invocation/evocation effects, and so on. This is a 5 point restriction for each barred school. Specialist wizards often take this restriction for their opposition schools.

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<name>Wizard Restriction - Reduced hit points</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Wizards with this limitation use a d3 for their Hit Die instead of a d4. In addition, the wizard is limited to a Constitution hit point bonus of +1 per die.

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<name>Wizard Restriction - Reduced spell knowledge</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The maximum number of spells of each level that the wizard may know is reduced to one half normal, or 10 if his Intelligence is high enough to allow him to know all the available spells. For example, a wizard with an Intelligence of 16 may know up to 11 spells of each level, but with this limitation he may only know six spells of each level.

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<name>Reduced spell progression</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is the reverse of the bonus spells enjoyed by specialist wizards. A wizard with this restriction can memorize one less spell than normal at each level, so a 1st level wizard is reduced from one spell in memory to none at alla serious disadvantage for lower level characters.

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<name>Wizard Restriction - Slower casting time</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Spells cast by the wizard are unusually complicated and require more time than normal to cast. All spell casting times increase by 3. For 5 points, the wizards spells automatically increase to the next greater time unit. This means that spells with casting times of 1 to 9 increase to one full round. Spells with casting times in rounds require a similar number of turns, turns go to hours, and hours go to days.

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<name>Wizard Restriction - Supernatural constraint</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The process by which the wizard gained access to his magical powers transformed him into a supernatural creature with unusual vulnerabilities. Unlike a belief or taboo, these constraints cannot be violated by the wizard by any means. Some examples: the wizard cant cross running water; the wizard cant enter a home or community without an invitation; the wizard cant set foot on hallowed ground; the wizard automatically becomes lost at crossroads; the wizard leaves footprints that can always be tracked; normal animals are terrified of the wizard and wont let him near; and any number of other such constraints. These constraints can be used by clever enemies to render the wizard powerless or severely restrict his movements. The DM should evaluate the proposed constraint and assign a limitation of 5 to 15 points depending on how often it comes into play and how much it interferes with the character on a daily basis.

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<name>Wizard Restriction - Talisman</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The wizards magical power is inextricably linked with a single object or talisman. He must have this object on his person in order to cast spells. Typically, a talisman might be a crystal, a staff, an amulet, a ring, or some similar item. If the wizards talisman is destroyed, he can create a new one with 1d4 weeks of work in his laboratory or home base.

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<name>Wizard Restriction - Weapons restriction</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

As a 3 point restriction, the wizard may never have proficiency in any weapon. As a 5 point restriction, the wizard is not allowed to attempt to wield a weapon at all and may never try to injure another creature with a weapon. Doing so renders all spell use impossible for the character for at least one full month.

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<name>Priest Character Points</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A customized specialty priest is constructed from the list of optional abilities and restrictions below. A priest begins with 120 CPs to purchase abilities and may gain additional CPs by taking limitations.

<br> The priest must purchase each sphere of access with character points. He may cast spells only from spheres he has access to and may only cast spells of 4th level or higher if he has major access to a sphere. Normal cleric access costs 100 points; druid access costs 70 points; crusader access costs 55 points; monk access costs 60 points; and shaman access costs 60 points.

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<name>Priest ability - Access to All</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Spells of this sphere represent the basic class abilities that should be available to all priest characters, regardless of specialization. Spells that deal with direct manifestations of a deitys power, such as bless, chant, and gate are included, as well as a few spells that are so general that all priests may make use of them, such as detect magic, remove curse, and atonement.

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<name>Priest ability - Access to Animal</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Spells that influence or alter creatures are found in the sphere of animal. Most animal spells do not affect people. Powers of nature or husbandry often grant spells of this sphere.

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<name>Priest ability - Access to Astral</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The astral sphere deals with communication and movement between the various planes of existence. Priesthoods of philosophy or travel sometimes have access to this sphere.

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<name>Priest ability - Access to Chaos</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Priests with access to this sphere command spell powers that increase randomness and confusion to the world around them. Deities of mischief and ill luck often grant spells of chaos.

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<name>Priest ability - Access to Charm</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Charm spells usually affect the attitudes and actions of people. Powers of love, trickery, or art often grant access to this sphere. The sphere is also useful when dealing with hostile enemies or unbelievers, and many expansive faiths deal with this sphere as well.

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<name>Priest ability - Access to Combat</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Naturally, combat spells are used to attack or injure the enemies of the faith. Since most priests have an interest in self defense, a great number of faiths have access to the sphere of combat.

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<name>Priest ability - Access to Creation</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Creation spells allow the priest to produce food, water, light, or other things from nothing. Create water and continual light are good examples. Prime creator powers often grant access to this sphere.

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<name>Priest ability - Access to Divination</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This useful sphere allows the priest to discern the safest course of action, detect hidden things, or discover hidden knowledge. It is the province of deities of learning and wisdom.

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<name>Priest ability - Access to Elemental</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The four basic elements of creationair, earth, fire, and waterare dealt with in this sphere. Powers of nature or powers with elemental interests typically grant access to at least part of this sphere. Very few priests have access to all four elements.

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<name>Priest ability - Access to Elemental Air</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This aspect of the elemental sphere deals with manipulation of air, winds and gases.

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<name>Priest ability - Access to Elemental Earth</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This aspect of the elemental sphere deals with manipulation of earth, rock and stone.

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<name>Priest ability - Access to Elemental Fire</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This aspect of the elemental sphere deals with manipulation of fire and heat.

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<proficiency>

<name>Priest ability - Access to Elemental Water</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This aspect of the elemental sphere deals with manipulation of water and liquids.

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<name>Priest ability - Access to Guardian</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Priesthoods charged with the protection of holy places often have access to this sphere. Spells that help a guardian to perform his task are included as well as spells that create or enforce magical barriers over a person or area.

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<name>Priest ability - Access to Healing</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This sphere deals with all forms of healing spells, except those which restore life or manipulate the subjects life force.

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<name>Priest ability - Access to Law</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The sphere of law is the antithesis of the sphere of chaos. Law spells concentrate on the principle of obedience and the strength of the group over the strength of the individual. Deities of rulership and community are likely to have influence in this sphere.

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<name>Priest ability - Access to Necromantic</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Spells of the necromantic sphere deal with the forces of life and death, including raise dead and resurrect. These spells are also quite useful in dealing with undead monsters.

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<name>Priest ability - Access to Numbers</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Priests with access to this sphere believe that numbers and mathematical relationships can provide insight into the nature of the universe. Powers of knowledge and arcane lore occasionally grant access to this unusual sphere of spells.

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<name>Priest ability - Access to Plant</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This sphere deals with plants and vegetation of all kinds, from agricultural to wilderness settings. Priests of nature or agriculture are often granted access to this sphere.

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<name>Priest ability - Access to Protection</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

While this sphere is related to the guardian sphere, protection spells generally enable the priest to protect people, not places. Many of these spells are very useful in combat, and militant priests often have access to this sphere.

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<name>Priest ability - Access to Summoning</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Summoning spells call creatures to serve the priest. Even extradimensional creatures can be summoned at higher levels. This sphere has been revised to include a modest selection of spells suitable for dismissing summoned creatures.

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<name>Priest ability - Access to Sun</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Solar spells deal with light of different qualities in a variety of ways. Spells such as starshine and Sols searing orb are included in the sphere of sun.

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<name>Priest ability - Access to Thought</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The sphere of thought is composed of spells that deal with the interaction of the thinker, the thought, and the subject of the thought. In effect, priests who have access to this sphere believe that thought itself has a certain reality that can affect the physical reality of the world around the mind. Powers concerned with the mind or knowledge are found within this sphere.

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<name>Priest ability - Access to Time</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Spells of this sphere deal with the manipulation of time itself.

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<name>Priest ability - Access to Travelers</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Spells of this sphere provide aid and comfort to travelers and pilgrims. Deities of wayfarers both peaceful and militant may make these spells available to their followers.

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</proficiency>

<proficiency>

<name>Priest ability - Access to War</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Unlike the sphere of combat, the sphere of war deals specifically with magic useful on the battlefield in clashes between armies. War spells can affect hundreds of soldiers at a time.

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</proficiency>

<proficiency>

<name>Priest ability - Access to Wards</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The sphere of wards includes spells that provide protection for clearly defined areas, ranging from single objects to whole communities. It is related to the sphere of guardian, but the sphere of wards only creates barriers or obstacles to deter intrusion; ward spells do not necessarily enhance the priests ability to defend the area. In addition, many ward spells are cooperative in nature and provide protection for bodies of believers instead of holy sites.

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</proficiency>

<proficiency>

<name>Priest ability - Access to Weather</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This sphere is concerned with the forces of weather, including wind, fog, lightning, and weather control. Powers of nature and tempests often have influence in this sphere.

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</desc>

</proficiency>

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<name>Priest ability - Animal empathy</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This ability is similar to that of the ranger character class. If the priest carefully approaches a natural animal, he can modify the animals reactions. Domestic or nonhostile animals are befriended automatically, while wild animals or those trained to attack must make a saving throw vs. rod, staff, or wand to resist the priests overtures. The priest imposes a saving throw penalty of 1 per three experience levels (1 at 1st to 3rd, 2 at 4th to 6th, and so on.) If the animal fails to save, its reaction is shifted one category as the priest choosesfor example, from hostile to threatening, or neutral to friendly.

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</proficiency>

<proficiency>

<name>Priest ability - Armor Class improvement</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The priest is trained in avoiding blows through timing and deception. His natural Armor Class improves by one point at every even level (AC 9 at 2nd, 8 at 4th, 7 at 6th, and so on) to a maximum of AC 2. However, this ability is useless if the priest wears any form of armor or magical devices which replace armor, like bracers of defense.

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<proficiency>

<name>Priest ability - Casting time reduction</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The casting time of the priests spells is reduced by 1, to a minimum of 1.

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</proficiency>

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<name>Priest ability - Cold resistance</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The priest enjoys an unusual resistance to natural and magical cold, gaining a +2 bonus to saving throws versus these effects. Ice based attacks or effects are included in the priests resistance.

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<proficiency>

<name>Priest ability - Combat bonus</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The priests THAC0 advances at the warrior rate of 1 per level instead of the normal priest rate of 2 per 3 levels. The effects of this ability become more pronounced at higher levels.

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<name>Priest ability - Communication</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A priest with this ability learns one language per level from a related group of racial tongues. For example, a druid learns the languages of woodland or sylvan races. A priest of a god of the sea might learn the languages of aquatic races instead, while a dwarven priest could learn the languages of mountain races or creatures of stone.

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</proficiency>

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<name>Priest ability - Detect evil</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This power allows the priest to use detect evil once per day per two levels (twice a day at 3rd, three times a day at 5th, etc.). The priest must stand still and concentrate for one round; in all other respects the ability operates just like a detect evil spell cast by the priest.

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</proficiency>

<proficiency>

<name>Priest ability - Detect undead</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A priest with this ability may use detect undead once per day per two levels. He need only stand still and concentrate for one round to invoke the power. The duration and area of effect are the same as a detect undead spell cast by the priest.

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</proficiency>

<proficiency>

<name>Priest ability - Expert healer</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A priest with this power gains one additional cure light wounds per day in addition to any he chooses to memorize.

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<name>Priest ability - Extended spell duration</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The duration of any noninstantaneous spell cast by the priest is increased by one time unit per two levels. The unit of time varies, depending on how the spells duration is normally measured; rounds for rounds, turns for turns, and so on. For 10 points, this applies to spells of one sphere and for 15 points to spells of all spheres.

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</proficiency>

<proficiency>

<name>Priest ability - Fire/electrical resistance</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The priest gains a +2 bonus to saving throws vs. fire or electrical effects, including both natural phenomena and magical attacks.

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</proficiency>

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<name>Priest ability - Followers</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

For 5 points, the priest gains followers as described in the Players Handbook for the standard clericat 8th level, 20 to 200 soldiers arrive to serve the character. If the priest spends 10 CPs on this ability, he gains these followers whenever he establishes a suitable stronghold, regardless of level.

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<name>Priest ability - Hit point bonus</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A priest with this ability uses a d10 for his Hit Die instead of a d8.

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<name>Priest ability - Identify plants and animals</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

At 3rd level, the character gains the ability to identify natural plants and animals. He may also identify pure water. For an additional 3 CPs, the priest has this ability at 1st level.

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<proficiency>

<name>Priest ability - Immunity to charm</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

At 7th level, the priest becomes immune to charm effects or spells cast by a group of related creatures, such as woodland creatures, undead, plant monsters, extraplanar monsters, or wizards. The priest may gain this power at an earlier level for a cost of +1 CP per level (6 CPs at 6th level, 7 at 5th, and so on.) Each class of monsters or races the priest is immune to costs an additional 5 CPs each.

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</proficiency>

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<name>Priest ability - Immunity to magic</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The priest enjoys partial immunity to one type of magicalterations, invocations, necromancy, and so on. Both wizard and priest spells of this type are included. The priest gains a +4 bonus to saving throws against spells of the type chosen, or a normal, nonpenalized saving throw against spells that do not normally allow a save.

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</proficiency>

<proficiency>

<name>Priest ability - Immunity to natural disease</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The priest is immune to normal diseases, although magical diseases such as lycanthropy and mummy rot still affect him. This is similar to the paladins ability to resist disease.

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</proficiency>

<proficiency>

<name>Priest ability - Inspire/enrage allies</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Through his prayers and exhortations, the priest can inspire his allies in battle, giving them a +1 bonus to their attack rolls and saving throws. The priest must do nothing but chant for at least three full rounds before his allies gain bonuses, and the effects last for 1d3 rounds after he stops. All allies within 10 feet of the priest are affected. As a 10 point power, his allies become enraged, increasing the bonuses to +2. The priest can do nothing else while using this power.

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</desc>

</proficiency>

<proficiency>

<name>Priest ability - Know alignment</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Once per day per two levels, the priest may make use of know alignment. The spell functions exactly as if it was actually cast by the priest.

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<proficiency>

<name>Priest ability - Lay on hands</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The priest has the power to lay on hands once per day, curing up to 2 points of damage per experience level. This is identical to the paladin character class ability.

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</proficiency>

<proficiency>

<name>Priest ability - Pass without trace</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

At 3rd level, the priest gains the ability to pass without trace, as per the spell, at his normal movement rate. For 7 CPs the character may have this ability at 1st level.

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<proficiency>

<name>Priest ability - Proficiency group crossovers</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Normally, priests may learn nonweapon proficiencies from the priest and general lists at no extra cost. Each additional crossover group costs 5 CPs and allows the priest to learn nonweapon proficiencies from another character groups list with no penalty.

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</proficiency>

<proficiency>

<name>Priest ability - Purify water</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Once per day, the priest may make use of a purify food and drink spell, applying it to water or brine only. The power operates as a spell cast by the priest in respect to area of effect.

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</proficiency>

<proficiency>

<name>Priest ability - Resist energy drain</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Priests with this ability gain a +1 to saving throws versus the energy drain spell and the level draining attacks of the undead. If the attack does not normally allow a saving throw, the power has no effect, but the saving throw modifier does apply to characters under a negative plane protection. For 15 points, this ability allows a priest to attempt a saving throw vs. spell with a 4 penalty to avoid a level draining attack that normally allows no saving throw.

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</proficiency>

<proficiency>

<name>Priest ability - Secret language</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Priests with this ability share a secret form of communication that only they understand. This permits secure conversations in almost any setting.

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<name>Priest ability - Shapechange</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This is the druids normal shapechange power. Beginning at 7th level, he may change into a mammal, reptile, or bird three times per dayeach form may be used once. Each transformation heals 10%60% of any damage the character has sustained. The acquisition of this power may be accelerated for 2 CPs per level, so for 17 CPs the priest may shapechange at 6th level.

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</proficiency>

<proficiency>

<name>Priest ability - Spell-like granted power</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Many priests have unusual granted powers that simulate the effects of various spells. Unlike spells, these granted powers require no material components. A spell like granted power may be invoked once per week and has a base cost of 10 CPs, plus the following modifiers:<br>

<br>

<br>

1 CP/spell level for priest spells<br>

2 CPs/spell level for wizard spells<br>

5 CPs for a once per day use<br>

1 CP/level for each additional daily use<br>

10 CPs for a continuous or persistent power<br>

<br>

<br>

For example, a priest who wishes to invoke a fireball once per week would pay 10 CPs, plus 6 CPs (3rd level wizard spell), for a total of 16 CPs. The ability to use the power once per day would cost an additional 5 CPs, for a total of 21 CPs. Using cure light wounds three times per day would cost 10+1+5+2, for a total of 18 CPs.<br>

Regardless of the amount of points paid, a priest may not have a spell like granted power of 6th or higher level and is limited to no more than one granted power per two levelsone at 1st level, one at 3rd, one at 5th, and so on. The DM should carefully review any proposed granted powers. Note that when the priest invokes a power, factors such as range, damage, duration, and other effects are determined as if he had actually cast the spell.<br>

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<name>Priest ability - Spirit powers</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A priest with this ability commands spirit powers, as described for the shaman earlier in this chapter. For 30 CPs, the shaman may contact one class of spirit: dead, animal, or nature. For each additional 5 CPs, the shaman may contact one more class, so 40 CPs gives the character full spirit powers.

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<name>Priest ability - Thief ability</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

For 10 CPs, the priest may select one thief ability. Each additional 5 CPs allows the priest to select an additional ability, up to a maximum of four abilities. (Backstab and thieves cant may be selected as abilities.) The priests percentile score increases as noted on Table 19: Thief Average Ability Table of the DMG. Modifiers for race, armor worn, and Dexterity still apply to this score.

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<name>Priest ability - Turn undead</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A priest with this power may turn undead, using Table 61: Turning Undead in the PHB. Priests of evil alignment may command undead.

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<name>Priest ability - Unarmed combat skills</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The priest is a specialist in unarmed combat, as described under the monk entry earlier in this chapter. At 1st level, the character is a specialist; at 5th level, a master; at 9th level, a high master; and at 13th level, a grand master.

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<name>Priest ability - Warrior ability bonuses</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

If the priest has a Constitution score of 17 or 18, he gains the additional +3 or +4 hit point adjustment allowed for warriors instead of the normal +2. For an additional 5 points, the priest may roll an exceptional Strength score of up to 18/50 if he has a strength of 18.

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<name>Priest ability - Weapon selection</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

For 5 CPs, the priest is allowed to include one edged weapon in his list of permissible weapons, or instead he may have access to a list of tribal or special weapons approved by the DMfor example, the druid or thief selections. For 10 CPs, the priest may wield any weapon he wishes to.

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<name>Priest ability - Weapon specialization</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

This ability allows a priest to specialize in a weapon using the normal specialization rules. Note that the priest must still spend the required number of proficiency slots or character points to actually gain proficiency and specialization in a weapon.

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</proficiency>

<proficiency>

<name>Priest ability - Wizardly priest</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A priest with this power may treat one school of wizard spells as another sphere of access. Spells memorized from this school count against the priests memorization limits, just as if they were additional priest spells.

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<proficiency>

<name>Priest restriction - Armor restriction</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The priest is limited in his choice of armor. As a 5 point limitation, the priest is restricted to chain mail or lighter armor; for 10 points, he is limited to studded leather or lighter armor; and for 15 points, the priest may not wear any armor at all.

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<name>Priest restriction - Awkward casting method</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Spells cast by the priest are unusually obviousthe priest may be surrounded by a glowing halo of divine light, he may have to invoke his deitys power with peals of thunder and tremors in the ground, or some sensation (fear, cold, elation) may be noticed by anyone nearby. Any intelligent creature in earshot automatically notices the priests spellcasting, even if they werent paying attention to him before. Casting spells from ambush or without being observed is nearly impossible with this limitation.

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<name>Priest restriction - Behavior/taboo</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The priests religion has an unusual code of behavior or conduct that may hinder him in certain situations. For example, a priest may be required to speak a ten minute prayer every time he crosses a river, which could be very inconvenient if he was being pursued. Another priest might be required to use cure spells on anyone in need, expending spells on strangers or NPCs instead of his companions. A priest who violates his behavior guideline loses access to his spells and must perform some appropriate penance for his failing.

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<name>Priest restriction - Ceremony/observance</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The priests faith demands the observance of a special event or ceremony every day, such as a prayer at sunrise, a small sacrifice or libation performed in a certain way, or a lengthy atonement for the days thoughts and actions. The priest must drop whatever he is doing to perform the ceremony; there are no excuses for missing it. A priest who skips the ceremony may lose his memorized spells or suffer some other sign of his deitys disfavor until he finds a way to atone.

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<name>Priest restriction - Difficult spell acquisition</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The priests deity is particularly demanding about granting spells, and the priest can pray for spells only in very specific circumstances. For example, the priest might only be able to gain spells in a temple of his deity, he might have to wait for certain celestial alignments or phases of the moon, or he might be required to fast and pray for a minimum of three days before gaining spells. In general, this limitation should make it hard for the priest to gain spells while traveling or adventuring.

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<name>Priest restriction - Fanaticism</name>

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<body style="font-family: Arial; font-size: 12pt; ">

A priest with this limitation comes from an intolerant faith. Followers of other powers must convert or forfeit their lives. The priest absolutely refuses to accept any companion who does not worship the power he represents and suffers a 4 reaction adjustment with any NPCs not of his faiththe priest cant hide his contempt for nonbelievers.

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<name>Priest restriction - Hazardous spells</name>

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<body style="font-family: Arial; font-size: 12pt; ">

Channeling the power of a deity can be dangerous, and a priest with this limitation can sustain harmful side effects from casting spells. The priest might suffer 1 point of damage per spell level when he casts a spell, with a saving throw vs. breath weapon for half damage. Another option would be a chance (5% per spell level, 2% per character level, minimum 1%) of losing all spells in memory and being feebleminded for 1d3 days.

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<name>Priest restriction - Limited magical item use</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The priest is banned from using certain types of magical items. For each category of magical item he cannot use, he gains a 5 point limitation. The categories are: potions, oils, and scrolls; rings; rods, staves, and wands; miscellaneous magic; and weapons and armor.

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<name>Priest restriction - Limited spell selection</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

The prayers required to petition the priests deity for spells are extremely complex. In fact, they are as complex as a wizards spells, and as a result the priest is required to build a spell book of priest spells. First, this limits the priest to a maximum number of spells per level, as indicated by his Intelligence score. Secondly, the priest must make a learn spells roll in order to add a new spell to his selection; if the priest fails to learn a spell, he may not try to learn it again until he gains another level.

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<name>Priest restriction - Reduced hit points</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A priest with this limitation uses a smaller Hit Die than normal. For 10 points, the priest uses a d6 Hit Die; for 20 points, the priest uses a d4 Hit Die.

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<name>Priest restriction - Reduced spell progression</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

A priest with this restriction memorizes one less spell of each level than normal; a 1st level priest gains 0 1st level spells instead of 1, and so on. If the priests spell allocation for any given level is reduced to 0 by this limitation (like the 1st level priest above), he gains no bonus spells for an exceptional Wisdom score for that character level.

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<name>Priest restriction - Slower casting times</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The priests spells are unusually long winded; all casting times are increased by 3. A casting time of one round or longer is simply doubled.

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<name>Priest restriction - Talisman/symbol</name>

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<body style="font-family: Arial; font-size: 12pt; ">

The priests spell powers are focused through one specific talisman or holy symbol. Without this symbol, he is incapable of casting spells. If his talisman is destroyed or stolen with no hope of recovery, he may create a new one with 1d4 weeks of prayer, meditation, and fasting in his home temple.

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<name>Priest restriction - Weapon restriction</name>

<desc>

<body style="font-family: Arial; font-size: 12pt; ">

Unless otherwise stated, a priest character has access to the clerics weapon selection of any Type B weapon. A priest with this limitation is further restricted to the staff, club, war hammer, horsemans mace, and horsemans flail. For 15 points, the priest is not allowed to gain proficiency in any weapon.

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