2163

PLAYER'S OPTION™: Spells & Magic

Advanced Dungeons & Dragons®

Rulebook



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Rulebook

PLAYER'S OPTION™:

Spells & Magic

by Richard Baker



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2163XXX1501

ISBN 0-7869-0394-5

Made in the U.S.A.

Foreword

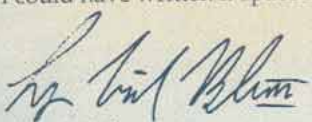
My introduction to fantasy began when I was assigned J.R.R. Tolkien's *The Hobbit* in my 6th grade reading class. Although I was only eleven at the time, I was already a fan of science fiction—I'd read a lot of Robert Heinlein's juvenile SF, as well as Doc Smith's Lensman books and a smattering of other titles. I hadn't read anything in the fantasy genre, and as I recall, I had little desire to do so. *The Hobbit* changed that for me, and I went back and re-read it as soon as I finished turning the last page. After that, I was off and running. The next thing I read was the *Lord of the Rings*. Then I found Terry Brooks' *The Sword of Shannara*, followed by Ursula K. Leguin's *A Wizard of Earthsea*.

And that's where I was brought to a screeching halt. My hometown library was on the small side, and all of their fantasy and science fiction books occupied one carousel in the kids' section. It may be hard to believe now, but even as recently as 1977 fantasy was a poor cousin to science fiction, which was a poor cousin to mainstream fiction. Bookstores just didn't have the massive sections devoted to fantasy and science fiction that they have today. By hook and by crook, I eventually tracked down more and more fantasy titles. But when I was still desperately searching for fantastic fiction, sometime in 1978 or 1979, I ran across a brand-new game called DUNGEONS & DRAGONS®. So, like many people, I came to fantasy role-playing through my love of fantasy fiction.

In writing this book, I've come to the conclusion that the single defining characteristic of the fantasy genre is magic. Every fantasy story features a character who can use magic, owns a magical item, or is confronted with a magical situation or paradox. Movies like *Ivanhoe* or *Robin Hood* are wonderful adventures, but they're not fantasy stories—there's no magic. On the other hand, the popular *Star Wars* movies *are* fantasy, not science fiction, because magic (referred to as the Force) is part of the story. Science fiction is the literature of things that *could* happen; fantasy is the literature of things that *can't* happen. And magic is the very essence of the impossible.

So, here's a book about magic in the AD&D® game. I've tried to include enough options and choices to give you, the reader, the ability to give magic in your particular campaign almost any kind of flavor or feel that you like. If you want to make magic rarer, more "realistic," or more dangerous, you can find rules in here for doing so. If you want rules to add detail and complexity to the AD&D magic system, they're here. Or if you just want some new wizard and priest character types as well as some complementary spells, you'll find them. When I started this project, I thought that I'd have a hard time filling this whole book . . . now, I can't believe how much more I could have written if space had permitted.

Have fun, and good gaming!



Rich Baker
January, 1996
Lake Geneva, Wisconsin

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Introduction

What's a fantasy game without magic?

Sure, the AD&D® game can be played without spellcasters, enchanted monsters, or magical items. Everyone can still role-play brave heroes, confront deadly foes, and attempt great quests or deeds of mythical proportions. In fact, it can be fun and challenging to do so in a nonmagical setting. But the point remains that magic, more than any other characteristic, defines the AD&D game. As a *fantasy* role-playing game, AD&D is anchored in the traditions of fantasy literature, and fantasy literature by definition features some element of magic. Even if the heroes of a fantasy story distrust or dislike magic, it's still there in the background as part of the world they live in.

Generally, most writers of fantasy literature create their own unique systems of magic to explain the supernatural powers their heroes and villains employ. With great care and deliberate effort, authors define what magic can and cannot do in their worlds. For example, in *The Lord of the Rings*, J.R.R. Tolkien circumscribes the wizard Gandalf's power by placing restrictions on Gandalf's freedom of action. The great wizard is bound by a code of secrecy and noninterference that prevents him from directly challenging the power of Sauron, and he can only help and advise as the Free Peoples of Middle-earth fight their own battles. Jack Vance's *Dying Earth* stories assume that wizards must study complicated patterns and formulae to memorize very specific spells that may only be used once before vanishing from the wizard's memory. (Sound familiar?)

There are very good reasons for limiting magic's power from a literary point of view. Modern readers need to see real challenges and obstacles for the characters in a story, and magic systems that are too open-ended can wreck a story's credibility and sense of suspense. If Gandalf could have just *wished* the One Ring into the fires of Mount Doom from Frodo's living room, what would have been the point of the trek to Mordor? Since fantasy role-playing games are flexible models of the fantasy genre, the same considerations are true for them. A fantasy RPG has to set very precise rules for how magic works and what it can do, and the presentation and workings of the magic system inevitably become the game's salient characteristics.

Introduction

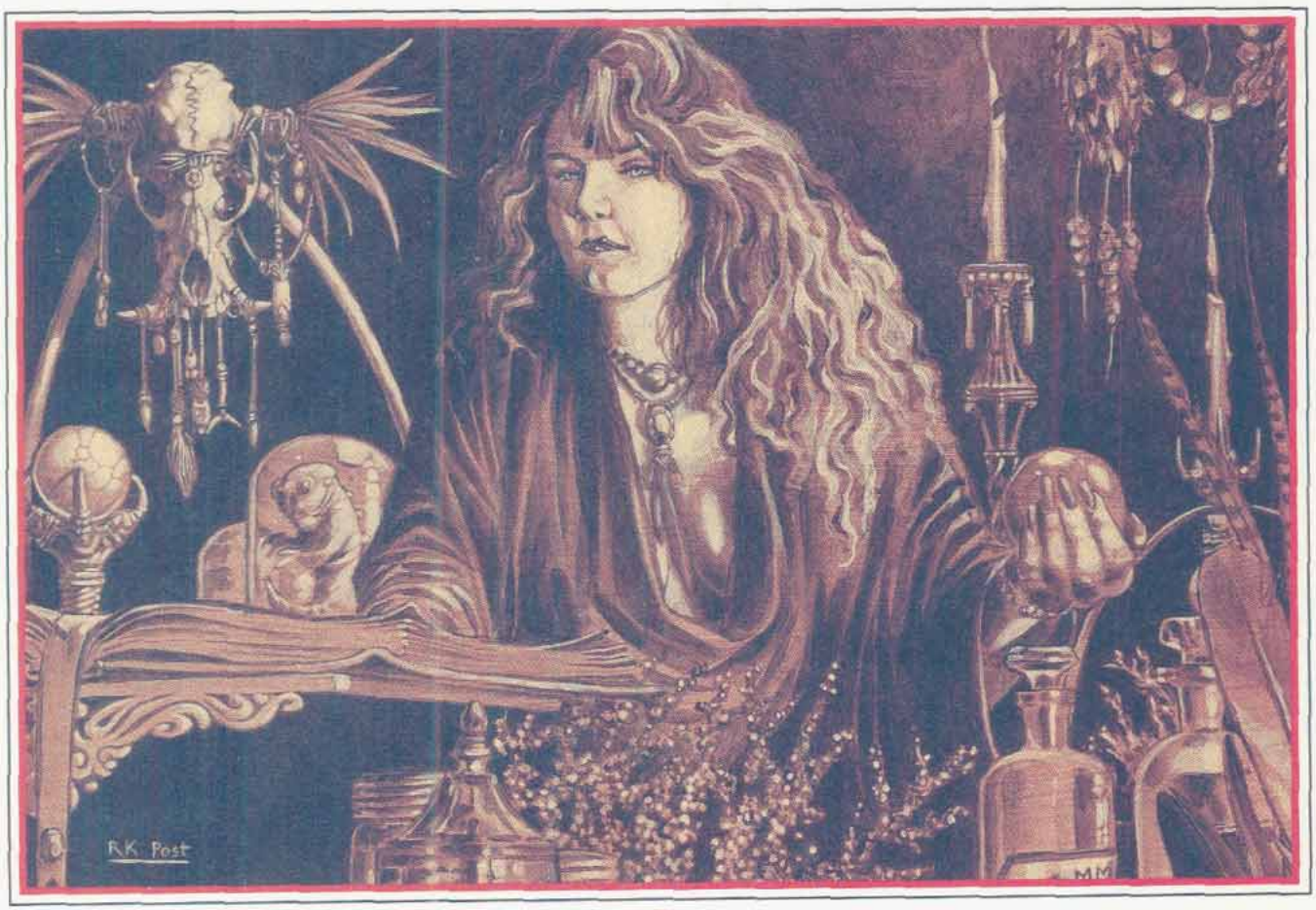
In fantasy literature, it's common for a magic system to be defined for only one world-setting at a time by a single author (although shared-world concepts are fairly common, too). The AD&D game's magic system represents a common framework built up by hundreds of designers, Dungeon Masters, and players over more than twenty years. There are *thousands* of spells and magical items defined—a volume of material that is an order of magnitude larger than any other magic system in games or fiction. The basic assumptions of what magic is and how it works in the AD&D game are shared by literally millions of gamers and fantasy fans. Despite the immense importance of magic to the game, it is one of the few areas that has remained nearly unchanged to date in the evolution of the game. Magic never changed in function; it simply grew amoeba-like, adding more and more spells and items while the basic, underlying assumptions remained the same.

PLAYER'S OPTION™: Spells & Magic examines the AD&D magic system from every angle. First, the spellcasting classes—wizards, priests, and less dedicated magic wielders such as bards or rangers—will be examined in detail. The various schools and spheres of spells are reorganized and new class abilities are introduced, along with an optional point-based character class design system compatible with the *PLAYER'S OPTION: Skills & Powers* rulebook. New proficiencies and detailed information about wizard and priest equipment adds depth and variety to any campaign. A new magic memorization and casting system is introduced in Chapter 6, providing new ways to customize a character's spell selection. Spells in combat and critical hits with spells are detailed in Chapter 8. And last, but not least, there are more than 30 pages of new spells included in this book.

Like any of the PLAYER'S OPTION books, the material in this supplement is optional. The DM is free to use as much or as little of *Spells & Magic* as he wishes to in his campaign. However, we have tried to present systems that do not contradict each other, so it is possible to use all the rules additions and expansions without any difficulty.

What You Need to Use This Book

At a minimum, you should have access to a *Player's Handbook* and *DUNGEON MASTER® Guide* to make use of this rules expansion. Note that *PLAYER'S OPTION: Spells & Magic* is compatible with the previous books in the PLAYER'S OPTION line; character class design rules in this book are expansions of the class design rules from *Skills & Powers*, and the chapter on spells in combat is tailored for use with the *Combat & Tactics* skirmish system. In addition, the *Tome of Magic* is referred to a number of times in this book; you don't need *Tome of Magic* to use this book, but it adds many spells and magical items you may find useful in your campaign.



Introduction

Integrating *Spells & Magic* into Your Campaign

PLAYER'S OPTION: *Spells & Magic* is designed principally as an expansion, not a replacement. However, there are a few special cases where the information presented here should be taken as an update and replacement of existing rules. Specifically, the wizard spell schools and priest spell spheres have been slightly rearranged to improve game balance and make the wizard and priest specialist classes more competitive with respect to the general versions of these characters, the mage and the cleric.

Most of the rest of this book can be integrated piecemeal into an existing campaign without any trouble. For example, additional proficiencies and new spells can be approved or disapproved by the DM on a case-by-case basis. These were designed to be completely usable with or without the PLAYER'S OPTION rules.

Making the Switch

Adding spells, magical items, or the critical hit rules to an existing campaign is fairly easy, but a DM may have trouble with some other material in this book. In particular, existing spellcasters may wish to take advantage of new class abilities or optional specializations that weren't available when the character was first created. There are several ways to handle this. First, there's no reason that a DM couldn't allow a player to "re-design" his character, incorporating the abilities he thinks his character should have had all along. If a PC cleric comes from a savage tribe and portrays himself as a barbarian, it's perfectly reasonable to allow him to rebuild his character as a shaman (see Chapter 2) and continue play. If the player is altering his character without any good rationale or explanation for why he's making the change, the DM can require the character to pay a penalty of 10% to 50% of his experience point total, depending on the DM's assessment of the scope of the alterations.

There are a couple of things a player should *not* be able to do by redesigning his character. A character shouldn't change specializations without a very good justification, so a necromancer shouldn't be rebuilt as an enchanter or wild mage, and a specialty priest of Lathander shouldn't become a priest of Helm. A character's basic ability scores, equipment, proficiencies, hit points, and general personality shouldn't change. If a player was playing a barbarian cleric correctly, he was probably choosing skills and weapons appropriate for a shaman—and if he wasn't selecting these skills, the reasoning behind the switch becomes much more suspect. Finally, a character shouldn't actually change classes or become dual-classed or multi-classed.

The Spell Point System: The most drastic change to the AD&D game lies in the new spell point system described in Chapter 6. Try running a brief "trial adventure" using the rules before incorporating them into your campaign. The spell point rules provide spellcasters with a lot more flexibility than the standard magic system without increasing their raw combat or spell power, but if PCs are allowed to make use of spell points, NPCs and monsters should be able to as well.

The Role of Magic in the Campaign

It's safe to say that magic in one form or another is present in virtually all AD&D campaigns; only the most historical or unusual settings do away with magic altogether. But, beyond this simple observation, it's clear that each group of AD&D players has their own interpretation of what magic is, how it works, how various spells interact with each other, and what player characters should and should not be able to do with their arsenal of spells and magical items. By altering some of the basic assumptions that are part of the AD&D game's magic system, a DM can infuse his campaign with its own unique flavor and texture.

While the greater portion of this book deals with altering the rules of the game, this isn't always a necessary part of changing the way that the players (and the NPCs they interact with) view magic and its effect on their world. For example, let's say that the *nature* of magic in a campaign setting can be described by a simple scale that rates the scarcity, mystery, power, and cost of magic on a scale of 1 to 10. Obviously, a campaign with magic that is extremely scarce and weak in power represents a very mundane world when compared to a world where powerful magic is very common.

Scarcity

How common is magic in the campaign? Are wizards and spell-wielding priests so rare that even low-level characters are figures of legend, or are they so common that any hamlet or crossroads village has its own resident spellcasters? Most AD&D campaigns take a position between these two extremes, but lean towards the high end of the scale, falling in the 6 to 8 range on the 10-point scale—wizards and priests appear as allies, enemies, sources of information, or even window-dressing in literally every adventure a typical group plays. At the highest extremes, campaigns feature numerous spellcasters and magical items. Even a small town has several wizards of skill, plus dozens of minor merchants, craftsmen, or innkeepers with a spell or two up their sleeve. Wizards are so common that even the most remarkable mages lose their aura of mystery.

So, what does this mean? In a normal campaign, it's safe to assume that anywhere the PCs go, the locals know a nearby wizard, and most people encounter a wizard a couple of times a year. Any sizable town has at least one or two resident wizards and spell-using priests, plus a handful of folks with minor magical powers such as herbalists, hedge wizards, and healers. Large towns or small cities may have up to a dozen or so magic-using characters, and great cities could support several dozen without crowding. Almost any NPC above 1st level owns one or more magical items, even if they're fairly small or expendable, and player characters frequently own about three to five magical items by the time they reach 4th to 7th level.

In campaigns where magic is not as common (say, a 2 to 4 on the scale), the spellcasting characters become truly unique and important. A priest who can actually invoke his deity's power in the form of spells may be perceived by the great clerical hierarchy as a saint or great patriarch in the making, or possibly as a dangerous reminder of the true

faith in those hierarchies that have become complacent or corrupt. A high-ranking hierarch without spells will certainly watch a low-level PC cleric very carefully, especially if the PC makes no efforts to hide the "miraculous" effects he creates with simple 1st- and 2nd-level spells. Similarly, if wizard magic is quite scarce, a PC wizard can't help but gather attention, fame, and not a little fear if he publicly displays his skills.

Priests vs. Wizards: A wizard's magic and a priest's magic are not the same thing, and both forms of magic do not have to be present in a campaign to the same degree. Imagine a world where wizards are viewed as the worst sort of villain and persecuted without remorse for decades. Wizards and their spells might be exceedingly scarce, while priests are far more common because they are socially acceptable—thus, the presence of wizard magic might only be a 1 or 2 while priest magic is closer to a 6 or 7 on the scale.

Magical Items: Similarly, magical items might be more or less common than spellcasters. If no one had ever invented the spell *enchant an item*, it's reasonable to assume that magical items might be a rarity in even the most magical campaign settings. The reverse could be true if there was a lost civilization of highly advanced wizards who left behind great numbers of artifacts and items. The wizards of today might be armed to the teeth with magical items, despite the fact that they are struggling to grasp the basics of spellcasting.

Mystery

Can anyone in the campaign be a wizard or priest, or do these characters have to belong to a select set in order to even begin their studies? Do the common people know enough about magic to distinguish between priest and wizard spells? Is the study of magic a study of easily-defined natural laws, or are the forms of magic deliberately obscured by generations of needless rite and ceremony? Most importantly, do the PCs know the limits of a spellcaster's powers?

In most AD&D games, characters "in the know" have an excellent grasp of exactly what each spell available can do. After all, most players are quite familiar with the *Player's Handbook* and know the spells they can make use of inside and out. But most common NPCs aren't as knowledgeable; the typical innkeeper doesn't know that a low-level wizard can use *invisibility* to walk out without paying his tab, or *fool's gold* to cheat him. He just knows that wizards can do things that ordinary people can't, and if he's a bright innkeeper, he never falls for the same trick twice.

In a less mysterious world, the same innkeeper knows to look out for *invisibility*, *charm person*, *fool's gold*, and half-a-dozen other dirty tricks. He may even know enough to request a wizard to relinquish certain spell components to make sure a particularly obnoxious spell (*fireball*, for instance) won't be available to that wizard while he's in the innkeeper's place of business. In this kind of setting, *everyone* would know that priests can heal injuries, blindness, or disease, or possibly bring back a loved one from the dead, and priest characters will be constantly asked to use their powers on someone's behalf.

In a world where the nature of magic is cloaked in super-



stition and ignorance—an 8 or 9 on the scale—spellcasters will generally inspire fear in anyone who learns of their powers. Note that even the wizard character himself may not really know why his spells work—imagine a character who begins a *magic missile* spell with a thunderous declaration of the names of forbidden powers, just because he was taught to do it that way. Of course, one of the 'names' is actually the spell's verbal component, and the rest of the nonsense has no effect on the casting of the spell. It's a good idea for a DM with this kind of world to forbid players from looking up spells and effects in the *PHB*, since their characters only have access to a portion of this knowledge. The DM should also feel free to alter standard spell effects and create new spells just to instill a sense of dread and wonder in experienced, jaded players.

Power

What can magic accomplish in the campaign? Is there anything it can't do, and why? Will 10th-level magic be allowed as an option, or is 9th level the most powerful magic available? Can *wishes* change history or reverse events that have already occurred? To what degree do the gods and their avatars involve themselves in this world setting? In most magic systems, setting boundaries to a character's ability to affect events with magic is vitally important. Typically, an AD&D game assumes that 9th-level spells are the most powerful magic known to mortals, and that the player characters encounter a deity no more than once or twice over the course of an entire campaign.

The impact of magic on a campaign world can be greatly lessened by reducing the maximum level of spells that can work there, although this is getting into rules alterations. For example, by limiting spells to 8th level, mages can no longer make use of *wishes* or *gates*. If the maximum is 7th level, mages lose the spell *permanency*, which is a key part of the magical item creation process. Without this spell, magical items become temporary or disposable—no persistent enchantments can exist.

Another point lies in the emphasis on the power of characters versus the power of magical items. Should a fighter become a killing machine because he happened to find a *vorpal blade*, or should most of his combat bonuses be derived from skills and training? In earlier incarnations, the AD&D game leaned strongly towards the first option, but with the advent of weapon mastery, style specializations, and other character-based bonuses, it is now possible to create a character who doesn't need a powerful magical item to drastically increase his combat power. The real danger to game balance lies in combining these two benefits—a weapon master equipped with a powerful magical weapon becomes nearly unstoppable. If your campaign features a lot of high-powered magic, you should strongly consider playing without optional specialization or proficiency rules.

The Cost of Magic

In fantasy literature, there is often a price to be paid for magical power. Wizards may have to make terrible pacts with dark powers for the knowledge they seek, priests may have to sacrifice something dear to them to invoke their deity's favor, or the spellcaster may pay an immediate price in terms of fatigue, illness, or even a loss of sanity. Generally, the AD&D game is quite forgiving in this regard; when a character casts a spell, he expends a few unusual material components and simply forgets the spell he had known. It's easy to increase the cost of magic by strictly enforcing the requirement to procure material components for spells, especially if the DM is conservative in handing out treasure. For example, *find familiar* requires at least 1,000 gold pieces of special herbs and incenses, which means that a 1st-level wizard may have to do a lot of adventuring before he has enough money to summon his familiar! The spell *scare* requires a piece of bone from an undead creature; requiring the wizard character to personally locate and remove such materials can force the player to make hard decisions about which spells are worth the trouble.

Now, imagine a game setting in which magic is far more costly. What if a character risked insanity every time he attempted to learn a spell? Or if the casting of a spell required the character to make a saving throw vs. spell or pass out from exhaustion? A character might even have to risk a permanent loss of hit points or ability scores each time he cast a spell in a world where magic is exceptionally dangerous. (See Chapter 6 for some of these options.) Again, these restrictions are rules changes and not just cosmetic matters, but a few changes like these can make a great impact on a normally routine campaign.

Creating a World-View of Magic

How can the DM put all this together? Let's consider a couple of the AD&D campaign settings as examples. First of all, take a look at Faerun, the setting of the FORGOTTEN REALMS® campaign. Magic is quite common in the Realms, and only slightly mysterious; everyone knows of the great wizards and the typical powers a wizard is likely to command, but there are a number of unique spells and magical items to be found. Magic is also fairly powerful in Faerun and comes with little cost or sacrifice to any character who works hard enough. The magic of the Realms is about average for an AD&D campaign.

The DARK SUN® campaign has an entirely different approach to magic. Magic is still fairly common and mysterious, but it can be extremely powerful (the sorcerer-kings of Athas command 10th-level magic) and comes at a great cost—the defiling of any living vegetation nearby when a wizard casts a spell. In fact, the destruction caused by Athas' wizards is the chief cause of the planet's dessication and the rise of bizarre, mutated monsters.

Last but not least, the BIRTHRIGHT™ campaign setting portrays a world in which wizard magic is rare. Mages are mysterious figures with unusual powers. Only a handful of characters have the heritage required to make use of true magic, and fewer still can command the kingdom-shaking powers of realm magic.

Here are a few ideas for alternative magic settings for your own campaign:

The College of Sorcerers: In this setting, all wizards belong to a single guild or society cloaked in rite and mystery. (The imagers of Stephen R. Donaldson's *The Mirror of*

Her Dreams are a good example of such a society.) Spells may require a rare or unusual ingredient controlled by the College, or the College may treat spells as secrets that must be kept at any cost.

Secrets Man Was Not Meant to Know: Wizard magic is the province of horrible pre-human powers of the Outer Void, and dealing with them is the worst kind of betrayal. Insanity plagues those foolish enough to delve into the secrets of these elder powers; H.P. Lovecraft's stories are an excellent model of this kind of campaign. *Chapter 6* describes a spell point system of magic that reflects this type of setting.

Smoke and Mirrors: Wizards are far less powerful than they appear to be—most are nothing more than alchemists and scholars who can command a few feeble spells. Any spell that creates something out of nothing or summons energy where no energy existed before cannot be cast; illusions, divinations, and minor alterations and summonings are the only types of magic that work. Many magical effects are accomplished through nonmagical means; for example, a *pyrotechnics* spell is nothing more than a handful of chemical powder thrown on a flame.

The Magical Renaissance: In this world, almost everyone has a magical talent or two. Magic is fully integrated into society, not as a replacement for technology, but as a part of the common awareness and an augmentation of a person's skills. Chambermaids use *cantrips* to dust and to make beds, royal investigators have access to *speak with dead* and *ESP* to enforce the law, and many brilliant works of art are at least partly magical in nature. Even nonwizards may have a small selection of spells in this kind of setting.

The Lost Powers: Priests of this campaign have almost no spell powers. The various deities of their pantheon have lost the ability to grant spells to their followers or have denied their followers spells for some reason. For a particularly chilling campaign, combine this thesis with the **Secrets Man Was Not Meant to Know** scenario to create a world in which the only spellcasters with any power are the insane servants of inhuman powers.

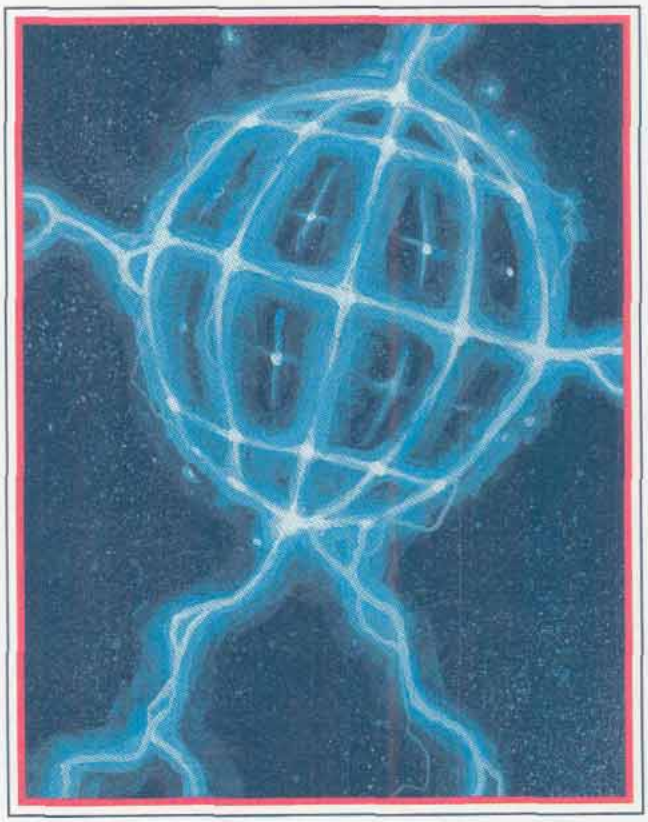
Magic and Storytelling

When it comes down to it, an AD&D adventure is nothing more than a story created by the DM and embellished upon by the players. Every campaign generates volumes of epic confrontations, cliffhangers, and sinister villains—it's just the way the game is played. Magic is often the central feature of these campaign stories; most players couldn't tell you a thing about Joe's paladin, but everyone who was at the game remembers the time Joe's paladin found the *holy avenger!* An enormous number of player characters are remembered fondly not for their personalities or the skill with which they were played, but instead the particular magical items they owned and the nifty tricks they had with their spell selections.

While this isn't necessarily bad, it can detract from the role-playing elements of a game if the players and the DM allow it to. After all, when the only tool you have is a hammer, everything starts looking like a nail—and if you've got a *flame tongue* sword, it looks like the answer to any problem is going to involve slashing and burning *something*. Similarly, a wizard whose most memorable achievement is his invention of *Alkair's inescapable decapitation* and subsequent use of the spell in every encounter for the rest of the campaign isn't really a well-developed character at all. A hero with a magical sword is fine, but when the magical sword *defines* the hero, the hero is diminished.

Another difficulty that arises in many campaigns is the substitution of magic for technology. AD&D game players are (quite naturally) creatures of the modern world, and modern conveniences such as automobiles, tanks, telephones, televisions, computers, and any number of other devices seem so indispensable that there just *have* to be magical equivalents. While some of this is fine in any campaign, it desensitizes both players and DMs to the sheer wonder that magic should inspire in most characters. After all, magic should be *magical*, full of mystery and terror, but when a character routinely uses magic to brush his teeth and stir his stew, magic becomes nothing more than a tool. Blurring the distinction between magic and technology detracts from the strength of both philosophies.

Last, but not least, it's important to remember that magic can do *anything* that a DM needs it to do for purposes of advancing the plot or elaborating on an adventure. If the story calls for a greater tanar'ri to be encased in a glass globe, it's not necessary to worry about exactly how the tanar'ri was imprisoned there, or what spells the old archmage used to defeat the creature; it's okay for a DM to simply tell the players that the archmage did it. However, PCs and NPCs who are interacting with the party should follow the rules—up to the point that the rules interfere with the story.



Chapter 1: Wizards



The wizard may well be the most important character class in the AD&D game. Whether or not a particular player character wizard is the most powerful member of a party, it seems that *every* AD&D campaign has at least one great archmage or master wizard who holds supreme power. Wizards are responsible for the creation of all kinds of adventures and works of magic that other characters later become entangled in or discover. In many adventures, the party's wizard is the only character who can use his magic to provide a means to cross a barrier or solve a riddle. In fact, in some cases, the *only* way to resolve the entire adventure or quest is through the inventive use of the wizard's spell arsenal.

Given this fact, it only makes sense to begin an examination of magic in the AD&D game with a thorough look at the wizard character class. In this chapter, we'll examine all the varieties of mages and specialist wizards available to a player character. Several new varieties of specialist wizards are also described in this chapter. In addition to a long look at the existing wizard classes, we'll also present a point-based character design system that will allow a player to select his wizard's abilities and limitations in order to customize his own character. This system is an expansion of the character class rules from *Player's Option: Skills & Powers*, although you don't need that book in order to use this material.

Wizards

The information in *Player's Option: Spells & Magic* replaces or revises the *Player's Handbook*, *The Complete Wizard's Handbook*, the *Tome of Magic*, and the material on magic from *Player's Option: Skills & Powers*. In other words, if you have this book, you should use the rules presented here when creating your wizard character. However, there is one notable exception to this case—if you are using an AD&D campaign setting that includes its own rules on character generation, such as the Dark Sun or Al-Qadim® game settings, you should continue to create wizards for those settings using the appropriate rules.

Spells from Other Sources

While the material on creating wizard characters is updated for this book, you'll find that spells that appeared in previous books have not been altered. As long as the DM approves, a player character wizard can learn spells from any source the player has available. In fact, the spell lists contained in Appendix 3 of this book include spells from the *Player's Handbook*, *Tome of Magic*, and *The Complete Wizard's Handbook* as well as dozens of new spells introduced in this book. Additional spells from the *Wizard's Spell Compendium*, *Pages from the Mages*, or any other source can be approved by the DM on a case-by-case basis.

Schools of Magic

All wizard spells belong to one or more *schools of magic*. A school of magic represents related spells with common features or characteristics. For a mage, who is the basic or general wizard, the school of a spell doesn't matter too much; he can learn and cast any spell without regard to the spell's school. The only exception to this rule is wild magic, which is completely unfathomable to any wizard except a wild mage.

While the majority of wizards are mages, a significant number choose to be specialists who concentrate their efforts in one particular school. Generally, this increases the wizard's abilities within the school of his choice at the cost of losing access to any schools with opposing philosophies.

There are three schemes of school organization used in the AD&D game: philosophy, effect, and thaumaturgy.

Schools of Philosophy

The eight standard schools of spells presented in the *Player's Handbook*—abjuration, alteration, conjuration/summoning, enchantment/charm, greater divination, illusion/phantasm, invocation/evocation, and necromancy—are schools of philosophy. While all spells in this scheme of organization are cast in much the same way, the approach and method by which they achieve their purpose varies from school to school. For example, conjuration spells generally bring something to the caster from another location, while necromancy spells manipulate the forces of life and death.

While spells in a school of philosophy generally involve the application of a common principle, they vary greatly in effect. For example, invocations create anything from solid matter such as *walls of stone* or *iron* to comprehensive enchantments such as *contingency* or *limited wish*. Note that all spells grouped into schools of philosophy share the same execution or method of casting—the use of verbal, somatic, and material components to summon and direct magical energy. The basic philosophies behind each school are briefly described below:

Abjuration spells are specialized protective spells designed to banish some magical or nonmagical effect or creature. *Protection from evil* is an example of an abjuration spell, since it creates a barrier that evil or supernatural creatures are reluctant to cross.

Alteration spells cause a change in the properties of some previously existing thing, creature, or condition. *Pyrotechnics* is an alteration spell, since it takes an existing fire and creates special effects from the blaze.

Conjuration/Summoning spells bring some intact item or creature to the caster from elsewhere. Any *monster summoning* spell is a good example.

Enchantment/Charm spells cause a change in the quality of an item or the attitude of a person or creature. *Charm person* is an enchantment, since it affects the way an individual perceives the wizard.

Divinations are spells that provide the wizard with information or the ability to acquire information. *Contact other plane* is a divination, since it allows the wizard to seek answers from extraplanar entities. Note that this school has been somewhat altered in scope for this book; see **The School of Universal Magic**.

Illusion/Phantasm spells seek to deceive the minds or senses of others with false or semi-substantial images and effects. *Phantasmal force* is a good example, as well as spells such as *mirror image*, *invisibility*, or *blur*.

Invocation/Evocation spells channel magical energy to create specific effects and materials. For example, *lightning bolt* manifests this energy in the form of a powerful stream of electricity.

Necromancy is a school concerned with the manipulation of the forces of life and death. Necromancy spells include those that simulate the effects of undead creatures, such as *vampiric touch*, and more direct assaults on life energy like *death spell* or *finger of death*.

Universal Magic: In this book, the school of lesser divination is expanded and renamed to include a number of spells that all wizards should have access to. Consider universal magic to be Sorcery 101; without the basic spells in this school, wizards are incapable of continuing their studies in the other schools of magic. Therefore, all wizards have access to the spells in this school, regardless of specialization. The school of universal magic is described in more detail below.

Creating a New School of Philosophy: In most campaigns, the schools of philosophy represent the baseline or standard against which other forms of magic are measured. Almost all spells can be described through this system of magic, with very few exceptions. For a wizard to develop a new school of philosophy, he would have to devise a class of spells that all share a common approach or methodology. Most likely, a group of related spells that already exist in one school or another would have to be used as the starting point for a new school. It's much easier to build a new school of effect or thaumaturgy than to build a new school of philosophy. *The Complete Wizard's Handbook* suggests a school of transmutation that concentrates on spells that change one element or material into one other element or material. Another possibility might be a school of animation, centering on spells that provide motive force to inanimate objects.

Chapter 1

Schools of Effect

A second scheme for organizing wizard magic is by effect. The *Tome of Magic* presented a new type of wizard who could specialize in schools of effect: the elementalist wizard. *Player's Option: Skills & Powers* introduced the shadow mage, another specialist wizard built around a school of effect.

Schools of effect differ from schools of philosophy in that the spells of the school all share one common result or ingredient. For example, the spells of the school of fire all involve fire in some way, without regard for what the spell accomplishes. Divinations, the direction and control of energy, and the summoning of elementals can all be linked by the common effect of fire. The schools of effect are described below:

Air: The elemental school of air naturally includes any air-based spell or effect, including spells that control or affect wind, breathing, falling and flight, air elementals, and other elemental phenomena. *Gust of wind* or *cloudkill* are examples of air spells.

Earth: Spells of elemental earth are based around stone-, earth-, or mineral-based effects. *Dig, stone shape* and *stone to flesh* are earth spells.

Fire: Any spell involving the manifestation of flame or heat is a spell of elemental fire. Not all fire spells are attack spells; *fire charm* and *affect normal fires* are examples of fire spells that don't cause direct and immediate damage to the wizard's enemies.

Water: Last but not least in the elemental schools, spells of the school of elemental water involve water in some form or another, including spells of ice and cold, since these are linked to the element of water. *Water breathing, ice storm,* and *part water* are all included in the school of elemental water.

Dimensional Magic: This is a new school introduced in *Player's Option: Spells & Magic.* While all AD&D spells draw power from outside the mage, dimensionalists go one step further—they draw their power from another dimension. Like most schools of effect, the school of dimensional magic overlaps several pre-existing schools, including alteration, conjuration/summoning, and invocation spells.

Force: The school of force is a new school of effect presented later in this book. A force mage relies on spells that create or manipulate fields of cohesive energy, such as *wall of force, magic missile,* or any of the various *Bigby's hand* spells. Many spells of this school are borrowed from the school of invocation/evocation.

Shadow: All the spells in this school are linked by the common effects of shadow and darkness. The shadow mage can make use of a number of illusion spells dealing with the Demiplane of Shadow and shadowstuff, including *shadow monsters, darkness 15' radius,* and *shadow walk.* He also has access to a number of necromancy spells. Although necromancy and illusion are opposing philosophies, schools of effect ignore these restrictions and concentrate on results.

Creating a School of Effect: Again, all spells in a school of effect are cast with the standard execution of somatic, verbal, and material components. Creating a new school of effect is far easier than coming up with a new school of philosophy; there are any number of common spell results or special effects that can be linked in this way. For example, a school of light could be designed around spells that produce bright visible effects, or a school of circles could be designed around any spell effect that is circular or spherical in form.

Schools of Thaumaturgy

A school of thaumaturgy defines a specific method or procedure of spellcasting that varies from the standard execution of a spell's components. Several schools of thaumaturgy were presented in *Player's Option: Skills & Powers*—the school of song, the school of alchemy, and the school of geometry. In addition, other schools of thaumaturgy have appeared in specific campaign settings. The *defiler* of the DARK SUN campaign is a mage whose spells are executed through the draining of life energy from his surroundings. The sha'ir of the AL-QADIM setting casts his spells by sending a servant gen, or minor genie, to fetch the spell and bring it back to him.

Spells belonging to a school of thaumaturgy are not linked by philosophy or effect—instead, they're related by the manner in which they are physically cast. In fact, the "standard" approach to wizard magic defined by the eight philosophical schools represents one common thaumaturgical method. Other thaumaturgical methods include the following schools:

The School of Alchemy: In this approach to magic, spell effects are achieved through the combination of unusual material components. Spells such as *affect normal fires, glitterdust,* and *cloudkill* can all be cast through the use of strange powders and reagents, and belong to the school of alchemy.

The School of Artifice: This is a new school introduced here for the first time. Artificers are weak in the direct command of magic and instead use various devices and magical items to focus their energies. Spells such as *Melf's minute meteors* and *magic staff* are included in the school of artifice.

The School of Geometry: Geometers use diagrams, symbols, and complex patterns to cast their spells. Naturally, any spell involving some kind of writing, marking, or pattern belongs to the school of geometry, including spells such as *explosive runes, sepia snake sigil,* and *symbol.*

The School of Song: While alchemists rely on material components and geometers rely on somatic components, a song mage uses the power of his voice to summon and shape spell energy. Any spell that involves speaking, singing, or some other use of the caster's vocal powers belongs to the school of song. *Sleep, charm monster,* and *Otto's irresistible dance* are all examples of spells of this school.

The School of Wild Magic: Some wizards have learned to make use of the principles of randomness in their magic, giving rise to the school of wild magic. Wild mages shape the raw, uncontrollable stuff of magic in the hope that something resembling their intended spell will appear. A number of wild magic spells such as *vortex* and *waveform* appeared in the *Tome of Magic;* if you do not have access to that book, you should probably ignore this school.

The School of Universal Magic

As described in the *Player's Handbook,* the school of divination is actually composed of lesser divinations and greater divinations. A few specialist mages are barred from greater divination as an opposition school, but every specialist wizard is considered to have access to lesser divination. In this book, the school of lesser divination is replaced by the school of universal magic. This includes a few basic divination and non-divination spells that *all* wizards should have access to, such as *dispel magic* and *enchant an item.* Any wizard may cast spells

of this school, regardless of his or her specialty.

The divination spells of both the schools of lesser and greater divination are now considered to be part of one school of divination. Spells such as *ESP, clairaudience,* and *clairvoyance* are part of the school of divination and may not be available to wizards who formerly had access to them as lesser divinations. Refer to Appendix 3 for the revised spell organization.

Important Note: Wizards do not automatically *know* universal spells. They must study and attempt to learn the spells of this school, just like any other spells. However, when a wizard character is first created, he automatically begins play with any 1st-level universal spells of his choice in his spell book, although these count against the character's limit of beginning spells.

The school of universal magic consists of the following spells:

cantrip (1st)	*wizard lock* (2nd)
comprehend languages (1st)	*dispel magic* (3rd)
detect magic (1st)	*remove curse* (4th)
hold portal (1st)	*teleport* (5th)
identify (1st)	*enchant an item* (6th)
read magic (1st)	*teleport without error* (7th)
wizard mark (1st)	*permanency* (8th)
knock (2nd)	*astral spell* (9th)
protection from cantrips (2nd)	

Most of the low-level spells on this list enable the wizard to undertake his basic studies in books of arcane lore and safeguard his laboratory and spell book against intruders. *Teleport, teleport without error,* and *astral spell* are included since the ability to travel vast distances in the blink of an eye is a common power among wizards in fantasy literature. Last but not least, *enchant an item* and *permanency* are universal magic because every wizard should have the ability to create magical items when he or she reaches the appropriate level.

Wizard Characters

A player creating a wizard character has one basic decision to make when the character is first rolled up— should his character specialize in a school of magic, or should he remain a mage? A mage is equally capable in all schools of magic and may freely learn and cast spells from any school. A specialist wizard gains several important benefits when dealing with his own school, but loses access to certain spells that belong to opposition schools.

As noted in the *Player's Handbook,* wizards may not wear armor and are limited in their selection of weapons to the dagger, dart, knife, sling, and staff. (Some character kits may allow additional weapon choices.) In addition, characters constructed with the *Player's Option: Skills & Powers* rules or the expanded character point rules in this book may pay extra character points in order to gain access to better weapons or protective equipment.

All wizards may create magical potions or scrolls after reaching 9th level by using the magical item creation rules in this book. (The alchemist and geometer gain this ability earlier in their careers.) Wizards may also create other types of magical items upon reaching 11th level. Any wizard may attempt to research new spells, regardless of level.

The Wizard's Spell Book

A 1st-level wizard begins play with 3d4 1st-level spells in his spell book, two of which must be *read magic* and *detect magic.* Once these two have been included in the spell book, the player may select any other 1st-level spells of the school of universal magic without making a learn spells roll. In addition, a specialist wizard may automatically choose one spell of his specialty to begin play with. Beyond these selections, the player must attempt a learn spells check for any additional spells he wishes his character to know, with the normal penalties or bonuses for specialization. Optionally, the DM may assign a beginning wizard character *read magic, detect magic,* and four other spells of the DM's choice.

Adding Spells to the Wizard's Repertoire: As a wizard continues with his adventuring career, he will encounter new spells that he may wish to add to his spell book. In addition, mages may add a spell to their book whenever they reach a new spell level, while specialist wizards are allowed to add one spell of their specialty to their spell books each time they gain an experience level. Last but not least, the DM may allow a PC wizard to purchase spells from an NPC wizard or organization. The price should be a spell of equal level that the NPC doesn't know, a magical item other than a potion or scroll, or at least 1,000 gp per level of the spell in question.

Mage

Ability Requirements: Intelligence 9
Prime Requisite: Intelligence
Races Allowed: Human, Elf, Half-elf

The mage remains largely unchanged by the material presented in *Player's Option: Skills & Powers.* A mage may learn and cast spells of any school (except wild magic) using the normal wizard spell progression table and learn spells rolls. Naturally, mages may make use of many of the new spells and magical items introduced in this book.

Mages with an Intelligence score of 16 or higher gain a 10% bonus to the experience points they earn. Mages never attract followers, but there's no reason a mage couldn't buy property and hire mercenaries whenever he accumulates sufficient wealth.

Specialist Wizard

Ability Requirements: Varies
Prime Requisite: Intelligence
Races Allowed: Varies

Wizards who concentrate their efforts in one school of magic are known as specialist wizards. Generally, a specialist wizard must give up some degree of versatility in spell selection—he cannot learn or cast spells belonging to schools that oppose his own chosen school. The specialist also has several other benefits and restrictions; unless otherwise stated, all specialists must abide by the benefits and hindrances described below:

- Specialist wizards may memorize one additional spell per spell level, provided the spell selected belongs to the specialist's school. Under this rule, a 1st-level specialist may have two spells memorized instead of only one.

- Specialists gain a bonus of +1 when making saving throws against spells of their own school. Specialists also inflict a –1 penalty to their victims' saving throw attempts when casting a spell of their specialty school.
- Specialist wizards gain a bonus of +15% when learning spells from their school, but suffer a penalty of –15% when learning spells from any other school. Specialists cannot learn spells belonging to an opposition school.
- When a specialist reaches a new level, he automatically gains one spell of his school to add to his spell book. No roll for learning the spell need be made.
- When a specialist wizard attempts to create a new spell through research, the spell is treated as if it were one level lower if it falls within the wizard's specialty school.

Specialists in Schools of Philosophy

A wizard specializing in a school of philosophy adheres to the general rules above. Depending on his choice of school, the specialist will have anywhere from one to three opposition schools. Each specialty has different race and ability score requirements, reflecting the unique nature of each field of study. See Table 1: Philosophy Specialist Requirements.

In *The Complete Wizard's Handbook*, each specialist received several additional abilities related to his chosen field at high levels. These abilities have been reworked, and specialists now receive them much earlier in their careers. They are optional; if the DM decides that they aren't appropriate, the additional powers are unavailable for PC specialist wizards.

Abjurer: The abjurer specializes in the school of abjuration, commanding magical energies that provide various forms of protection to himself and his companions. A wizard must have strength of will to master this school of magic, so a high Wisdom score (Wisdom/Willpower, if *Player's Option: Skills & Powers* is available) is a requirement for an abjurer. The abjurer cannot learn spells from the schools of alteration or illusion.

Abjurers enjoy the normal benefits and hindrances of specialist wizards. In addition, at 8th level the abjurer gains a +1 bonus to saving throws vs. paralyzation, poison, and death magic. At 11th level an abjurer's base Armor Class improves by 1 point due to his command of protective magic, and at 14th level the abjurer gains immunity to all forms of *hold* spells.

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.

Conjurer: Specializing in spells of conjuration and summoning, the conjurer has access to some of the most useful spells in the game. Conjurations are some of the most physically demanding spells, and a wizard must have a Constitution (or Constitution/Health) score of at least 15 in order to be a conjurer. Conjuration/summoning is opposed by divination and invocation/evocation.

All the normal benefits and hindrances of specialist wizards apply to conjurers. In addition, at 11th level a conjurer gains the ability to cast conjuration and summoning spells without any material components. At 14th level, the conjurer gains the power to instantly dispel creatures conjured by an opponent who has used *monster summoning* or an equivalent spell. The conjurer can dispel up to 10 HD worth of creatures with this ability simply by pointing at the target and concentrating one round. Only creatures with 5 HD or less are affected, so a conjurer could dispel three 3 HD creatures, two 5 HD creatures, or



any combination that does not exceed 10 HD. The conjurer may use this ability up to three times per day.

The conjurer's spells can be very potent in combat, especially if used to multiply the party's numbers through the summoning of allies.

Diviner: It's unusual for a player character to choose this specialty, but NPC diviners are fairly common. Diviners concentrate on spells that reveal or relay information, and information can be a weapon far more dangerous than the sharpest sword. Divination requires patience and insight; a wizard must have a Wisdom (Wisdom/Intuition) of 16 or better to be a diviner. Divination is opposed by conjuration/ summoning.

Diviners have the normal strengths and weaknesses of specialty wizards. In addition, at 11th level the diviner gains the ability to use *find traps* (a 2nd-level priest spell) up to three times per day by pointing in a specific direction and concentrating one round. At 14th level, the diviner becomes immune to all forms of scrying spells such as *ESP, know alignment*, or *clairaudience;* characters trying to use these divinations against the diviner simply get no response at all.

A diviner is very limited in his combat ability and must rely on spells outside his school for anything resembling a damaging attack. However, a diviner in a PC party can be surprisingly effective by providing advice and information. With a diviner around, a party can look for ways to strike at an enemy's weakest points and to maximize its efficiency in battle.

Enchanter: 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. Because the greater part of their spell selection involves influencing other people, enchanters must have a Charisma (Charisma/Appearance, under *Skills & Powers* rules) score of 16 or higher. Enchantment/charm is opposed by invocation/evocation and necromancy.

Enchanters have the usual benefits and restrictions of a specialist wizard. In addition, when an enchanter reaches 11th level, he gains the ability to cast a special *free action* spell once per day on himself or any creature he touches. The casting time is only 1, and no material components are required; the spell duplicates the effects of the 4th-level priest spell *free action* and lasts for one hour. At 14th level, the enchanter acquires immunity to all forms of the *charm* spell.

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.

Illusionist: Masters of deceit and trickery, illusionists have access to a variety of powerful spells that can be far more dangerous than simple attack spells. Illusionists must have a minimum Dexterity (Dexterity/Aim) score of 16 to perform the intricate gestures and patterns required by spells of their school. The school of illusion/phantasm is opposed by necromancy, invocation/evocation, and abjuration.

Illusionists gain the normal benefits of specialist wizards. When an illusionist reaches 8th level, he gains an additional +1 bonus to his saving throws against illusion spells cast by nonillusionists. (This is cumulative with his normal +1 bonus, for a total of +2). At 11th level, the illusionist gains the ability to cast a special *dispel phantasmal force* or *dispel improved phantasmal force* up to three times per day. The base chance of success is 50%, ±5% per level difference between the illusionist and the caster of the *phantasmal force;* for example, if a 16th-level illusionist is attempting to dispel an illusion cast by a 9th-level wizard, his chance of success is 85%. The *dispel* has a range of 30 yards and a casting time of 1; the illusionist need only point at the illusion and concentrate. If the illusionist attempts to dispel something that turns out to be real, the attempt still counts against his limit of three dispels per day.

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.

Invoker: 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 requires a Constitution (Constitution/Fitness) score of 16 or better to withstand the physical stress of this specialty. The school of invocation is opposed by enchantment/charm and conjuration/summoning.

In addition to the normal advantages and disadvantages of specialization, the invoker gains an additional +1 bonus to saving throws vs. invocation/evocation spells when he reaches 8th level, for a total of +2. At 11th level, this increases to +3. (These bonuses also apply to magical items that simulate invocation spells, such as a *wand of fire.*) At 14th level, the invoker acquires immunity to one invocation or evocation spell of 3rd level or lower of his choice; however, this immunity does *not* extend to similar magical items or breath weapons.

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.

Necromancer: Students of this school delve into forbidden lore and dark secrets in their quest to understand and control the forces of life and death. A character must be extraordinarily strong of will in order to succeed at these studies—a wizard must

Table 1:

Philosophy Specialist Requirements

Specialist	Race	Abilities	Opposition School(s)
Abjurer	H	15 Wis	Alteration, Illusion
Conjurer	H, ½E	15 Con	Divination, Invoc./Evoc.
Diviner	H, ½E, E	16 Wis	Conj./Summ.
Enchanter	H, ½E, E	16 Cha	Invoc./Evoc., Necro.
Illusionist	H, G	16 Dex	Necro., Invoc./Evoc., Abjur.
Invoker	H	16 Con	Ench./Charm, Conj./Summ.
Necromancer	H	16 Wis	Illusion, Ench./Charm
Transmuter	H, ½E	15 Dex	Abjur., Necro.

H: Human; ½E: Half-elf; E: Elf; G: Gnome.

have a Wisdom (Wisdom/Willpower) of 16 or higher in order to choose necromancy as his specialty. Necromancy is opposed by illusion and enchantment/charm.

Necromancers gain the standard benefits for being specialist wizards. At 8th level, his saving throw bonus versus necromancy spells increases to a total of +2. At 11th level, the necromancer gains a special *speak with dead* spell-like ability that requires no verbal or material components; the wizard need only point at the deceased person and concentrate for one round. This spell functions like the 3rd-level priest spell *speak with dead*, except that the necromancer may converse for up to one turn and ask four questions of the spirit. At 14th level, the necromancer gains a partial resistance to the special effects of undead attacks; although he still suffers the normal damage of any such attack, he gains a +2 to saving throws against strength drain, paralyzation, and other effects. He may attempt a saving throw vs. death magic with a –4 penalty to avoid the effects of any attack that normally does not allow a save, such as a wight or wraith's energy drain.

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.

Transmuter: The most versatile of the specialist wizards is the transmuter, specializing in the school of alteration. The school of alteration is the largest of the schools of philosophy, giving the transmuter access to a variety of powers and abilities. In order to master the complicated somatic gestures of this school, a wizard must have a Dexterity (Dexterity/Aim) of 15 or higher to become a transmuter. The school of alteration is opposed by the schools of necromancy and abjuration.

Transmuters have the normal benefits and restrictions of specialist wizards. In addition, they gain an additional +1 bonus to their saving throws versus alteration spells and related magical effects (such as a *wand of polymorph*) when they reach 8th level, for a total of +2. At 11th level, this increases to +3.

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.

Specialists in Schools of Effect

The schools of effect are organized along different lines than the schools of philosophy. This alternate approach to magic and specialization means that elementalists and other effect specialists don't necessarily enjoy the same benefits and penalties of philosophical specialists. These exceptions are explained below in the descriptions of the individual specialist wizards.

Just like the schools of philosophy, specialization in a school of effect generally requires a wizard to meet higher ability score criteria than that required of a basic mage (see Table 2: Effect Specialist Requirements).

Elementalist: First introduced in the *Tome of Magic*, elementalists are wizards who specialize in spells dealing with one of the four elements—air, earth, fire, or water. Elementalists ignore the "normal" structure of the philosophical school. Instead, all spells are designated as either *elemental* spells or *nonelemental* spells. Furthermore, elemental spells are divided into spells of each of the four elements. An elementalist is barred from casting spells of the element that opposes his particular specialty; fire mages cannot cast water spells, air mages can't use earth spells, and vice versa. (Refer to Appendix 3 for a list of wizard spells by school.)

Fire
|
Air — opposes — **Earth**
|
Water

Elementalists enjoy most of the standard benefits and restrictions of specialist wizards, but there are some minor differences. They gain the benefit of memorizing an extra spell of each level, as long as it is taken from their preferred element. An elementalist gains a +2 bonus to saving throws against spells of his particular specialty (fire for fire mages, etc.) and inflicts a –2 penalty to his opponents' saves when casting spells of his specialty. Elementalists gain a +25% bonus to learn spells of their specialty, and a +15% bonus for other elemental spells that don't actually oppose their specialty. For example, a fire mage has a +25% bonus to learn fire spells, and a +15% bonus to learn air and earth spells; he can't learn water spells at all. Elementalists suffer a –25% penalty to learn all other nonelemental spells. Last but not least, elementalists research spells of their specialty as if the spells were one level lower than their actual level.

Note that elementalists do *not* automatically add a spell to their spell book when they gain a level, as other specialists do. However, an elemental specialist has the ability to cast one memorized spell of his specialty per day as if he were 1d4 levels higher. This affects range, duration, area of effect, and damage. When an elementalist reaches 11th level, he does not need to concentrate to control an elemental of his specialty that was summoned through *conjure elemental*. At 14th level, there is no chance for a summoned elemental to turn on the elementalist.

While the elemental schools tend to be small, the elementalists' abilities generally exceed those of normal specialists.

Table 2:

Effect Specialist Requirements

Specialist	Race	Abilities	Opposition School(s)
Elementalist	H	Standard	Special
Dimensionalist	H, ½E	Int 16	Ench./Charm, Necro.
Force Mage	H, ½E	Int 12, Con 15	Alteration, Divination
Mentalist	H	Int 15, Wis 16	Invoc./Evoc., Necro.
Shadow Mage	H	Int 15, Wis 16	Invoc./Evoc., Abjuration

H: Human; ½E: Half-elf

Elemental wizards of earth and fire have a potent range of attack spells and can equal the firepower of an invoker. Wizards of air and water tend to have fewer damaging spells, but have access to better travel and support powers.

Elementalists can be used to portray magicians of unusual cultures or origin. After all, the standard philosophical arrangement of schools implies a scholarly, Western approach to magic, but not every culture or nation may have the same beliefs or practices regarding sorcery. Many elementalists are much closer to nature, or more attuned to their surroundings, than philosophical specialists.

Dimensionalist: This uncommon specialist is a student of magic that relies on the manipulation of space, time, and dimension. 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. Non-Euclidean geometry and planar relationships are difficult material, even for a wizard; a character must have an Intelligence (Intelligence/Reason in the *Skills & Powers* rules) of 16 or better to grasp the more esoteric concepts required to master this kind of magic.

The school of dimensional magic is listed in Appendix 3 of this book. It includes spells such as *rope trick, dimension door, distance distortion,* and *maze.* Dimensional magic is opposed by the schools of enchantment/charm and necromancy, since these philosophies have nothing to do with extraplanar studies or spells.

The dimensional specialist gains the normal advantages for specialization as described earlier in this chapter; spells belonging to the school of dimensional magic are listed in Appendix 3. At 8th level, the dimensionalist gains the power to *disappear* by stepping into a pocket dimension once per day. While in the pocket dimension, he is detectable only by spells that can discern dimensional openings and is immune to any attack, but he also has no way of knowing what's happening in the place he left until he chooses to step back into the real world. The dimensionalist may remain for up to one hour before he is forced to exit and can take any actions he desires (sleeping, reading, drinking a potion, or so on) while inside. Note that the pocket dimension's point of exit is always the exact same place the dimensionalist entered the dimension. Also, no spells that would allow the dimensionalist to leave the pocket without first reentering the real world can function in the extradimensional place, including *teleport, dimension door, shadow walk,* and similar enchantments. At 11th level, the dimensionalist may bring one other human-sized creature or an object weighing less than 500 pounds with him; at 14th level, he may bring up to five companions or an object weighing 1,500 pounds.

The dimensionalist is a very unusual wizard, with access to some of the strangest spells in the game. A high-level dimensionalist can be a confounding opponent, calling on rarely seen powers to trap or misdirect his enemies. Dimensionalists have few attack spells, but excel in avoiding trouble or circumventing obstacles.

Force Mage: 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. Force spells are difficult and taxing to a wizard, and a character must have an Intelligence of 12 or better and a minimum Constitution of 15 (Intelligence/Knowledge and Constitution/Health) to choose this specialty.

Naturally, the school of force includes *wall of force* and the *Bigby's hand* spells. However, spells such as *magic missile* and *Mordenkainen's sword* also make use of magical force. The schools of alteration and divination oppose the school of force, since these have nothing to do with the summoning or manipulation of magical energy.

Force mages have the usual advantages and disadvantages of specialist wizards. (Refer to Appendix 3 for the complete list of spells belonging to this school.) At 8th level, force mages gain an additional +1 bonus to their saving throws versus force spells or effects, for a total of +2. When a force mage reaches 11th level, he gains the ability to attempt a saving throw for half-effect against any force spell that causes damage, whether or not it allows a save. For example, an 11th-level force mage struck by a *magic missile* spell may attempt to save for half damage, despite the fact that *magic missile* normally allows no saving throw. At 14th level, the force mage's saving throw bonus increases to +3 against magical force.

Force mages are skilled in battle; most of their spells are designed to hinder, incapacitate, or destroy their enemies. However, they do not enjoy a great variety of spells and must get along without access to two of the most useful schools available—divination and alteration.

Mentalist: 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. Of course, this is a complicated area of study, and a great understanding of the human psyche is required for success; the wizard must have an Intelligence of 15 and Wisdom of 16 (Intelligence/Knowledge and Wisdom/Intuition) to become a mentalist.

The school of mentalism includes spells such as *ESP, domination,* and *suggestion.* It is opposed by the schools of alteration and necromancy; a list of the spells belonging to the school of mentalism appears in Appendix 3.

Mentalists gain the normal benefits and hindrances of a specialist wizard. When a mentalist reaches 8th level, his saving throw bonus against mentalism spells and effects increases to +2. At 11th level, the mentalist gains the ability to *detect charm* or *mental influence* three times per day by pointing at the individual to be examined and concentrating one round. This power resembles the priest spell *detect charm,* but only one creature can be scanned per use. When the mentalist reaches 14th level, he can *dispel charm* or *mental influence* once per day with a 50% chance of success. This is modified by ±5% per level/Hit Die difference between the mentalist and the caster of the charm. The mentalist must be within 10 yards of the subject and must concentrate for one round in order to use this power.

The mentalist is a wizard who deals in subtleties and influences. The mentalist is not at his best in open battle against hordes of enemies, but he can be an extraordinarily effective character in investigations or confrontations against single enemies.

Shadow Mage: Shadow mages are students of the power of darkness and twilight. While shadow mages are not nec-

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Table 3:
Shadow Mage Target Saving Throw Modifiers

Lighting Conditions	Modifier
Bright daylight/*continual light*	+2
Weak daylight/dusk/*light*	none
Twilight/moonlight/lantern light	–1
Weak moonlight/torch light	–2
Candlelight/starlight	–3
Total darkness	–4

essarily 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. Shadow mages must be keen-minded individuals; a character must have an Intelligence of 15 and a Wisdom of 16 (Intelligence/Reason and Wisdom/Will) in order to select this specialty. The school of shadow is opposed by the schools of invocation/evocation and abjuration.

The shadow mage follows the normal rules for specialist wizards, with one notable exception: the target's saving throw modifiers are tied to the prevalent lighting conditions, and range from +2 to –4. The shadow mage himself receives no saving throw modifiers versus spells of any kind (see Table 3: Shadow Mage Target Saving Throw Modifiers).

Shadow mages also gain the ability to see in darkness due to their connection with the plane of gloom. At 4th level, the shadow mage sees as well in moonlight as a normal human does by broad daylight, and all darkness-based combat penalties are reduced by 1 point. At 7th level, he can see perfectly by starlight and reduces combat penalties for darkness by 2 points. At 10th level, the shadow mage can see perfectly in total darkness, negating all combat penalties. Note that magical blindness or fog can still impair the wizard's vision.

The shadow mage's spells are both powerful and subtle. Of all the specialist wizards, he makes the best spy or infiltrator, especially by night. While the shadow mage isn't very well-suited for open battle, his spells are perfect for solitary confrontations.

Specialists in Schools of Thaumaturgy

While the schools of effect and the schools of philosophy differ in the way in which spells are assigned to the various schools, the schools of thaumaturgy represent an entirely different way of thinking. The thaumaturgical schools discard the normal methods and mechanics of wizard magic to concentrate on new ways of summoning and controlling magical power. In this scheme of magic, spells are organized by method of casting, not effect or method of operation.

Since the schools of thaumaturgy represent a more radical departure from the normal scheme of magic, the benefits and disadvantages of specialization vary from school to school. In addition, the thaumaturgical specialists generally have high ability score requirements, as shown in Table 4: Thaumaturgical Specialist Requirements.

Alchemist: This specialist was first presented in *Player's Option: Skills & Powers*. 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. Alchemists are the most scientifically-minded wizards, and they experiment constantly in search of knowledge. In order to be an alchemist, a wizard must have an excellent education in the sciences (minimum Intelligence or Intelligence/Knowledge of 15) and a steady hand for experimentation (Dexterity or Dexterity/Aim of 14). The school of alchemy is opposed by the schools of illusion and necromancy; a list of alchemy spells appears in Appendix 3.

The alchemist must maintain a large, well-equipped laboratory. The character is assumed to begin play with a suitable facility in his home town or base of operations, but building and equipping a new laboratory costs at least 1,000 gp per character level, and existing laboratories cost 50 gp per level each month to maintain. An alchemist without a laboratory loses access to the bonus spell provided by specialization and can't conduct research, make potions, or add new spells to his spell book.

Alchemists enjoy the normal benefits of specialization, but have no saving throw modifiers for their own saves or their targets' saves.

At 6th level, the alchemist gains the ability to create potions. This is a special chemical process that doesn't involve magical materials or processes, but it tends to be longer and more tedious than normal potion brewing. First, the character must research the potion's formula, just like conducting spell research; consider the potion's level to be equal to its experience point (XP) value divided by 100. For example, a *potion of clairaudience* (250 XP) is treated as a 3rd-level spell for this purpose, while a *potion of longevity* (500 XP) is equivalent to a 5th-level spell. It takes two weeks per potion level to research the formula, at a cost of 500 gp per potion level. The alchemist must roll learn spells to find out if he learned the spell before he can be considered successful in his research. The maximum number of potion formulae he can know is limited by the maximum number of spells per level score that is determined by his Intelligence (see Table 4: Intelligence in the *PHB*). A character with an Intelligence of 15, for example, can know up to 11 potion formulae.

Once a character has successfully researched a potion's formula, he can produce one dose by investing 3d6 × 100 gp in materials and spending one uninterrupted week in his laboratory. Again, he must pass the learn spells check to see if he followed the directions correctly, with a +1% bonus per character level. While the alchemist doesn't have to adventure to acquire rare or unusual materials for potions, he may still have to take time to make arrangements for special requirements, such as the delivery of unusual chemicals or glassware.

Bordun the Chemist wishes to create a potion of fire resistance, *since his thief friend wants to pilfer a dragon's hoard. The potion has an XP value of 250, so it must be researched as a 3rd-level spell. This requires 6 weeks, and costs a total of 1,500 gp—Bordun's alchemical research is more difficult than normal potion research, but requires no unusual materials. Bordun makes his learn spells check, and his research is productive!*

Having concluded his research, Bordun sets out to brew a potion of fire resistance *from his formula. This takes one week, and costs him 3d6 × 100 gp (the DM rolls a 15, for 1,500 gp—ouch!) He must attempt a second learn spells check to execute the formula correctly, with a +7% bonus (he's a 7th-level wizard), and he succeeds again.*

Bordun now has one potion of fire resistance *and can brew more without conducting his research all over again.*

The alchemist has access to a small number of attack and defense spells, but he excels in enchantments that alter or analyze materials. Note that the spells of the school of alchemy are considered to have no verbal component when cast by an alchemist, since they consist of combinations of reagents prepared by the wizard—an alchemist has little to fear from a *silence 15' radius* spell.

Artificer: 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. The advantages of this thaumaturgical method lie in the wizard's ability to increase his spell power by carrying extra spells in various magical items and to unleash powerful enchantments with a single command word. A wizard must have an Intelligence (Intelligence/Knowledge) of 12 and a Constitution of 15 (Constitution/ Health) in order to choose this specialty. The school of artifice is opposed by the school of necromancy and those spells in the school of enchantment/charm which affect living beings.

Like the alchemist, the artificer must maintain a well-equipped laboratory and workshop. A 1st-level artificer begins play with a suitable facility in his base of operations. Building a new laboratory costs at least 1,000 gp per character level, and existing laboratories cost 50 gp per level to maintain each month. An artificer without a laboratory loses access to the bonus spell provided by specialization, and can't conduct research, make magical items, or add new spells to his spell book.

Artificers have the normal benefits and restrictions of specialist wizards, but have no saving throw modifiers and impose no saving throw penalties on the targets of their spells. At 4th level, the artificer gains the ability to *store spells* in prepared items, saving his memorization slots for other spells. Once placed in an item, a stored spell may be indefinitely retained for ready casting. The spell to be stored must be one which the wizard knows and can cast; at any given time, a wizard may have no more total spell levels stored than his own character level, so a 5th-level artificer could store up to five levels of spells.

Preparing an item to receive one stored spell requires one uninterrupted week of work, and the actual process of casting the spell into the item requires one day and 500 gp per level of the spell. The item must be of the finest workmanship, worth at least 100 gp; after the spell it holds has been discharged, the artificer can re-enchant it. Only the artificer may release the stored spell, with a casting time of 1; in all other respects the spell is treated as if the artificer had cast it normally. Also, an item can only contain one spell at a time. Any attempt to cast another spell into the item will simply replace the current spell. In effect, this ability allows the artificer to create one-shot magical items such as a ring enchanted with *feather fall* or a cloak prepared with *protection from normal missiles.*

At 7th level, the artificer may *create a temporary magical item.* Any magical item in the *DMG* not specifically restricted to nonwizards is allowed, but the item will function only for the artificer. This is a special ability unrelated to the *enchant an item* spell. First, the artificer must successfully research the item creation process, taking one week per 500 XP value of the item and spending at least 100 gp per week. This time is halved if the artificer has a sample of the item to copy or if he succeeds in a *contact other plane, legend lore,* or other research spell. The artificer must pass a learn spells check to succeed and may never know the processes for more magical items than his maximum number of spells per level. Actually building and enchanting the item requires half the research time and 2d6 × 100 gp, plus the cost of the item itself. Fine materials must be used, but rare and exotic materials and processes aren't necessary for temporary items (see Chapter 7). After completing the work, the artificer must pass another learn spells check to successfully enchant the temporary item.

A temporary item lasts 1d6 days, plus one day per level of the artificer. Once the enchantment fades, the item can be re-enchanted with one uninterrupted week of work, the expenditure of 2d6 × 100 gp, and another learn spells check. If the temporary item normally possesses charges, the artificer automatically places one charge per level into the item when creating it.

Selthos the wizard desires a carpet of flying, *since he wishes to investigate an old tower perched high on an inaccessible peak. Looking up the carpet's XP value (7,500 XP), the player realizes that it will take 15 weeks just to research the item! Selthos decides that a* carpet of flying *is too formidable a challenge and searches for a cheaper alternative. Investigating his alternatives, he decides that a* cloak of the bat *(1,500 XP) is a much more palatable option.*

Selthos begins his research, working for three weeks and spending a total of 1,000 gp (an arbitrary amount set by the DM; he would have had to spend at least 300 gp, or 100 per week). Fortunately, he succeeds in the learn spells check, and his research is successful—from now on, Selthos can produce a cloak of the bat *anytime he desires, without repeating the research.*

Actually making the cloak requires one week and four days (half the research time) and 2d6 × 100 gp, plus the cost of the cloak. The DM decides that a suitable cloak costs 100 gp (the minimum allowed, but it's only an article of clothing), and rolls 700 gp for the cost of the enchantment. Again, Selthos succeeds in a learn spells check, so he now possesses a cloak of the bat *that will last for 1d6 days, plus one day per level. With some urgency, he sets off at once to investigate the tower before his enchantment fades!*

Several months later, Selthos decides that he needs his cloak again. He can re-enchant the cloak with one week of work, another 2d6 × 100 gp, and a learn spells check.

Artificers may create permanent magical items using the normal magical item creation rules and the *enchant an item* spell when they reach the appropriate levels. (If an artificer creates a true

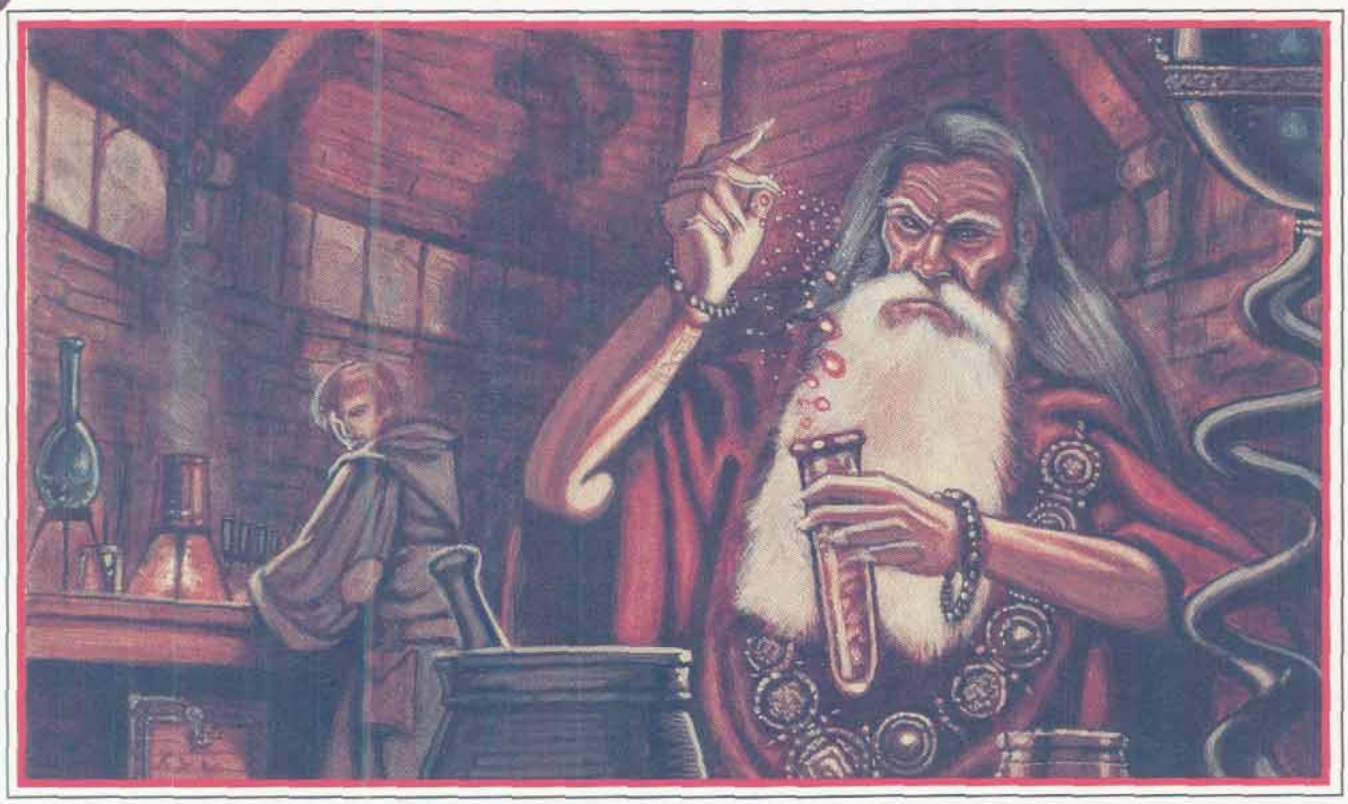
Table 4:

Thaumaturgical Specialist Requirements

Specialist	Race	Abilities	Opposition School(s)
Alchemist	H	Int 15, Dex 14	Illusion, Necromancy
Artificer	H, G	Int 12, Con 15	Necro., Ench./Charm
Geometer	H, E, ½E	Int 15, Wis 14	Ench./Charm, Illusion
Song Mage	H, E, ½E	Int 14, Cha 15	Necro., Div., Invoc./Evoc.
Wild Mage	H, E, ½E	Int 16	none

H: Human; ½E: Half-elf; G: Gnome

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magical item he once made a temporary version of, his research time and expense is reduced to its minimum value—see Chapter 7.) Artificers gain a +10% bonus to their chance to successfully enchant items.

In addition, artificers have a 20% chance at 1st level to identify the general purpose and function of any magical item simply by examining it for one full turn. This is similar to the bard's ability, but is based on the artificer's ability to analyze the construction and enchantments on the item, not the item's historical significance. This chance increases by 5% per level, so a 5th-level artificer can identify items with a 40% chance of success.

While artificers are fairly weak at first, once they reach middle levels they can quickly become some of the most useful and powerful wizards in the game. The DM should always consider the artificer's proposed item research and construction very carefully; any item that the DM feels is too powerful or out-of-character can be disallowed. In particular, items with *absorption* or *negation* powers should be considered very carefully—these can be very unbalancing in a game.

Geometer: Like the alchemist, the geometer was introduced in *Player's Option: Skills & Powers*. 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. In order to choose this specialty, a wizard must have an Intelligence (Intelligence/Reason) of 15 or better and a Wisdom (Wisdom/Intuition) of 14 or higher. The spells used by the school of geometry are described in Appendix 3 of this book.

Geometers gain the usual advantages for specialization, but like the alchemist, they gain no modifiers to their saving throws and inflict no saving throw penalties on their targets. Beginning at 4th level, a geometer may create scrolls by committing a spell he knows to paper. He can cast the spell from the scroll at some later time simply by reading the scroll, which requires one full round; once read, the scroll is consumed and the spell expended. The geometer may not have more than one spell-scroll per character level prepared at any given time, so a 6th-level geometer may have as many as six scrolls ready.

Transcribing a spell to a scroll requires one full day per spell level; a 5th-level spell requires five days of uninterrupted work. The materials cost 100 gp per spell level, and the wizard needs a suitable laboratory or library to work in. Only spells of the school of geometry can be transcribed to scrolls, but a geometer can engage in spell research to find a diagram for spells outside the school of geometry. In any event, a geometer must succeed in a learn spells check to see if he is successful in scribing the scroll.

Geometers may also attempt to create various *forms of protection* scrolls, beginning at 7th level. The geometer must first research the scroll's diagram through normal spell research. To figure out how much time and money should be spent on researching a particular *protection* scroll, take a look at its experience point value. Basically, a scroll's effective spell level is determined by dividing the experience point value by 500 and then adding 2 (i.e., Level = XP/500 + 2) For example, if a scroll is worth 500 XP, it is considered a 3rd-level spell (500 divided by 500 equals 1; 1 plus 2 equals 3). The research time is two weeks per effective level, at a cost of 1,000 gp per level; the geometer must pass a learn spells check to successfully research the diagram. Once the geometer knows the diagram, he can produce one scroll by investing in 3d6 × 100 gp

worth of materials and spending one uninterrupted week working in his laboratory. Again, a learn spells check applies to see if he executed the diagram correctly.

Bordun's rival Teriaz also wishes to pilfer the dragon's hoard, but he's decided to provide his agent with a scroll of protection from dragon breath. *This is worth 2,000 XP, so it's the equivalent of a 6th-level spell. It will take Teriaz twelve weeks to research the scroll and costs him 6,000 gold pieces. After passing his initial learn spells check and succeeding in his research, Teriaz can produce the scroll with one week of work and an additional 600 gp (the DM's roll of 3d6 × 100 gp) if he succeeds in the final learn spells check. While the dragon's hoard has suffered at the hands of the alchemist's accomplice, Teriaz's champion succeeds in slaying the beast and claiming the rest of the hoard.*

The geometer's spells tend to be defensive in nature, since many spells in the school involve drawing or scribing boundaries of some kind. Spells of the school of geometry are considered to have no verbal component. The school of geometry is opposed by the schools of enchantment/charm and illusion.

Song Mage: 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. While a song mage does not require proficiency in singing or musical instruments, most song mages are also virtuoso vocalists—the subtleties of pitch and expression are critically important in casting a spell in this fashion. Song mages require an Intelligence (Intelligence/Knowledge) of 14, reflecting their musical studies, and a Charisma (Charisma/Appearance) of 15.

Song mages enjoy the standard benefits and penalties for specializing in a school of magic. (Spells belonging to the school of song are listed in Appendix 3.) The normal saving throw modifiers apply, but note that the song mage may apply his saving throw bonus to magical song or sound attacks such as a sphinx's roar or banshee's wail in addition to song spells. At 8th level, song mages gain the ability to enhance the effectiveness of any musical or sound-based magical item by 50%; a song mage wielding *drums of panic* increases the area of affect from 120-foot radius to a radius of 180 feet. If the magical item proves to be cursed, its effect is lessened by 50% (if possible). At 11th level, the song mage gains the ability to *counter* magical song or sound attacks once per day, negating the effects of the attack in a 10-foot radius centered on the mage. This allows the song mage to protect those nearby from a harpy's song, a sphinx's roar, or a *shout* spell. The mage must stand still or walk slowly and sing for at least one full round to negate the effect, and may continue singing for up to one full turn per level to defeat pervasive or persistent attacks.

All spells in the school of song are considered to have neither somatic nor material components when cast by a song mage—while song mages are extremely vulnerable to a *silence* spell, they are also capable of casting spells while securely bound or stripped of all their possessions. The school of song is opposed by the schools of necromancy, divination, and invocation/evocation.

The song mage commands a variety of useful spells that are effective both in attack and defense. While he has few spells that can directly damage an enemy, he is very good at influencing or hindering opponents with his magic, especially at higher levels.

Wild Mage: The concept of wild magic was introduced in the *Tome of Magic*. 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. While there isn't enough space here to reprint all of the wild magic rules and tables, this briefly sums up the specialist so that readers who don't have access to the *Tome of Magic* can make use of this material.

Since wild magic is a new field of study, and a difficult one at that, a wizard must have an Intelligence (or Intelligence/Reason) score of 16 or better to specialize in this field. Wild magic has no opposition school—wild mages can freely learn any wizard spell they choose, and they're also the only wizards who can learn spells of the school of wild magic. Like other specialists, they gain the bonus memorized spell at each level. They have no saving throw adjustments for their own saves or their targets' saves. Wild mages receive a bonus of +10% when learning new wild magic spells, and a penalty of –5% when learning magic spells from other schools. When a wild mage researches a new wild magic spell, the spell is treated as if it were one level lower.

Wild mages have a special ability to control certain magical items that normally behave randomly for other characters. A wild mage has a 50% chance to control one of the following items, selecting the result of his choice: the *amulet of the planes, bag of beans, bag of tricks, deck of illusions, deck of many things,* and the *well of many worlds*. The *wand of wonder* is a special case; if the wild mage successfully controls the wand, he may use charges from the wand to cast any spell he already knows, whether or not he has the spell memorized. The number of charges expended equals the level of the spell chosen; if the mage fails his roll, he simply expends one charge from the wand and rolls for a random result.

Every time a wild mage casts a spell, the effective casting level may vary. While the level variation rules are explained in detail in the *Tome of Magic*, here's a quick and simple method for determining the variation. When the wild mage casts a spell, roll 1d20: on a roll of 6 or less, the caster's effective level drops by 1d3 levels; on a 15 or better, it increases by 1d3 levels; and on a roll of 10, the spell results in a wild surge. Note that the level variation can't exceed the caster's level, so a 2nd-level wizard can't vary by more than two levels either way. Level variation affects all level-based aspects of a spell, including damage, duration, range, opponent's saving throws, and other such factors.

Kelmaran, a 5th-level wild mage, casts a fireball *spell at a band of orcs. He rolls 1d20 and comes up with a 1, so his effective level will be reduced by 1d3 levels. Rolling 1d3, he is relieved to see that he only loses 1 level, so his* fireball *does 4 dice of damage instead of 5 and may suffer a small reduction in range. With a lucky roll, Kelmaran's spell could have done as much damage as an 8th-level wizard's* fireball.

Wild surges are strange manifestations of the randomness of wild magic. A complete table for wild surges appears in the *Tome of Magic*, but if a copy of this book isn't available, use the random chart for the *wand of wonder*, in the magical item descriptions of the *DMG*. Note that a number of wild magic spells appear in the *Tome of Magic* and the *Wizard Spell Compendium*—if you're really interested in playing a wild mage character, you should obtain a copy of one or both of those accessories.

Chapter 1

Customized Wizard Characters

While there is a broad selection of specialist wizards to choose from in this book, some players may want to create more unique characters. *Player's Option: Skills & Powers* introduced the concept of point-based character design; this section now expands that material for wizards. Dozens of new powers, abilities, and restrictions are described here, allowing the creation of almost any kind of magic-using character imaginable.

If you want to use the material here in conjunction with *Skills & Powers*, this section takes the place of the character class design rules. In addition to the initial allotment of 40 character points assigned to a character in this chapter, a player may also choose to spend points left over from the race design chapter and save points in this step for proficiency selections. Note that there is no restriction on how a character spends his points in this system.

As always, the DM has the final word on whether or not a particular character is appropriate for his campaign. If the DM doesn't like the way a character is put together, he can have the player try again.

Using the Wizard Character Design Rules

In case you aren't familiar with point-based character design, here's how it works: You get to decide which class abilities and which hindrances your character will have during his adventuring career. For example, if you want your wizard character to have the hit points and fighting ability of a priest, you can select the appropriate abilities to do so—but chances are good that your character will have to make serious sacrifices elsewhere in order to get this advantage.

When you custom-design a wizard, your character begins with 40 character points. Each ability you select for your character costs character points, but you can gain extra points by choosing limitations. Unless you spend points on special powers or select special limitations, your wizard character uses a four-sided Hit Die, uses the wizard's THAC0 and saving throw charts, gains the ability to cast wizard spells as noted in the *PHB* on Table 21: Wizard Spell Progression, may use any magical item normally usable by wizards, may not wear armor, and is limited to the following weapons: dagger, dart, knife, sling, or staff. Note that your customized wizard character must spend points to gain schools from which he can cast spells.

Under these rules, you are under no obligation to build your character as a mage or a specialist wizard. Your character's powers and spell schools will be determined entirely by your choices here. However, for your convenience you may want to use these basic wizard classes as starting points. *If you decide to begin the customizing process with a mage or specialist wizard, your character receives no character points to choose new or optional abilities.* Since the mage or any specialist wizard is already a complete character class, the only way to add new powers is to compensate for them by selecting new limitations for a net point cost of zero.

The School of Universal Magic: All wizards have full access to this school at a cost of zero character points. This school contains spells basic to any wizard's studies.

Optional Abilities

A customized wizard is built from a slate of optional abilities, ranging from schools he may cast spells from to game mechanics such as THAC0 improvement rate, Hit Die size, and weapons and armor allowed. The available abilities are listed below.

Delayed Acquisition of Abilities: A character can reduce the cost of a special ability by choosing to delay it to a higher level. For example, a character may select the ability of reduced casting time, but then delay the acquisition of the ability to 4th or 5th level. An ability that is not acquired until 3rd level is 1 point cheaper than the listed cost; an ability delayed to 5th level is 2 points cheaper; an ability delayed to 7th level is 3 points cheaper; an ability delayed to 9th level is 4 points cheaper than listed; and an ability delayed to 11th level is 5 points cheaper than normal. No ability can be reduced to zero or less points—everything costs at least one character point, no matter how long the wizard waits for the power.

- **Access to schools (5+):** A customized wizard pays 5 character points (CPs) for each school he may learn and cast spells from. 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. Customized wizards may choose to have access to thaumaturgical schools or schools of effect if they wish.
- **Armor (5/10/15):** 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.
- **Automatic spell acquisition (2/5):** 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.
- **Bonus spells (10/15):** 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.
- **Casting time reduction (2/5):** 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.
- **Combat bonus (8/10):** 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.
- **Constitution adjustment (5):** 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.
- **Detect magic (10):** 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.

- **Dispel (10/15):** 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.
- **Enhanced casting level (10):** 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.
- **Extended spell duration (10/15):** 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.
- **Followers (10):** 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.
- **Immunity (10+):** 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.
- **Improved Hit Die (10/20):** 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.
- **Learning bonus (5/7+):** 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.
- **No components (5/8):** 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.
- **Persistent spell effect (15 +2/spell level):** 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, non-special 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.*
- **Priestly wizard (10+):** 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.
- **Proficiency group crossovers (5+):** 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.
- **Range increase (5/7+):** 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.
- **Read magic (5):** 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.
- **Research bonus (5+):** 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.
- **School knowledge (5/8):** 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.
- **Thief ability (10+):** 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.
- **Weapon selection (10/15):** 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.

- **Weapon specialization (15):** 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.

Optional Limitations

Limitations are selected much like abilities. Each limitation carries a CP bonus that counters CPs spent on abilities. If a wizard selects 55 CPs of abilities in the previous section, he must come up with 15 CPs of limitations, since the wizard is normally allowed only 40 CPs worth of abilities.

A "standard" mage or specialist wizard can use limitations to pay for unusual abilities he wouldn't normally have access to. For example, if a wild mage also wanted to be able to move silently (a 10-point ability from the preceding list), he has to find a 10-point limitation to compensate. The following is a list of available limitations:

- **Awkward casting method (5):** 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.
- **Behavior/taboo (2):** 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.
- **Difficult memorization (5):** 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.
- **Environmental condition (5+):** 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.
- **Hazardous spells (10):** 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.
- **Learning penalty (5/8):** 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.
- **Limited magical item use (5+):** 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.
- **Reduced hit points (10):** 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.
- **Reduced spell knowledge (7):** 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.
- **Reduced spell progression (15):** 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.
- **Slower casting time (2/5):** 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.
- **Supernatural constraint (5+):** 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.

- **Talisman (8):** 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.
- **Weapons restriction (3/5):** 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.

Dealing with Game-Breaking Characters

While the customized wizard rules allow players a great deal of flexibility in creating their characters, they also allow a clever player to put together a "super-wizard" by carefully selecting limitations that he thinks will rarely hinder the character. Don't despair; this is a zero-sum character creation system, and for every strength a character must also incorporate a corresponding weakness. Here are a few guidelines for handling high-powered characters:

DM's Prerogative: The DM always has the final say on anything in his campaign. If a player insists on building characters that unbalance the game, the DM is within his rights to simply not approve the character or disallow customized character creation in his game.

Point Limits: The DM can limit the number of additional powers purchased by a wizard by setting a limit of 60 or 70 points of optional abilities. After the first 40 points, each additional ability must still be paid for by taking limitations. This prevents a player from building a wizard with every ability on the list and balancing it with every limitation. Optionally, the DM can require that a wizard spend at least 30 points acquiring schools to cast spells from, or set other spending limits in specific areas.

Limitations with a Vengeance: A player might think he's getting away with something when he takes a couple of belief or environmental condition limitations, but a good DM can always find a way to bring these role-playing disadvantages into play. By looking for situations where the super-character's built-in weaknesses cripple him, the DM can graphically illustrate how out of balance the character actually is.

The Bad Guys are Supermen, Too: Naturally, if one character is a walking arsenal of powers and abilities, it stands to reason that some NPCs might have similar skills. No matter how tough a particular PC is, there's always someone in the game world who's a little tougher than him, and meeting that NPC is a super-character's worst nightmare. While this tactic isn't particularly elegant, it's quite effective in letting the player know just how it feels to be in the place of the poor NPCs his character's been terrorizing.



Chapter 2:
Priests



The *Player's Handbook* describes two types of priests: clerics and specialty priests. While clerics are intended to serve as a generic model for a priest character, DMs and players in campaigns that feature specific pantheons or mythoi are encouraged to create specialty priests to reflect the particular aims and powers of the different deities of the world. The druid is presented as an example of a specialty priest, representing any power that stands for nature—or even nature itself.

In this chapter, we'll examine the basic cleric and druid classes in great detail, concentrating on their magical abilities. A number of spells are reorganized into different spheres in order to provide the specialty priests with basic abilities that should be common to all priest characters, while maintaining unique spells that can only be cast by certain specialists. We'll also introduce three new types or subclasses of specialty priest: the crusader, the shaman, and the monk. Last but not least, we'll present a point-based design system for customizing specialty priests.

Priests

Hordes of specialty priests have been introduced in various accessories following the *Player's Handbook*. There are specialty priesthoods in *Legends and Lore, The Complete Priest's Handbook, Monster Mythology,* and several of the campaign settings. At this point, there are well over one hundred varieties of priests in print! Unfortunately, some of these specialty priests are far more powerful than similar specialty priests presented in different settings. This raises the question of which sources are "generic" enough to use in any campaign setting, and which should be reserved for specific campaign worlds.

The first rule of thumb is simple: If a campaign setting features its own pantheon and specialty priests for those powers, you should give that material precedence. For example, the deities and priesthoods of the FORGOTTEN REALMS, BIRTHRIGHT, or DARK SUN campaign settings are described in detail in their respective boxed sets. When a player creates a priest character for one of these settings, he should refer to the character creation rules specific to those settings. Of course, a DM who has assembled this information for his own campaign can certainly require his players to create their priest characters accordingly!

If a world does not feature a fully-developed pantheon or special priesthood rules for the various powers of the mythoi, then you should consider the material in *PLAYER'S OPTION: Spells & Magic* to take precedence over all earlier material. In other words, the rules here are intended to replace the specialty priesthoods presented in *The Complete Priest's Handbook, Legends and Lore,* and *Monster Mythology.* Note that the powers and faiths presented in these books remain unchanged; *PLAYER'S OPTION: Spells & Magic* just changes the way the specialty priests are put together.

Spheres of Access

Just as wizard spells are divided into schools of magic, priest spells are organized into spheres of access. A sphere of access represents a group of related spell powers granted by a particular deity, so a power of war usually grants access to the spheres of combat and war, a power of nature usually grants access to the spheres of animal and plant, and so on. All priestly spheres of access are organized in the same scheme—there are no variant organizations like the schools of effect or thaumaturgy for wizards.

While wizards generally have the ability to learn spells from any school unless specifically stated otherwise, priests are strictly limited to the spheres their deity grants them access to. In other words, the organization of priest spells governs which spells a priest *can* cast, while wizard schools govern which spells a wizard *can't* cast. This makes it difficult to create new spheres of priest spells, since a great deal of work must be done to retrofit any new spheres to existing priesthoods that should have had influence in the new sphere.

The standard spheres from the *Player's Handbook* are the spheres of all, animal, astral, charm, combat, creation, divination, elemental (with the lesser spheres of air, earth, fire, and water), guardian, healing, necromantic, plant, protection, summoning, sun, and weather. In addition, the *Tome of Magic* adds the spheres of chaos, law, numbers, thought, time, travelers, war, and wards.

All: 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*. The sphere of all has been greatly expanded in *PLAYER'S OPTION: Spells & Magic* in order to balance the spell powers available to different kinds of specialty priests.

Animal: 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.

Astral: 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.

Chaos: 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.

Charm: 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.

Combat: 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.

Creation: 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.

Divination: 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.

Elemental: 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.

Guardian: 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.

Healing: This sphere deals with all forms of healing spells, except those which restore life or manipulate the subject's life force.

Law: 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.

Necromantic: 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.

Numbers: 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.

Plant: This sphere deals with plants and vegetation of all


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kinds, from agricultural to wilderness settings. Priests of nature or agriculture are often granted access to this sphere.

Protection: 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.

Summoning: 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.

Sun: 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.

Thought: 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.

Travelers: 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.

War: 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.

Wards: 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.

Weather: 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.

Player's Option and Spheres of Access

While the general definitions of the spheres have remained the same for *Player's Option: Spells & Magic*, a number of spells have been rearranged for purposes of game balance. Many spells have been added to the sphere of all in order to provide all priests with the basic spell powers that should be available to them. Some other spells have been assigned to different schools to better define the roles and strengths of clerics, druids, and other specialty priests. For example, *reflecting pool* was originally designed as a druid spell, but in AD&D 2nd Edition it became a divination spell available to clerics. In this book, *reflecting pool* has been placed in the sphere of elemental water, where druids have access to it but clerics do not. Refer to Appendix 4 for a complete and accurate listing of which spells belong where.

Cleric Sphere Access: As part of the reorganization of the spheres of access, clerics lose access to the sphere of sun and the elemental spheres of air and fire. Clerics retain minor access to the elemental spheres of water and earth. The cleric only loses a dozen or so spells he formerly had access to, and most of these were spells that had previously belonged to the druid in the original AD&D.

Druid Sphere Access: Similarly, druids lose access to the sphere of divination, but gain major access to the sphere of sun. Again, this takes away spells that blur the line between the druid and cleric's spellcasting powers, while restoring a number of spells that druids formerly had access to in the original AD&D game.

Priest Characters

All five standard varieties of priest—the cleric, the druid, the crusader, the monk, and the shaman—can be considered generic enough to be used in any campaign setting. In addition, some of the existing specialty priests described in previous books can be "folded in" to these basic five priest archetypes.

Clerics are militant priests who serve as temple knights, defenders of the faith, and guardians of a faith's holy places. They have very good fighting skills and a wide array of spells to choose from. The skills, abilities, and spell selection available to the cleric can also describe priests of agriculture, arts, birth/children, community, crafts, culture, darkness/night, dawn, death, disease, everything, evil, fate/destiny, fortune/luck, good, healing, life-death-rebirth cycle, light, love, marriage, messengers, metalwork, mischief/trickery, music/dance, oceans/rivers, prosperity, race, redemption, rulership/kingship, sites, sky/weather, sun, trade, and wind.

Crusaders are closely related to clerics, but while clerics can be described as defenders of the faith, crusaders are weapons against the enemies of the temple they serve. They are true soldier-priests, skilled in physical combat and armed with spells appropriate for the battlefield. Crusaders include specialty priests of fire, guardianship, justice/revenge, lightning, metalwork, race, rulership/kingship, strength, thunder, and war.

Druids are priests of nature. They are the protectors of the forests or other wild places and stewards over all living things placed in their charge. Druids are weaker in physical combat than a cleric or crusader, but their spheres of access include a number of powerful offensive and defensive elemental spells. In addition, they enjoy several unique granted powers. Druids can represent the powers of animals, druid, earth, elemental forces, fertility, hunting, moon, nature, seasons, and vegetation.

Monks are cloistered priests and adepts who seek enlightenment through the rigorous training of mind, body, and spirit. Monks are extremely skilled in unarmed combat and have access to several unusual spheres of spells. Monks may represent specialty priests of competition, divinity of mankind, literature/poetry, magic, oracles/prophecy, peace, time, and wisdom.

Shamans are priests of barbaric or savage cultures. They serve as guides and protectors for their tribes. Shamans have fair combat ability and spell access, but they also command the spirits of animals, ancestors, and nature. The shaman is a good choice for any player character who comes from a barbaric or nomadic culture, and can also represent a specialty priest of ancestors, animals, earth, everything, fertility, hunting, lightning, oceans/rivers, race, sky/weather, thunder, and wind.

Chapter 2

Cleric

Ability Requirements: Wisdom 9
Prime Requisite: Wisdom
Races Allowed: All

Known as the most common type of priest, a cleric makes a suitable representative for a variety of powers. A cleric is both a sturdy soldier with formidable spell powers and a defender of the faith and proselytizer; overall, he is the most versatile and well-rounded priest character. Clerics with a Wisdom score of 16 or better earn a 10% bonus to the experience they gain. A cleric may be of any alignment acceptable to his patron deity.

Clerics retain all the powers and abilities described in the *Player's Handbook*, with the exception of their spheres of access, which are slightly altered. (See **Player's Option™ and Spheres of Access.**) Clerics have major access to the spheres of all, astral, charm, combat, creation, divination, guardian, healing, necromantic, protection, summoning, and minor access to elemental water and elemental earth.

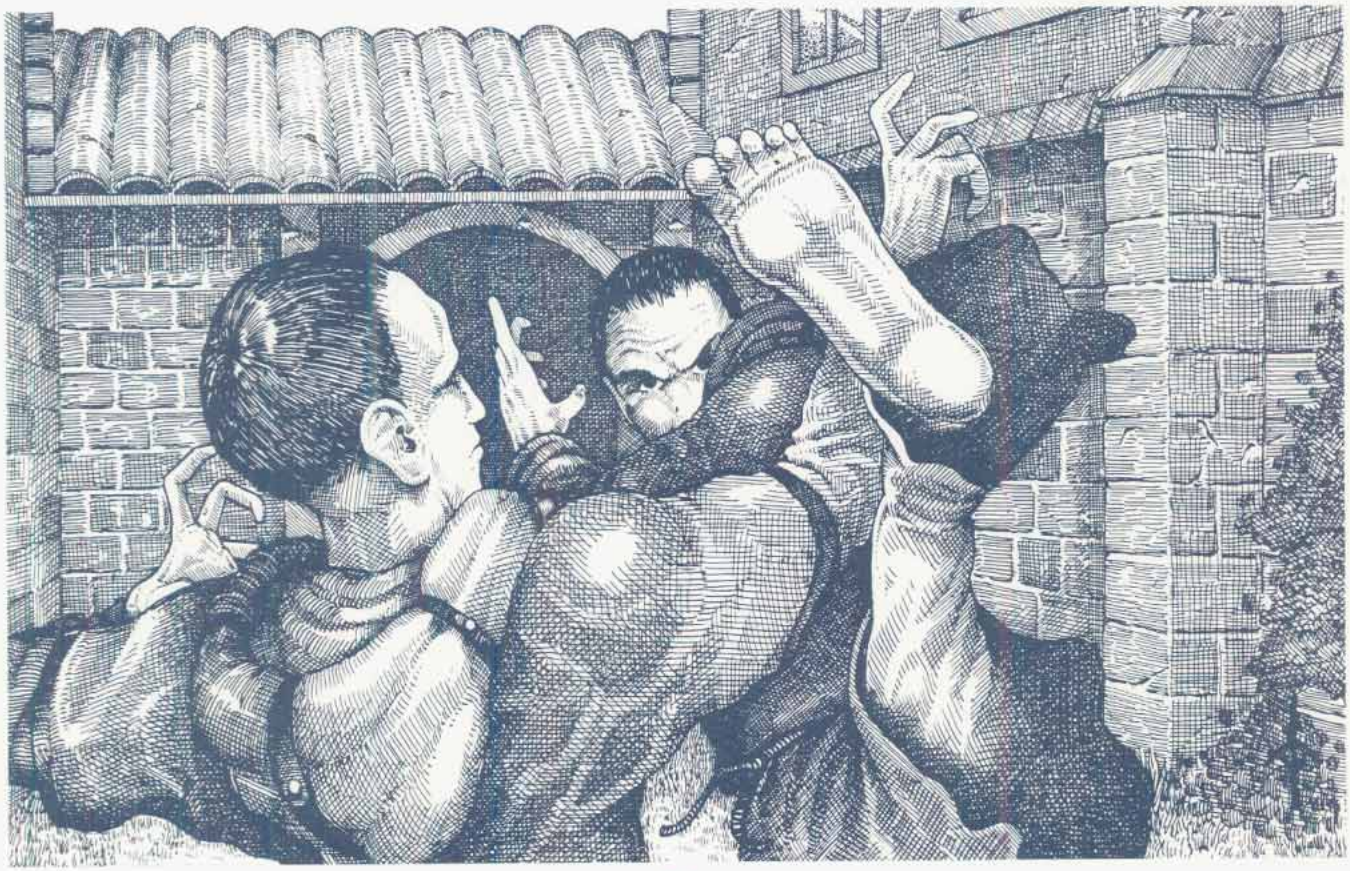
Clerics may wear any armor and use any Type B (bludgeoning) weapon. They may also wield a variety of magical items. Clerics turn undead and attract followers as described in the *PHB*. At 9th level, the cleric may receive permission from his order to establish a religious stronghold and govern it in the name of the faith.

Crusader

Ability Requirements: Wisdom 9
Strength 12
Charisma 12
Prime Requisites: Wisdom, Strength
Races Allowed: Human, Dwarf, Elf

The crusader is a priest of a deity of war, combat, or conflict who stands at the forefront of the fight for his faith. Crusaders must be either lawful or chaotic in alignment; in other words, crusaders may be of any alignment except neutral evil, neutral good, or true neutral. Since they are often called upon to lead the forces of their faith into battle, crusaders require high Strength and Charisma scores in addition to a minimum Wisdom of 9. High Constitution or Dexterity scores are also very useful for a crusader. A crusader with Wisdom and Strength scores of 16 or better gains a 10% bonus to the experience points he earns. In matters of advancement, crusaders use the same column as clerics do on Table 23: Priest Experience Levels in the *PHB*.

While crusaders are often associated with war gods, they may also represent powers of leadership or strong alignment that are in conflict with opposing forces. Crusaders often organize themselves into a military hierarchy and view their temples as fortifications as well as places of worship. In some cases, the power of the crusader orders can rival the strength of the kingdom that hosts them. This is a situation that sometimes provokes popular resentment or suspicion. However, no one questions their ability and resolve in times of war.



Priests

In the adventuring party, the crusader is a natural leader whose place is in the front lines of any battle. When possible, the crusader should take steps to prepare his comrades for battle through the use of *bless, prayer, aid,* and similar spells. He can also make use of healing spells to assist those who fall in valiant battle.

Crusaders excel in personal combat and are nearly as skilled as a warrior of the same level. They may employ any kind of armor or shield and learn the use of any weapon, although particular orders of crusaders may prefer weapons of a certain type—for example, knightly weapons, bows or battle axes (for elven or dwarven crusaders), and so on. To represent their skill at arms, the THAC0 of a crusader character improves at the warrior's rate of 1 per level. A 2nd-level crusader has a THAC0 of 19 instead of 20, a 3rd-level crusader has a THAC0 of 18, and so on.

Crusaders are considered to have a nonweapon proficiency crossover with the warrior group and may learn warrior proficiencies at no extra cost. They may use any magical item normally usable by priests or by fighters. In addition, if the DM allows, a lawful good crusader may gain the same benefits as a paladin when wielding a *holy avenger* sword.

While crusaders are formidable soldiers, they also retain a good selection of spells that are particularly useful on the battlefield. Crusaders have major access to the spheres of all, combat, guardian, healing, war, and wards. They have minor access to the necromantic and protection spheres. In addition, lawful crusaders have major access to the sphere of law, and chaotic crusaders have major access to the sphere of chaos.

Crusaders cannot turn undead, but at 3rd level they gain the granted power to cast *lighten load* (from the *Tome of Magic*) once per day. This spell effectively halves the weight of equipment and gear for a day, reducing a party's encumbrance. At 7th level, the crusader may cast *easy march* (from *Tome of Magic*) once per week, which basically allows a small party to force march without accumulating fatigue penalties.

Crusaders gain followers much as clerics do. When the crusader reaches 8th level, he automatically attracts 20 to 200 fanatical followers. These followers are normal 0-level soldiers, armed and equipped with weapons appropriate for typical soldiers in the campaign. Unlike the cleric, the crusader does not need to establish a permanent place of worship to attract these followers. Since he is a great battle leader, the soldiers will serve him as a free-roving company if no stronghold is available. At 9th level, a crusader may receive official sanction to establish a religious stronghold or fortified temple.

Crusaders and *Player's Option: Skills & Powers*

It is assumed that selecting this class for your Player's Option character expends all class-derived character points a character may have available. In other words, a crusader cannot be customized from the model presented here. However, if you're interested in building a specialty priest that resembles the crusader with slightly different powers, you can use the **Customized Priest Characters** information later in this chapter to do so—it's generally more complete and allows more options than the material in *Skills & Powers* does.

In the *Skills & Powers* character point system, crusaders may learn a weapon of their choice, some fighting styles, or expertise in a weapon as if they were multi-classed warriors. A crusader may specialize in a weapon if the DM allows that option from *Skills & Powers*, but it's expensive; he must pay the character point costs as a priest, not a fighter.

Druid

Ability Requirements: Wisdom 12
Charisma 15
Prime Requisites: Wisdom, Charisma
Races Allowed: Human, Half-elf

Known primarily for their love of nature and guardianship of the wilderness, druids possess remarkable abilities in areas dealing with plants, animals, weather, and the elements. Druids with a Wisdom and Charisma score of 16 or better earn a 10% bonus to the experience they gain. Because of their views, druids must be neutral in alignment.

Except for a slight change in the spheres of access, druids keep all of the abilities and powers listed in the *PHB*. Druids have major access to all, animal, elemental, healing, plant, sun and weather.

Druids can only wear leather armor and use wooden shields. Their weapons are limited to club, sickle, dart, spear, dagger, scimitar, sling, and staff. Aside from written magical items as well as armor and weapons forbidden to druids, this class can use all other magical items. Druids cannot turn undead. See the *PHB* for details about how druids are organized.

Monk

Ability Requirements: Wisdom 15
Intelligence 14
Constitution 13
Prime Requisites: Wisdom, Intelligence
Races Allowed: Human

The monk is a priest who belongs to a cloistered or monastic order, where he withdraws from the everyday affairs of the world around him to contemplate his faith. Powers of philosophy, thought, and scholarship are commonly represented by monks, as well as any deity that is not normally worshipped by the common people of an area. Monks must be lawful in alignment, although they can be lawful good, lawful neutral, or lawful evil. While monks are most often associated with oriental campaigns and settings, this specialty priest is not necessarily an oriental class—monastic orders can exist in almost any fantasy setting.

Monks believe that rigorous training of body, mind, and spirit leads to enlightenment. Consequently, a character must have high Intelligence and Constitution scores to qualify for this class. Wisdom and Intelligence are the prime requisites of the monk, and a monk with scores of 16 or better in these two abilities gains a 10% bonus to the experience points he earns. Monks also advance in level as clerics do.

While monks do not attempt to minister to the masses or gather followers for their patron deity, they believe in demonstrating the qualities of their faith by example. A monastery or abbey is a place of learning and strength that is open to any person who requires shelter, advice, or assistance. Other monks choose to leave the abbey and travel widely, setting an example among the people they meet and help. Monasteries devoted to evil powers are sinister places where knowledge and wealth are hoarded for the use of the order, regardless of whom may need it.

The monk brings a variety of skills to the adventuring party. He is somewhat like the bard in that he is a jack of all

trades and master of none. A monk is not a front-rank warrior, but he can be a very capable infiltrator and skirmisher. The monk's selection of spells allows access to some of the most unusual and versatile priest spells, even if his spells tend to be short on sheer combat power. Like other priest characters, the monk's principle role is to support and guide the party.

Monks do not wear armor, since the training of the body requires quickness, agility, and discipline; monks see armor and other ironmongery as crutches for a person of weak spirit. To compensate, monks are trained to avoid blows through misdirection and positioning, and their base Armor Class improves by one point at every even level (AC 9 at 2nd level, AC 8 at 4th level, AC 7 at 6th level, and so on) to a maximum base Armor Class of 2 at 16th level. Note that a monk must see the attack coming in order to use this benefit—backstabs, ambushes, or missile attacks from behind the monk will strike him as if he were unarmored.

Monks may employ any Type B weapon, just like the cleric, but they have exceptional skill in unarmed combat. When a monk makes an unarmed attack against an armed opponent, he disregards the Weapons in Defense rule, since he is trained in dealing with armed enemies. (Normally, this rule allows the armed character to attack first with a +4 on attack and damage rolls when another character makes an unarmed attack against him.) In addition, a monk begins play with a free weapon proficiency which may be used to specialize in unarmed combat. Martial arts and other forms of unarmed combat are described in detail in *Player's Option: Combat & Tactics;* if you don't have access to this book, another system appears in *The Complete Fighter's Handbook.*

Unarmed Combat with *The Complete Fighter's Handbook* or *The Complete Priest's Handbook:* In this system of unarmed combat, the monk begins play as a punching specialist, a wrestling specialist, or a martial arts specialist. If the monk chooses martial arts as his preferred unarmed combat form, he must spend one of his initial weapon proficiencies to do so, since this is more difficult than specializing in punching or wrestling.

Specializing in these combat forms gives the monk a +1 bonus to attack rolls, a +2 bonus to damage rolls, and a +1 chart bonus with his unarmed attacks. A monk specialized in punching or martial arts gains one extra attack per round, while a monk specialized in wrestling gains a +2 bonus to his effective Strength score for purposes of maintaining or breaking holds.

Every fourth level after 1st level (5th, 9th, 13th, 17th) the monk gains an additional free weapon proficiency which can be used to continue specialization in his chosen mode of combat. Each additional specialization grants the character an additional +1 to attack rolls, damage rolls, and a +1 chart bonus, to a maximum addition of +4 at 17th level.

Unarmed Combat with *Player's Option: Combat & Tactics:* In this system, the monk begins play as described above. If he chooses martial arts as his combat form, he must spend one of his initial weapon proficiencies to do so. At 1st level, the character is considered a specialist; at 5th level, a master; at 9th level, a high master; and at 13th level, a grand master. The exact benefits are described in more detail in Chapter Five of *Player's Option: Combat & Tactics.*

If you don't have either of these books, the monk must choose to be a punching or wrestling specialist, since martial arts per se aren't described in the *Player's Handbook.* The paragraph about *The Complete Fighter's Handbook* details the effects of specialization and continuing specialization for these forms of unarmed combat.

Monks may not use magical items that simulate armor, such as *bracers of defense,* but they are allowed to wear cloaks or rings. Otherwise, they may use any magical item normally usable by priests. Monks have a nonweapon proficiency crossover with all other classes and may learn any proficiency listed at no additional cost.

Monks enjoy major access to the spheres of all, divination, guardian, numbers, and thought. They have minor access to combat, healing, necromantic, and time. Monks cannot turn undead. Beginning at 5th level, monks are entitled to a saving throw vs. spell to block detection, scrying, or mind-reading through magical or psionic means— see the 3rd-level wizard spell *nondetection.* At 7th level, monks gain the special granted power of *free action,* which duplicates the effects of the 4th-level priest spell.

Monks never gain followers, but at 9th level a monk may receive permission to establish a monastery as an outpost of his order; if he does so, 10 to 40 monks of lower level will come to his monastery and take up their studies there, recognizing the PC monk as the head of their abbey.

Monks and *Player's Option: Skills & Powers:* Selecting this class for your Player's Option character expends all class-derived character points, so a monk may not acquire additional class abilities from the cleric list. If you want to create a specialty priest like the monk but with slightly different powers, you can use the **Customized Priest Character** information in this book to do so.

In the *Skills & Powers* character point system, monks are not required to spend CPs to gain their bonus unarmed combat proficiencies and specializations unless they choose martial arts as their unarmed combat form. In this case, the monk must pay the normal cost for proficiency with martial arts (3 CPs) when first created, although he can use his weapon proficiency CPs to cover this cost.

Shaman

Ability Requirements: Wisdom 12
Constitution 12
Prime Requisites: Wisdom
Races Allowed: Human

The shaman is a tribal priest found in savage, barbaric, or nomadic societies. In his homeland, the shaman serves his tribe in much the same way that a cleric would serve the common people of more civilized lands; he acts as a guide, protector, and advisor, using his magical powers to strengthen and defend the tribe. Shamans often serve as the keepers of knowledge and legend for their people, and lead the tribe in the various rites and ceremonies required by the tribe's belief system. A player character shaman may still be associated with his tribe, or he may be a wanderer or exile who has abandoned his duties.

Shamans may be of any alignment. They are always found in tribal or barbaric cultures—if a player wishes to run a shaman in a more civilized campaign setting, his character is considered to be a barbaric foreigner by most common folk he meets. The shaman's arduous life in uncivilized lands requires a good Constitution, and Wisdom is required for dealing with tribal matters and speaking to the spirits. A shaman with a Wisdom of 16 or better earns a 10% bonus to the experience points he gains. Shamans also follow the

same level advancement as clerics do.

The shaman is an unusual character in the adventuring party. Like the druid, he is not a front-line fighter, but he also lacks the high-powered combat spells that the druid commands. However, his mysterious spirit powers allow him to make use of magic that is usually out of the reach of low-level characters. A shaman who demonstrates intelligence and respect in dealing with the spirits can be an extremely effective character in a number of situations. Shamans view themselves as advisors and guides to a party of adventurers and often have an uneducated but insightful view on the more civilized societies they visit.

Shamans may wear any armor normally associated with their tribe. In the absence of more specific information, tribal armor is usually hide, leather, or studded leather with a tough wooden, wicker, or hide-covered shield. Similarly, shamans may use tribal weapons, which usually include the short bow, club, dagger, dart, hand axe, harpoon, javelin, knife, quarterstaff, sling, and spear. Blowguns might be appropriate for shamans of jungle tribes, or light lances and composite bows for shamans of tribal horsemen.

Shamans may use any magical items normally usable by priests. They have a nonweapon proficiency crossover with the warrior group and can learn priest or warrior proficiencies at the normal cost. Shamans have major access to the spheres of all, animal, protection, summoning, travelers, and wards, as well as minor access to healing and plant. Shamans never gain followers or establish strongholds. Good-aligned shamans may turn undead, and neutral or evil shamans may command undead.

In addition to their priest spells, shamans have a special connection to the spirit world and can call on the spirits for guidance, knowledge, or magical aid. While shamans often function as priests of a tribal deity, their primary concern is the spirit world. To a shaman, the physical world is not the entirety of existence; the spirits of animals, nature, and the tribe's dead are always near, and interacting with these spirits is the shaman's greatest duty and responsibility.

Shaman Spirit Powers: A shaman begins play with one minor spirit ally or guide of his choice; it's assumed that he has already performed the rites to summon this first guide. As he rises in level, he learns the rites necessary to call additional spirits. Spirits are individuals—speaking to a spirit of the dead means the shaman is in contact with one particular deceased individual. There are dozens of spirits for each species of animal, representing every aspect of the animal's existence, and a near-infinite number of nature spirits. The number of spirits a shaman knows how to contact appears on Table 5: Shaman Spirits Per Level.

Performing the ceremony to call a spirit for the first time requires a week or more of fasting, prayer, and solitude in the appropriate location—if the shaman is trying to call a wolf spirit, he must find a location frequented by wolves, and if he is trying to call a dead spirit, he should perform the ceremony at the individual's burial site. At the conclusion of this week-long ceremony, the spirit appears, and the shaman establishes contact with it. From that time forward, the shaman may attempt to contact the spirit anywhere or anytime to seek information or request a favor of the spirit—see **Calling Spirits.**

Spirits of the Dead: These ancestral spirits are individuals who were renowned for their wisdom, skill, or courage in life. Minor spirits may be recent relatives of the shaman, while major spirits are great heroes and wise men of the tribe. A



Chapter 2

Table 5:
Shaman Spirits Per Level

Shaman's Level	Minor Spirit	Major Spirit	Great Spirit
1	1	—	—
2	1	—	—
3	2	—	—
4	2	—	—
5	2	1	—
6	3	1	—
7	3	2	—
8	4	2	—
9	4	2	1
10	4	3	1
11	4	3	2
12	5	3	2
13	5	4	2
14	5	4	3
15	6	4	3
16	6	5	3
17	6	5	4
18	7	5	4
19	7	6	4
20	7	6	5

great spirit of the dead is a chieftain or other personage of legendary standing. While spirits of the dead may seem to be frightening allies, they are actually very protective of their living protégé and bear few grudges against the living.

Spirits of the dead know many things. Naturally, they are familiar with any details or events of their own lifetimes. They are able to perceive the shaman's future and can offer advice in times of tough choices. Dead spirits can also provide some measure of protection for the shaman and his allies by using their power on the shaman's behalf. Minor spirits can invoke the powers of *augury, feign death, prayer,* or *speak with dead* on behalf of the shaman; major spirits can invoke *divination, commune,* or *find the path* for the shaman; and great spirits can invoke *raise dead, forbiddance,* or *astral spell* for the shaman. Spells invoked by spirits are cast at the level of the shaman, unless the spell is normally cast at a level higher than the shaman has access to. If the latter is the case, then the spell is cast at the minimum required level of that particular spell. Note that these are spells normally outside the shaman's spheres of access. In addition, there can be other role-playing effects gained in conversation with the spirits, such as information or guidance in making difficult choices.

The 1st-level shaman Shotheri decides that his first spirit guide will be the spirit of his grandfather, who was the tribe's shaman when Shotheri was a boy. Shotheri can call upon his grandfather's spirit for help and advice. When a shaman character begins play, it's assumed that he has already performed the ceremony to attract his first spirit guide.

Animal Spirits: The shaman lives in a world in which animals are a vital part of human life. Animals provide food, shelter, clothing, and tools for the shaman's people, and the animal spirits are revered for their wisdom and knowledge. Minor and major spirits are embodiments of an archetype, such as the Old Wolf, the Sleeping Bear, or the Hunting Eagle. Great animal spirits are the leaders of these lesser spirits and contain in themselves everything the animal stands for—the Great Bear, the Great Wolf, and so on.

Animal spirits are powerful, but they're also less inclined to offer advice or guidance to the shaman. Their interest lies in ensuring that the shaman is respectful towards their species and helps to guide others in dealing with their kin, not in aiding the shaman in his own affairs. The spirits of game animals such as moose or deer don't mind if the shaman or his people hunt the animal, but they grow angry if the hunting is wanton or disrespectful.

Animal spirits have knowledge of events that have affected their species in the local area and have a number of powers they can use on the shaman's behalf. Minor animal spirits can aid the shaman by using *animal friendship, speak with animals,* or *animal summoning I* on his behalf. In addition, the animal spirit can grant a limited form of *clairaudience* and *clairvoyance* by allowing the shaman to see through the eyes of an animal of that species, with a range of one mile. Animals of the species in question will never attack the shaman or anyone under his protection unless the shaman has angered the spirit or the animals are magically controlled.

Major animal spirits can use *animal summoning II* on the shaman's behalf, grant him the speed or movement powers of the animal (flying, swimming, or running at the animal's base speed), or transform the shaman into the shape of the animal, similar to a druid's *shapechange*. Great spirits can use *animal summoning III, heal* the shaman or one person under his protection, or aid the shaman in a way similar to *Mordenkainen's faithful hound.*

At 3rd level, Shotheri gains the ability to call a second spirit. Consulting with his grandfather, he decides that the Wise Owl would be a good spirit ally. Because Shotheri is only 3rd level, the Wise Owl is a minor spirit. Shotheri spends several weeks studying owls and their habits, and then performs the ceremony to summon the Wise Owl and speak to it.

Spirits of Nature: The most reclusive and powerful spirits are the elemental spirits of nature. These beings represent the physical world around the shaman. The strength or power of the feature the spirit represents determines whether it is considered a minor, major, or great spirit. A stream, copse, or hilltop may be home to a minor spirit; a river, moderate forest, or canyon may be guarded by a major spirit; and a mountain, large forest, or mighty river may be the home of a great spirit. Spirits of nature frequently take on human-like features or characteristics when dealing with a shaman, so a spirit might be known as Old Mountain, River Woman, or Forest Walker.

Spirits of nature are even more distant than animal spirits, but they do feel some attachment for the people and creatures who live nearby. A river spirit is likely to be protective of the village built on its banks, as long as the people show respect to it. Nature spirits often change with the seasons, so a river spirit in the spring flood may be wild, capricious, and dangerous to deal with, while a forest spirit in winter may be sleeping and hard to rouse.

At 5th level, Shotheri gains the power to summon a major spirit. Since he has been spending a lot of time in the forests near his home village, he chooses to befriend the Birch Woman, a spirit of a great belt of birch trees in the forest's heart.

Spirits of nature are generally well-informed about anything that has taken place in their location and can relate this information to the shaman. Spirits of nature are also capable of using potent powers on the shaman's behalf; the principle difference between minor and great spirits is the size of the area in which they can be summoned. Minor spirits are bound to one specific site not more than a few hundred yards across, major spirits are limited to five or ten square miles, and great spirits can act in areas the size of small nations. Note that the areas of effect of spell-like abilities remain unchanged—a great spirit is powerful because the region in which he is available to assist the shaman is much larger than a minor spirit's range.

Spirits of nature can help a shaman by invoking a number of spell-like powers for the shaman. Unlike elementals, spirits of nature include aspects of vegetation and all the elements of their home, so a mountain spirit has influence over earth and air as well as the forests that grow on the mountain's slopes. The abilities available to spirits of nature are described below.

- **Land Spirits:** *entangle, pass without trace, dust devil, trip, meld into stone, snare, speak with plants, commune with nature, stonetell, liveoak, wall of thorns, animate rock,* and *changestaff.* Land spirits may be associated with mountains, plains, forests, plateaus, canyons, mesas, or any other distinct land feature.
- **Air Spirits:** *obscurement, call lightning, gust of wind, wind wall, commune with nature, air walk, control winds, weather summoning, control weather, uncontrolled weather,* and *windwalk.* Air spirits are associated with high peaks, windswept plains or valleys, or seasonal winds such as a scirocco or the north wind of the winter.
- **Water Spirits:** *wall of fog, fog cloud, water breathing, water walk, lower water, solid fog, reflecting pool, commune with nature, part water,* and *transmute dust to water.* Water spirits are associated with lakes, streams, rivers, or seas.

Calling Spirits: Once a shaman has performed the initial ceremony that attracts a spirit and establishes a connection to the being, he can summon that spirit anytime to seek the information, favors, and powers described above. The shaman's location doesn't matter; a spirit can come to him anywhere, even though spirits of nature may not be able to help him outside their homes.

To summon a spirit, the shaman must chant, pray, and perform a ceremonial dance for at least 1 turn. The base chance of success is 10% per character level, plus 10% for every additional turn the character chants and dances, to a maximum 90% chance of success. If the shaman has already attempted to summon a spirit that day, his maximum chance of success falls by 10% per summoning attempt—a shaman who has called one spirit, tried to call another and failed, and is trying a third summoning has a maximum success chance of 70%, or possibly less if he's a low-level character in a hurry. In any event, a shaman may attempt no more than one calling per level in the course of a single day. A roll of 96 or higher (91 or higher in the case of spirits of nature) angers the spirit the shaman is trying to call.

If the spirit isn't angry at the shaman for some reason, it appears with a successful roll. Only shamans can see the spirit or speak to it; other characters may be aware of chills, strange odors, shimmering hazes, unusual gusts of wind, and other signs. The shaman can converse with the spirit for one round per character level, asking one question per round. Asking a favor of a spirit, such as the use of a spell-like ability, requires one round for minor abilities, two for major, and three for abilities that can only be granted by great spirits. During this request the shaman explains what he wishes of the spirit and why the spirit should help him; if the DM thinks it appropriate, the player must role-play this conversation. If the spirit agrees to help, the spell-like effect is granted to the shaman, who may "hold" it for up to one full day until he's ready to invoke the spirit's power. A shaman can only hold one favor at a time and can't request another of any spirit until he has used the held ability.

Shotheri and his companions are getting ready to attack an orc encampment in the woods. Shotheri decides to summon his grandfather and seek aid in the upcoming battle. Since he's now a 5th-level shaman, he has a 50% chance of success to summon him after one turn, a 60% chance after two turns, and so on. Shotheri decides to dance for two turns, and succeeds in calling the spirit. Shotheri requests a prayer *spell to be used during the battle. Shotheri's on good terms with his grandfather's spirit, and he gains the spell.*

Later that day, the orc chieftain escapes Shotheri's party and flees into the forest. Shotheri used his grandfather's favor during the fight, but now he needs to summon the Birch Woman to ask her where the orcs have gone. Fortunately for Shotheri, the orc's camp happened to be located in the Birch Woman's woods. Shotheri has a 50% chance to summon her, and he decides to dance for three additional turns to raise this to an 80% chance—the best he can do, since this is the second spirit he's called today. Shotheri succeeds again. This time, he isn't seeking any favors. He just asks the Birch Woman where the orcs went. The Birch Woman agrees to help, but only if Shotheri ensures that no fiery spells are used against the orcs—she remembers the time that the party's wizard used a fireball *while fighting a pair of trolls in her woods.*

When they finally track down the orc chieftain, Shotheri decides that he will try to summon the Wise Owl to learn what the chieftain is planning. Since this is his third summoning of the day, his success chance can be no better than 70%, and Shotheri dances for three full turns to get to that chance. Unfortunately, Shotheri rolls a 99 on his check, and the Wise Owl is angered by his efforts. The DM decides that Shotheri hasn't done much to help the Owl lately, and that the spirit refuses to come until Shotheri finds a way to reaffirm his loyalty to the spirit.

Spirits as NPCs: Spirits are individuals, and they have long memories. A shaman who takes actions the spirits find offensive, or who asks their help in questionable circumstances, may be denied assistance just because the spirit doesn't feel like being helpful. The DM may find it useful to refer to Table 59: Encounter Reactions in the *DMG;* simply rate the spirit's frame of mind as threatening, hostile, indifferent, or friendly depending on how the shaman's been acting and how outrageous the shaman's request is to the spirit. It's a good idea to create personalities, motivations, and attitudes for the spirits the shaman deals with most often.

Spirits do not have game statistics; normal mortals have no means of injuring them, although other divine creatures may be able to do so. Only greater spirits can take a physical form, and even then they're reluctant to do so. Greater spirits of the dead can briefly resume their living form with the appropriate class and abilities; animal spirits can appear as a double-sized version of the normal variety;

and spirits of nature can appear as 12 HD elementals. In physical form, spirits can only be injured by +2 or better weapons, and even if they're "killed," they only retreat from the scene for a short while.

Angering the Spirits: A shaman can completely alienate the spirits by taking particularly offensive actions. If the offense is temporary or unintentional, the spirit simply refuses to answer any calls for a suitable period of time—one week to a year may be appropriate. If the offense was deliberate or permanent in nature, the spirit severs its connection to the shaman and cannot be called again until the shaman atones for his offense, repairs whatever damage he did and repeats the week-long summoning ceremony.

Shamans and *Player's Option: Skills & Powers*: Selecting this class for your Player's Option character expends all class-derived character points, so a shaman may not acquire additional class abilities from the priest list. If you want to create a variant specialty priest resembling the shaman but with different powers, use the **Customized Priest Characters** section in this book to do so.

Customized Priest Characters

At least one of the five priest character classes presented in this book are appropriate for almost any faith, but some unique priesthoods may require special treatment. The point-based character design system explained here allows a player to create almost any kind of priest character imaginable. Generally, this system works much like the point-based wizard design rules introduced in Chapter 1; it expands the specialty priest design rules from *Player's Option: Skills & Powers*.

A priest character receives 120 character points to purchase the spheres of access, granted abilities, and class abilities the player desires. Each ability costs a variable number of character points. A character can gain extra CPs with which to buy abilities by choosing limitations, or reduce the cost of an ability by deferring it to a higher level. An ability deferred to 3rd level is 1 point cheaper than normal, 2 points cheaper at 5th, 3 points cheaper at 7th, 4 points cheaper at 9th, and 5 points cheaper if deferred until 11th level. All abilities have a minimum cost of 1 CP.

The basic priest has a d8 Hit Die, uses the priest's THAC0 and saving throw chart, gains the ability to cast priest spells as indicated on Table 24: Priest Spell Progression in the *PHB*, may use only bludgeoning weapons, may wear any kind of armor, and may use any magical item normally usable by priests. The priest does *not* begin play with any spheres of access; he must purchase each sphere of access he wishes to have available. For example, if a player wishes his priest to have *major* access to the sphere of elemental air, he needs to spend 5 CPs. If, on the other hand, he wants the priest to have *minor* access to all of the elemental spheres, he needs to spend 8 CPs.

For minor alterations to an existing priest class, a customized character can begin the process with all the abilities and restrictions of the cleric, crusader, or any other variety of priest. If this is the starting point for the customized character, the character receives 0 CPs to purchase new abilities; he must take limitations to compensate for all new abilities he selects.

Optional Abilities

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.

- **Access to spheres (variable):** 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. See Table 6: Access Costs.
- **Animal empathy (10):** 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.
- **Armor Class improvement (15):** 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*.
- **Casting time reduction (5):** The casting time of the priest's spells is reduced by 1, to a minimum of 1.
- **Cold resistance (5):** 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.
- **Combat bonus (20):** The priest's THAC0 advances at the warrior rate of 1 per level instead of the normal priest

Table 6:

Access Costs

Sphere	Minor	Major	Sphere	Minor	Major
All	3	5	Healing	5	10
Animal	5	10	Law	5	8
Astral	3	5	Necromantic	5	10
Chaos	5	8	Numbers	5	10
Charm	5	10	Plant	5	10
Combat	5	10	Protection	5	10
Creation	5	10	Summoning	5	10
Divination	5	10	Sun	3	5
Elemental	8	20	Thought	5	10
Air	2	5	Time	5	10
Earth	3	8	Travelers	3	5
Fire	3	8	War	3	5
Water	2	5	Wards	5	10
Guardian	3	5	Weather	5	10

rate of 2 per 3 levels. The effects of this ability become more pronounced at higher levels.

- **Communication (10):** 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.
- **Detect evil (10):** 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.
- **Detect undead (10):** 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.
- **Expert healer (10):** A priest with this power gains one additional *cure light wounds* per day in addition to any he chooses to memorize.
- **Extended spell duration (10/15):** 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.
- **Fire/electrical resistance (7):** The priest gains a +2 bonus to saving throws vs. fire or electrical effects, including both natural phenomena and magical attacks.
- **Followers (5/10):** 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.
- **Hit point bonus (10):** A priest with this ability uses a d10 for his Hit Die instead of a d8.
- **Identify plants and animals (5/8):** 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.
- **Immunity to charm (5+):** 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.
- **Immunity to magic (15):** 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.
- **Immunity to natural disease (10):** 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.
- **Inspire/enrage allies (5/10):** 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.
- **Know alignment (15):** 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.
- **Lay on hands (10):** 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.
- **Pass without trace (5/7):** 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.
- **Proficiency group crossovers (5+):** 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.
- **Purify water (5):** 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.
- **Resist energy drain (5/15):** 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.
- **Secret language (5):** Priests with this ability share a secret form of communication that only they understand. This permits secure conversations in almost any setting.
- **Shapechange (15+):** 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.
- **Spell-like granted power (special):** 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:

1 CP/spell level for priest spells
2 CPs/spell level for wizard spells
5 CPs for a once per day use
1 CP/level for each additional daily use
10 CPs for a continuous or persistent power

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.

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.

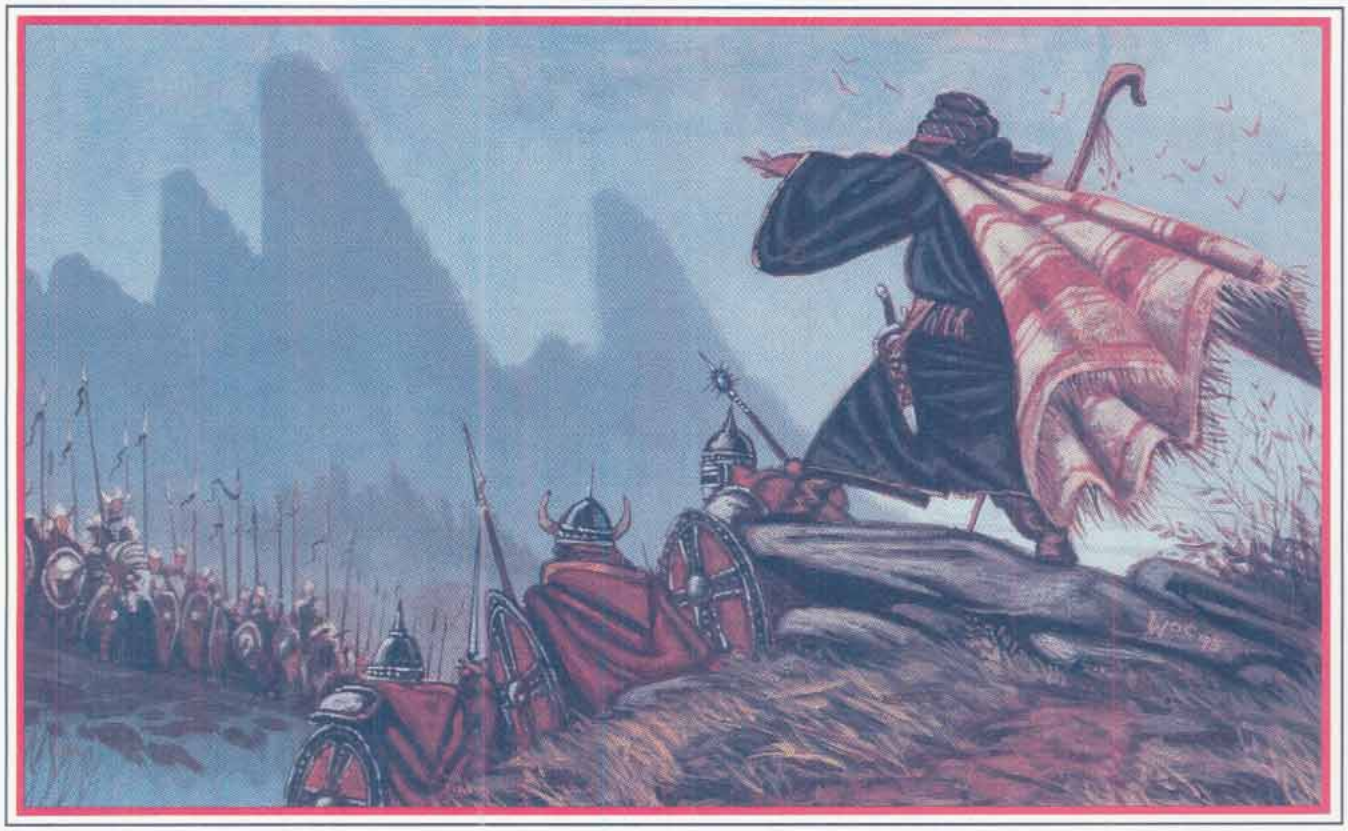
- **Spirit powers (30+):** A priest with this ability commands spirit powers, as described for the shaman earlier in this chapter. For 30 CPs, the shaman may contact one class of spirit: dead, animal, or nature. For each additional 5 CPs, the shaman may contact one more class, so 40 CPs gives the character full spirit powers.
- **Thief ability (10+):** 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.
- **Turn undead (15):** A priest with this power may turn undead, using Table 61: Turning Undead in the *PHB*. Priests of evil alignment may command undead.
- **Unarmed combat skills (15):** 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.
- **Warrior ability bonuses (15/20):** 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.
- **Weapon selection (5/10):** 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.
- **Weapon specialization (25):** 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.
- **Wizardly priest (25):** 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.

Optional Limitations

By choosing limitations, a priest character can gain extra character points to select class abilities, thus balancing out any "overspending" in the previous step. For example, if a priest selected abilities totalling 135 CPs, he would be 15 CPs over the normal limit of 120, so he would have to select 15 CPs of limitations to pay for his additional abilities.

If a priest character begins with a standard package (i.e., the player chooses to begin with a cleric, crusader, druid, monk, or shaman), he can add new abilities by taking limitations on a one-for-one basis. For example, a standard cleric with the wizardly priest advantage must come up with 25 points of limitations to balance the 25-point ability. The available limitations are as follows:

- **Armor restriction (5+):** 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.
- **Awkward casting method (5):** 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.
- **Behavior/taboo (2):** 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.
- **Ceremony/observance (5):** 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.
- **Difficult spell acquisition (5):** 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.
- **Fanaticism (5):** 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.



- **Hazardous spells (10):** 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.
- **Limited magical item use (5+):** 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.
- **Limited spell selection (5):** 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.
- **Reduced hit points (10/20):** 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.
- **Reduced spell progression (15):** 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.
- **Slower casting times (5):** 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.
- **Talisman/symbol (8):** 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.
- **Weapon restriction (5/15):** 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.

Dealing with Game-Breaking Characters

As noted before in the chapter on wizards, a point-based character design system allows players a chance to create extremely capable characters, especially if role-playing disadvantages are used to finance game mechanic bonuses. The DM should carefully review any character assembled under these rules and make a special note of weaknesses or blind spots. Even a minor role-playing disadvantage can go a long ways towards discouraging an unbalanced design if the DM is a little creative.

Chapter 3:
Other Spellcasters



Naturally, wizards and priests aren't the only spellcasters in the AD&D game. Rangers, paladins, and bards are all capable of casting spells. In addition, a variety of monsters cast spells as well, or make use of spell-like powers. While magic is a secondary skill for most of these characters, it is a very potent tool—or weapon—and can provide significant advantages even at low levels. For example, a bard with *spider climb, comprehend languages,* and *clairaudience* will never have to worry about missing a crucial climb walls, detect noise, or read languages roll.

In this chapter, we'll take a look at some of these other spellcasters and their magical abilities. A character who combines the basic skills of another class with some degree of magical ability is extremely flexible and effective. And of course, villains with a similar range of powers are among the most dangerous enemies a PC party can face.

For our purposes, other spellcasters fall into four general categories: bards and custom-designed characters; paladins, rangers, and minor spellcasters; multi-classed characters; and monsters with magical powers. Bards, paladins, and rangers may all make use of the optional spell point rules presented in Chapter 6.

Other Spellcasters

Bards and Custom-Designed Characters

Bards are versatile adventurers whose primary abilities include a fair assortment of spell powers. Unlike rangers and paladins, who don't gain spell abilities until relatively late in their careers, bards may make use of a limited selection of spells at the beginning of their careers and cast spells at their actual experience level, not at a reduced level of effectiveness. In addition, the rapid level progression of the rogue character group means that low-level bards increase in magical power almost as quickly as their wizard counterparts, especially if player characters share spells.

Bards are described in great detail in the *Player's Handbook*. As the jacks-of-all-trades of the AD&D game, bards have the weapon choices of a fighter, the skills of a thief, and some of the magical power of a wizard. Bards have a slower spell progression than true wizards, and they are limited to spells of 6th level or less. In addition, bards never gain spells automatically and must acquire their spells by luck and circumstance, finding them wherever they can. Bards are subject to all the normal restrictions concerning wizard spells, including maintenance of spell books and use of armor while casting spells.

The term 'custom-designed character' refers to any other dilettante who has access to spells throughout their adventuring careers. A character of this type may enjoy the spell progression similar to that of a bard, or he may acquire spells in some other fashion, but he is not a true wizard or priest. Generally, custom-designed characters are created using the character class design rules from the *Dungeon Master® Guide*.

Bards and customized characters may not specialize in a school of magic. Bards do not gain the ability to cast spells until they reach 2nd level, at which point they begin with a spell book of 1d4 randomly determined spells. Note that bards are *not* guaranteed spells of the school of universal magic, as wizards are—their lack of formal training means that these spells are as unfamiliar to them as spells of the other schools.

Bards in *Player's Option: Spells & Magic*

While this book is primarily intended for players of priest and wizard characters, much of this information is relevant for bard characters, too. The chapters describing proficiencies, equipment, spells in combat, critical hits, new spells, and new magical items are all applicable to bards. In addition, the new magical system in Chapter 6 includes rules for bards and other such spellcasters. In addition, you'll find that this chapter introduces some new variants for bardic spell ability.

The Bard's Spell Book: Bards must keep spell books, just as wizards do, but a bardic spell book is not the same thing as a wizard spell book. When a bard discovers a spell in a wizard's spell book or on a scroll and wishes to copy it into his own spell book, he may not be able to immediately do so. In fact, at 1st level, the bard only has a 40% chance to comprehend the wizard spell as it is written. This chance increases by 5% per level to a maximum of 85% at 10th level. If the bard is able to make sense of the wizard spell (or uses *read magic* to read it), he may then attempt to learn the spell and add it to his repertoire by translating the spell into bardic spell notes.

Translating a spell from wizard notation to bardic notation requires one week and 100 gp in materials. When the translation is complete, the bard attempts a learn spells check to see if he can add the spell to his spell book. If the check fails, he can always wait until he gains a level before examining his notes again.

Bards add spells to their book only through luck and happenstance. With the exception of spell translations, bards may not engage in spell research or scroll research. Bards may only gain access to new spells by using another bard's spell book, chancing upon a wizard spell they happen to understand, or translating a wizard spell they don't. If the DM is generous, a bardic college or hall might have bardic spell translations available for trade or purchase.

Bards and Scroll Use: Normally, bards must wait until 10th level before using wizard scrolls; spells on scrolls are recorded in a wizard's notation, and as described earlier, a bard often can't make sense of a wizard's notes. As an optional rule, the DM may permit the bard character to attempt to read wizard scrolls before 10th level. His chance of success is 25% at 4th level, plus 10% for each level above 4th, to a maximum of 85% at 10th level. If the bard fails to read the spell correctly, the effect may be less (or more!) than expected, or it may affect someone or something besides its intended target. Obviously, this makes low-level spell use a very hazardous thing for a bard, but if the character's willing to take a chance, he can try it.

Optional Abilities for Bards

Bard characters may modify their spell abilities by selecting optional abilities or restrictions from the following list. Note that these concentrate on the bard's spell powers; the other basic class abilities remain unchanged. For each optional ability selected, the bard character must take a restriction of equal value, so that the total number of character points spent remains 0. Or, these abilities may be added to the bard list in *Player's Option: Skills & Powers*.

- **Accelerated spell progression (15):** 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.
- **Armor and spell use (5/10):** 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.
- **School specialization (10):** 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.
- **Scroll use (10):** This is the optional ability described above under *Bards and Scroll Use*. Instead of waiting until 10th level, the bard may attempt to use wizard spell scrolls at 4th level. His success chance is 25%, plus 10% per experience level above 4th (maximum 85%). If the

reading fails, the scroll's effects usually rebound on the bard or his companions with deleterious results.

- **Wizard magical item use (10):** 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.

Optional Limitations for Bards

- **Awkward casting method (5):** 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.
- **Opposition school (5+):** 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.
- **Reduced spell power (10):** 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.
- **Reduced spell progression (15):** 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.
- **Unreliable casting method (5):** 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.

Paladins, Rangers, and Minor Spellcasters

Minor spellcasters include those characters whose primary abilities lie in other areas—paladins, rangers, and any other characters who gain minor magical abilities at higher levels. For these characters, spells are only a small part of their repertoire of abilities, often acquired late in their adventuring careers.

In many campaigns, the magical powers of minor spellcasters tend to be ignored. Since they have to wait longer than the wizards and priests of a campaign to gain their spell powers, minor spellcasters only have access to spells that their enemies can easily counter. When a 10th-level paladin can cure 20 points of damage by *laying on hands*, his *cure light wounds* seems insignificant, and his *bless* spell only takes his adjusted THAC0 from a 5 or so to a 4. The oppo-



nents that an 11th-level ranger is likely to be facing will have an easy time making their saves against an *entangle* spell. The spell powers of minor spellcasters are far more important to a character operating alone or looking for spells that support or enhance his abilities.

Paladins

Paladins gain the ability to cast priest spells from the spheres of combat, divination, healing, and protection at 9th level. Unlike true priest characters, paladins do not gain extra spells for high Wisdom scores and may not use clerical magical items. At 9th level, the paladin's effective casting level is only 1st level; for each experience level past 9th, the paladin's casting level increases by one, to a maximum of 9th level for a 17th-level paladin. (See Table 17: Paladin Spell Progression in the *PHB*.)

Since paladins only use priest spells, they may use armor with no restrictions while casting spells. However, the character should have at least one hand free to present his holy symbol or any other material components required, so a character might have to drop a shield or second weapon in order to cast a spell.

Optional Spell Abilities for Paladins

The paladin's spell powers can be customized, just like those of any other class. Some of the options available include the following:

- **Alternate Sphere Access (5+):** 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.
- **Increased spell power (7):** 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.
- **Increased spell progression (10/15):** A paladin with this power gains his spell ability earlier than 9th level. For 10 points, he begins to gain spells at 7th level; for 15 points, he begins to gain spells at 4th level. In all other respects, his spell powers are unchanged, and he simply enters Table 17 in the *PHB* at the level indicated. Each level he gains from that point on advances him one level on the chart, so a 7th-level paladin with this ability uses the 9th-level entry and goes on to the 10th-level entry when he rises to 8th level.

Optional Spell Limitations for Paladins

Since the scope of this book is simply to discuss magical powers, the paladin class-design options have not been included in their entirety. Players interested in creating customized paladin characters should refer to the *Player's Option: Skills & Powers* book. The abilities above simply add to the slate of available powers for paladin characters.

If you wish to use these special advantages without the *Skills & Powers* rules, you can simply assign the paladin an experience point penalty of 30% plus 1% per point spent. If a paladin chooses increased spell progression and increased spell power, his total penalty would be 30% + 10% + 7%, or 47%; if the DM awards 3,000 experience points for an adventure, the paladin would gain 1,410 less than normal, only collecting 1,590 experience points. This slower advancement counters the character's unusual advantages.

Rangers

Rangers gain the ability to cast priest spells at 8th level. They have access to the spheres of plant and animal. Like paladins, rangers don't gain bonus spells for high Wisdom scores and may not use clerical magical items. At 8th level, the ranger casts spells with the effectiveness of a 1st-level priest; for each level past 8th, the ranger's casting level increases by one, to a maximum of 9th level for a 16th-level ranger. (See Table 18: Ranger Abilities in the *PHB*.)

Like paladins, rangers may use armor with no restrictions while casting spells. However, the ranger should have at least one hand free to present his holy symbol or other material components, so a character might have to put down or drop a shield or second weapon in order to cast a spell.

Optional Spell Abilities for Rangers

The ranger's spell powers can be customized, just like those of any other class. Some of the options available include the following:

- **Alternate sphere access (5+):** 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.
- **Increased spell power (7):** 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.
- **Increased spell progression (7/12):** 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.

Optional Restrictions for Rangers

Ranger class-design options are discussed in detail in the *Player's Option: Skills & Powers* book. The abilities above are simply added to the slate of available powers for ranger characters.

If you wish to use these abilities without the *Skills &*

Powers rules, you can assign the ranger an experience point penalty of 30% plus 1% per point spent. If a ranger chooses access to two additional spheres totalling 8 points, his total penalty would be 30% + 13%, or 43%. If the DM awards 2,000 experience points for an adventure, the ranger would gain 860 less than normal, only collecting 1,140 experience points. This experience penalty will counter some of the character's unusual advantages.

Multi-Classed Spellcasters

Demihuman characters are some of the most popular and flexible characters in the AD&D game. In addition to their various racial advantages, most demihumans also have the ability to advance as multi-classed characters, such as an elf fighter/mage or a dwarf fighter/cleric. Generally, a multi-classed character may freely use abilities of either class but must also abide by class restrictions and penalties. For example, a fighter/mage can't cast spells while wearing armor, nor could a fighter/thief try to move silently while wearing plate mail.

Multi-Classed Wizards

Armed with the spells of a wizard as well as fighting ability, stealth, or priestly magic, multi-classed wizards are powerful, flexible, and popular characters. The great range of powers offered by a wizard's magic serve as a potent weapon for the character and augment the abilities of his other class. A thief/mage with access to spells such as *spider climb, invisibility,* and *wraithform* can do things no ordinary thief could attempt. A fighter/mage with a *strength, stoneskin,* or *fire shield* spell in operation is a deadly fighting machine. And the versatility and spell selection of a mage/cleric is truly impressive.

Elves, half-elves, and gnomes may be multi-classed wizards. Elves may be fighter/mages or mage/thieves; half-elves may be fighter/mages, cleric or druid/mages, thief/mages, fighter/mage/clerics, or fighter/mage/thieves; and gnomes may be fighter/illusionists, cleric/illusionists, or illusionist/thieves. Other PC races from specific world-settings may be able to multi-class as wizards, too.

Specialist Wizards: Under most circumstances, a multi-classed wizard must be a mage; the single-minded study and devotion of a single magical specialty would demand the character's full attention. The only exception is multi-classed gnome characters, who may be illusionists but can't be mages.

However, if the DM agrees, a limited number of additional specialties may be available to the multi-classed character. Selecting one of these optional specializations costs a multi-classed character 20 character points under the *Skills & Powers* character design rules, or an experience point penalty of 20% for standard characters. The specializations available for each PC race are shown below:

Race	New Specialties Allowed
Elf	Enchanter, Song Mage, Wild Mage
Half-elf	Transmuter, Force Mage, Song Mage, Wild Mage
Gnome*	Artificer

* Gnomes may be multi-classed illusionists without paying a CP or experience point penalty.

Restrictions: Multi-classed wizards gain the full benefits of all their classes, but must abide by any restrictions that aren't specifically negated by a class benefit. For example, a wizard/priest can use more weapons than a single-classed wizard, but is still limited to Type B weapons. The most important restriction is the character's inability to cast spells while wearing armor. While a multi-classed fighter/wizard may wear any armor he chooses, the armor itself interferes with the character's ability to cast spells. In order to cast a spell, the character must remove his armor. The only kinds of armor that do not interfere with spellcasting are elven chain mail and elven plate mail. (Note that single-classed wizards can't use these special armors because they're not trained in the wearing of armor.)

Optional powers: With the DM's permission, multi-classed wizards may select some of the optional abilities described in Chapter 2, including armor, automatic spell acquisition, bonus spells, casting time reduction, no components, detect magic, dispel, enhanced casting level, extended duration, immunity, learning bonus, range increase, read magic, research bonus, and any restriction except reduced hit points. These can be paid for by balancing advantages with restrictions of equal value, or the character can accept an experience point penalty of 30% plus 1% for each point he spends on additional abilities. For example, a wizard who chooses the read magic ability (5 points) reduces the number of experience points he earns by 35 percent.

Multi-Classed Priests

Priests are versatile characters, with good fighting skills, potent spells, and a variety of special powers and talents. Combining the priest's range of spell powers with the talents of another class results in a very capable character. As described in the *Player's Handbook*, dwarves, gnomes, and half-elves may all be multi-classed priests: dwarves may be fighter/clerics; gnomes may be fighter/clerics, cleric/illusionists, or cleric/thieves; and half-elves may be fighter/clerics, fighter/druids, cleric or druid/rangers, cleric or druid/mages, or fighter/mage/clerics or druids.

Specialty Priests: Unless otherwise noted, a multi-classed priest character must be a cleric and not any other kind of specialty priest. Some campaign settings may have world-specific guidelines for multi-classed specialty priests; the campaign setting rules take precedence over other material in the *Player's Handbook*, PLAYER'S OPTION: *Skills & Powers*, or PLAYER'S OPTION: *Spells & Magic*.

At the DM's option, some of the varieties of specialty priest presented in Chapter 2 may be added to the list of multi-classed combinations. (See the chart below.) Since the capabilities of the various specialty priests are comparable to each other, there is no penalty for choosing to be a crusader or druid instead of a cleric.

Race	Specialty Priesthoods Allowed
Dwarf	Cleric, Crusader
Half-elf	Cleric, Crusader, Druid
Gnome	Cleric

Other Spellcasters

Restrictions: The only limitation that applies to a multi-classed priest is the restricted selection of weapons available to a cleric or druid. Regardless of the character's other class, he must abide by the weapon selection of his priest class. Of course, crusaders are able to wield any weapon, since they are not normally limited in this regard.

Optional powers: With the DM's approval, multi-classed priests may select optional abilities described in Chapter 3, including animal empathy, casting time reduction, cold resistance, communication, detect evil, detect undead, expert healer, extended spell duration, fire/electrical resistance, identify plants and animals, immunity to charm, immunity to magic, immunity to natural disease, inspire/enrage allies, know alignment, lay on hands, pass without trace, purify water, resist energy drain, secret language, spell-like granted power, and turn undead. These can be paid for by balancing advantages with restrictions of equal value; the priest may choose any limitation except armor restriction (for druids) or weapon restriction. Optionally, the priest can accept an experience point penalty of 30% plus 1% for each point he spends on additional abilities. For example, a priest who chooses know alignment (15 points) reduces the number of experience points he earns by 45 percent.

Monsters

Naturally, human and demihuman characters aren't the only spellcasters in the AD&D game. The most powerful types of undead, the vampire and the lich, can command devastating magical abilities. Many extraplanar creatures have some degree of skill as wizards or priests, and every tribe of humanoids boasts a shaman or witch-doctor of some kind. In fact, many monsters are more skilled with spellcasting than the player characters of a campaign.

In addition to monstrous spellcasters, there are also hordes of creatures with magical powers that resemble spells. The most dangerous extradimensional monsters have a selection of spell-like powers that rivals the spell capability of a high-level wizard. Other creatures, such as dragons, gain both spell-like abilities and the power to actually cast wizard or priest spells.

Monstrous Spellcasters

Monsters who memorize and expend spells in the same fashion as player characters fall into this category. A monster that has a character level equivalent, such as a 19th-level lich or a 10th-level vampire mage, is a monstrous spellcaster. In general, monstrous spellcasters must abide by the same rules and restrictions of human and demihuman wizards and priests; monstrous wizards may not wear armor (although many monsters have a natural Armor Class to compensate), monstrous priests and mages may be restricted in choice of weapons, monstrous spellcasters must be able to use verbal, somatic, or material components required by the spell, and they can be interrupted by damage or other distractions during spellcasting.

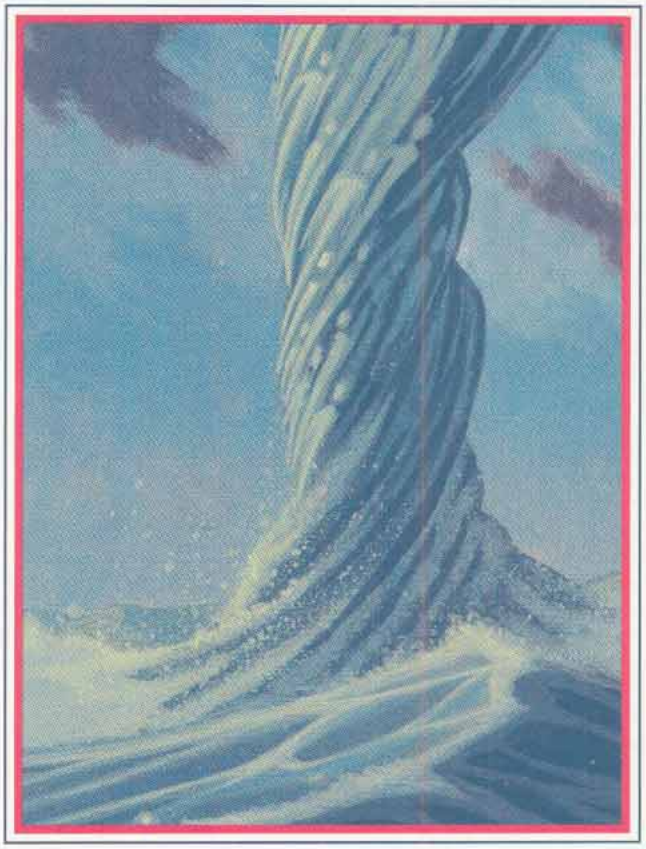
There are several types of monstrous spellcasters, including humanoids, undead, extraplanar creatures, and (for lack of any better word) nonhumanoids. Most monsters have an effective casting level equal to their spell ability, so a cloud giant with the spell ability of a 4th-level priest casts spells as if he were 4th level, while a ki-rin with the spell ability of an 18th-level mage casts spells as an 18th-level wizard. A few rare monsters, such as dragons or kenku, have the ability to use spells of a certain level but aren't wizards or priests with levels. Unless otherwise noted, these monsters have a casting level equal to their Hit Dice.

Humanoids: This category includes living monsters that are generally bipedal or humanoid in form, ranging from bullywugs or lycanthropes to githyanki or giants. In many cases, spellcasters are quite rare among their race; only 1 in 10 cloud giants has the ability to use wizard spells, for instance. The MONSTROUS MANUAL™ tome and *The Complete Book of Humanoids* describe dozens of races that have the ability to produce priests or wizards.

Undead: Human or demihuman spellcasters who retain their magical abilities after death fall into this category. The principle examples are liches and vampires. In both cases, the character's class and level are retained through the transformation into undeath.

Extraplanar: A small number of extradimensional or extraplanar monsters have magical abilities. Some aasimon and yugoloths fall into this category, but creatures that are or formerly were mortal (githyanki, githzerai, tieflings, or einheriar) are considered to be humanoid spellcasters instead. Most extraplanar creatures also command a formidable array of spell-like abilities in addition to their memorized spells.

Creatures of this sort do not need spell books or extended periods of study to learn their spells; after a good rest, or a period of concentration or prayer, extraplanar spellcasters may choose their spells just as a mortal spellcaster would select spells from a book or pray for spells



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from his patron deity. The actual spell memorization only requires 1 to 3 turns, but the creature's resting time or other preparations consume several hours at the minimum. In any event, spells may be memorized no more than once per day.

Extraplanar creatures with wizard spell ability are still limited in their total number of spells known—in effect, they carry their "spell books" in their own memory, and merely select which ones will be available during the course of a day. Creatures with priest spell ability are assumed have access to the same spheres available to a standard cleric.

Nonhumanoids: This broad category includes all other creatures who memorize and expend their spells. Couatl, dragons, lammasu, nagas, and sphinxes are just a few examples of nonhumanoid spellcasters. Generally, nonhumanoid spellcasters follow the same guidelines described under extraplanar spellcasters: they do not need spell books and simply recall their spells once per day. In addition, nonhumanoid spells have verbal components only; no somatic or material components are required, since creatures such as nagas or couatl develop variations on standard spells that do not require hands to cast.

Monstrous Specialists: Most monsters with spell ability are assumed to be mages or clerics. However, specialist wizards and specialty priests are not unheard of. First of all, humanoids from races familiar with magic, such as githyanki or githzerai, could quite easily be specialist wizards. Similarly, shamans are common among all kinds of barbarians, and goblin or bugbear shamans are reasonable.

Undead spellcasters could be specialist wizards or specialty priests of any variety, since they gained their magical powers during their lifetimes. On the other hand, extraplanar and nonhumanoid specialists would be fairly unusual, simply because these creatures have a wide array of powers to begin with. Some might be appropriate—a red dragon elemental fire specialist, an arcanaloth dimensionalist, or a planetar with druidic powers are all possible, if rare.

Monsters with Spell-like Abilities

Many monsters have the innate ability to use certain spells simply by an act of will. Most extraplanar monsters have an array of spell-like powers as formidable as the spell arsenal of a high-level wizard or priest, sylvan creatures such as dryads or brownies can *charm* or *confuse* their opponents, and even dragons have a handful of spell-like abilities based on their color and age. In fact, any monster that can use spell effects without an equivalent wizard or priest character level falls into this category.

Spell-like abilities are invoked by one round of concentration; the monster can do nothing else in that round except use a single power, just like a wizard or priest may only cast one spell per round. All spell-like abilities have an initiative modifier of +3, or *fast* under PLAYER'S OPTION: *Combat & Tactics* rules. Unlike a true spellcaster, a monster with spell-like abilities can't be interrupted by damage or distraction—if the creature survives the injury, the power functions that round regardless. (However, if a monster has both spell-like abilities and normal spells, any spells it actually *casts* can be interrupted.)

Unless otherwise stated in the monster's description, spell-like abilities are considered to have an effective casting level equal to the monster's Hit Dice, or the minimum character level necessary to use its highest-level ability, whichever is better. For example, a brownie has only half a Hit Die, but its spell-like abilities include *confusion* and *dimension door*, which are 4th-level wizard spells. Since a wizard must be at least 7th level to use 4th-level spells, a brownie's spell-like abilities function as if it were a 7th-level caster. (Refer to Table 21: Wizard Spell Progression or Table 24: Priest Spell Progression in the *Player's Handbook*.) This affects range, damage, duration, and all other level-based characteristics of a spell. A list of monsters from the MONSTROUS MANUAL tome with spell-like abilities follows, along with their effective casting level. Only creatures that don't have a casting level noted are mentioned here in Table 7: Monster Casting Levels—you may want to note these in your copy of the book.

A creature with a spell-like ability may choose to use it simply by concentrating for one round. If the power can be maintained, the monster doesn't need to concentrate to maintain it through the spell's normal duration; after that, the monster must spend a round reactivating the power. For example, a brownie's abilities include *protection from evil*, which has a duration of 2 rounds/level, or 14 rounds for a brownie. By invoking the power once, the brownie is affected by the spell for 13 more rounds, and it can then spend a round invoking the power again to be protected for another 14 rounds. This means that the monster may be able to invoke a power and then engage in physical attacks or take other actions while the power is active.

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On the other hand, some spell-like abilities require the caster's continuing attention while they're active, such as a *phantasmal force* or *ventriloquism* spell. Invoking the power takes only one round, as described above, but after that the monster must spend each round concentrating on the power and doing nothing else in order to maintain it. A monster with multiple spell-like abilities can have any number of powers active at one time, as long as it spends one round invoking each and continues to concentrate on any powers that need its attention.

Restrictions: Generally, monsters with spell-like abilities are free of any restrictions normally associated with those spells; a monster with wizard spells among its spell-like abilities is *not* a wizard and may use any armor or weapons it cares to. Similarly, a monster with priest spells doesn't have the ability to turn undead or any granted powers specific to a certain priesthood. No components are necessary, but the DM may rule that a bound and gagged monster may not be able to invoke certain abilities.

Many monsters with spell-like abilities may only make use of them a certain number of times per day; for example, a juvenile black dragon may use *darkness* three times per day, while a marilith tanar'ri may *polymorph self* up to seven times per day.

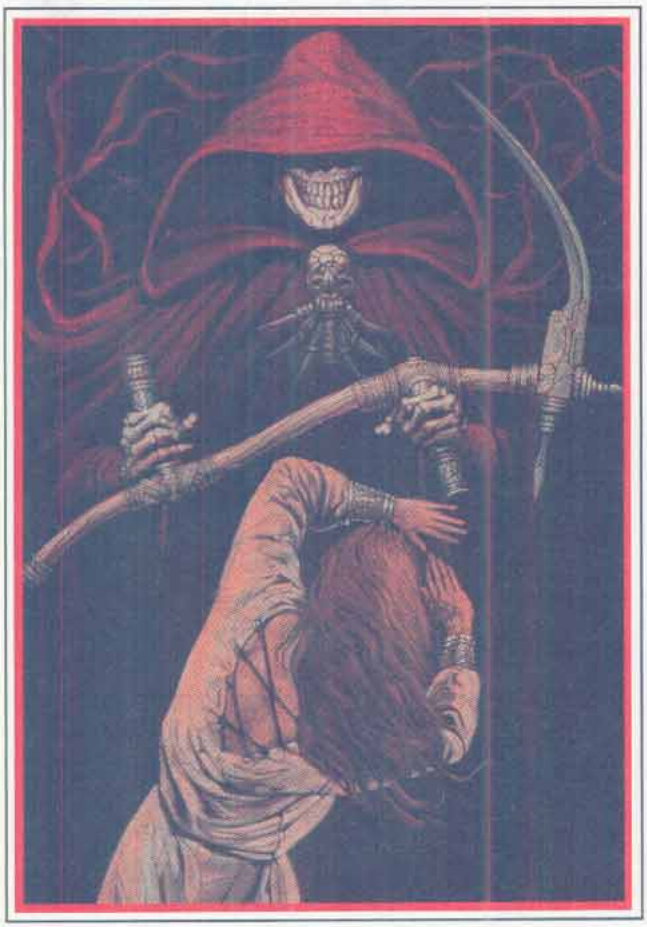


Table 7:

Monster Casting Levels

Monster	Level
Arcane	10th
Baatezu, Pit Fiend	18th
Baatezu, Black Abishai	9th
Baatezu, Green Abishai	9th
Baatezu, Red Abishai	9th
Bat, Azmyth	6th
Bat, Sinister	9th
Bird, Talking Owl	3rd
Brownie	7th
Couatl	9th[1]
Deepspawn	11th
Dryad	7th
Elemental, earth kin, Pech	7th
Elf, drow	2nd[2]
Genie, Djinn	20th
Genie, Efreet	20th
Ghost	10th
Giant, Firbolg	13th
Gnome, Svirfneblin	4th
Gnome, Spriggan	4th
Imp, Imp or Quasit	7th
Imp, Fire Mephit	3rd
Imp, Smoke Mephit	3rd
Imp, Steam Mephit	3rd
Kenku	by HD
Ki-rin	18th[1]
Leprechaun	16th
Ogre Mage	9th
Satyr	5th
Satyr, Korred	9th
Slaad, Blue	9th
Sphinx, Gynosphinx	11th
Sprite	3rd
Squid, Giant, Kraken	20th
Tanar'ri, Marilith	12th
Yuan-ti	9th

[1] Also casts spells
[2] Or by character level

Chapter 4: Proficiencies



Wizards and priests have developed a number of unique and valuable skills to aid them in their pursuit of both magical and temporal power and knowledge. Literacy in ancient languages, knowledge of the maintenance of libraries and physical care of dilapidated old tomes, and skills in research and the execution of laboratory tasks are absolutely indispensable to a wizard character. Similarly, priests should be familiar with the languages in which their holiest scriptures are written, the correct observances and customs demanded by their deity, and the administration of property and lands belonging to their temples.

In this chapter, we'll take a look at new proficiencies for the spellcasters of the AD&D game. New nonweapon proficiencies describe a number of new skills available to both wizards and priests, ranging from alchemy to zoology. We'll also introduce the concept of *signature spells* or *spell specialization*, which represents unusual skill with a particular spell. Just as fighters can master their weapons with practice and training, wizards can master their spells.

Proficiencies

Proficiencies and Character Points

Since *Player's Option: Spells & Magic* is part of the *Player's Option* series, rules and information for proficiencies are described in two formats: the system of slots and check modifiers described in the *Player's Handbook* and also in terms of character points for readers who are using the *Player's Option: Skills & Powers* rules. Players who wish to create characters using the material in this chapter should first check with their DM to see which system he wants to use in his campaign.

Under either system, characters with high Intelligence scores gain bonus proficiency slots or character points, based on their maximum number of languages. Generally, these slots or points can only be spent on nonweapon proficiencies. If this optional rule is in play, characters *must* use proficiencies to learn new languages, although all characters can speak (but not necessarily read or write!) their native tongue without spending a proficiency slot.

Proficiency Slots and Check Modifiers

In the *Player's Handbook* proficiency system, a character who selects a proficiency must pay a listed number of proficiency slots in order to acquire that skill. The character's success chance equals the relevant ability score—Dexterity for the skill of tumbling, for example—modified by the proficiency's check modifier. If you are playing with this system, use the slots and check modifiers that appear on Table 37: Nonweapon Proficiency Groups in the *PHB* or the proficiency tables in this chapter.

If a character selects a proficiency that is not within his character group or the general list, he must pay an additional slot to acquire the skill.

In the PHB, *the proficiency spellcraft costs 1 slot for a wizard. The check modifier is Int - 2; for a wizard with an Intelligence of 15, the success number is a 13 or less on 1d20. If the character was a fighter who wanted to be familiar with spells, spellcraft would cost 2 slots.*

Character Points and Ability Modifiers

Player's Option: Skills & Powers revises the proficiency system. Under these rules, the character pays a variable number of character points to acquire a skill. His success chance begins at the proficiency's initial rating, modified by a standard ability modifier based on the relevant score. If you are playing with these rules, use the CP cost and initial rating listed in Table 45: Nonweapon Proficiency Groups in *Skills & Powers*, and then modify the character's rating using Table 44: Ability Modifiers to Proficiency Scores (also in *Skills & Powers*).

Under the Player's Option: Skills & Powers *system, spellcraft costs 3 CPs, and has an initial rating of 7. This is modified by +2 for a wizard with an Intelligence of 15, for a total rating or success chance of 9. Note that the* Skills & Powers *proficiency rules tend to compress character's success chances in the 8 to 12 range, but success at completely routine tasks is considered automatic—proficiency checks are only made for difficult tasks or adverse conditions.*

Wizard Proficiencies

Because of the unusually high Intelligence scores of most wizard characters, wizards tend to accumulate a diverse array of nonweapon proficiencies. Many mages begin play knowing three or four proficiencies more than other 1st-level characters, and they also enjoy a favorable nonweapon proficiency progression in addition to their good starting allocation. *Player's Option: Spells & Magic* expands the scope of wizard proficiencies by adding a number of new nonweapon proficiencies to those described in the *PHB*. Refer to Table 8: New Wizard Nonweapon Proficiencies.

Alchemy: 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 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.

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) × 10 per vial, or 2–5 days and 50–100 gp or (1d6+4) × 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 × 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 **Grenadelike 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.

Anatomy: 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.

Arcanology: 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.

Bookbinding: 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

Table 8:

New Wizard Nonweapon Proficiencies

Proficiency Name	Base Ability	Base Score	CP Cost	# of Slots	Check Modifier
Alchemy	Int	6	5	2	–3
Anatomy	Int	5	4	2	–2
Arcanology	Int	5	4	1	–3
Bookbinding	Int	8	3	1	0
Concentration	Wis	6	5	2	–2
Dowsing	Wis	5	3	1	–3
Glassblowing	Dex	7	2	1	0
Hypnotism	Cha	6	4	1	–2
Mental Resistance	Wis	5	3	1	–1
Omen Reading	Wis	5	3	1	–2
Papermaking	Int	8	2	1	0
Prestidigitation	Dex	7	3	1	–1
Research	Int	6	3	1	0
Sage Knowledge	Int	5	4	2	–2
Scribe	Dex	7	2	1	+1
Tactics of Magic	Int	6	3	1	–1
Thaumaturgy	Int	5	3	1	–2

proficiency check if he is dealing with unusual or unsuitable materials, such as metal sheets for pages or dragon scales for a cover.

Concentration: 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.

Dowsing: 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.

Glassblowing: 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.

Hypnotism: 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.

Mental Resistance: 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.

Omen Reading: 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.

Papermaking: 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.

Prestidigitation: 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.

Research: 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.

Sage Knowledge: 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 × 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.

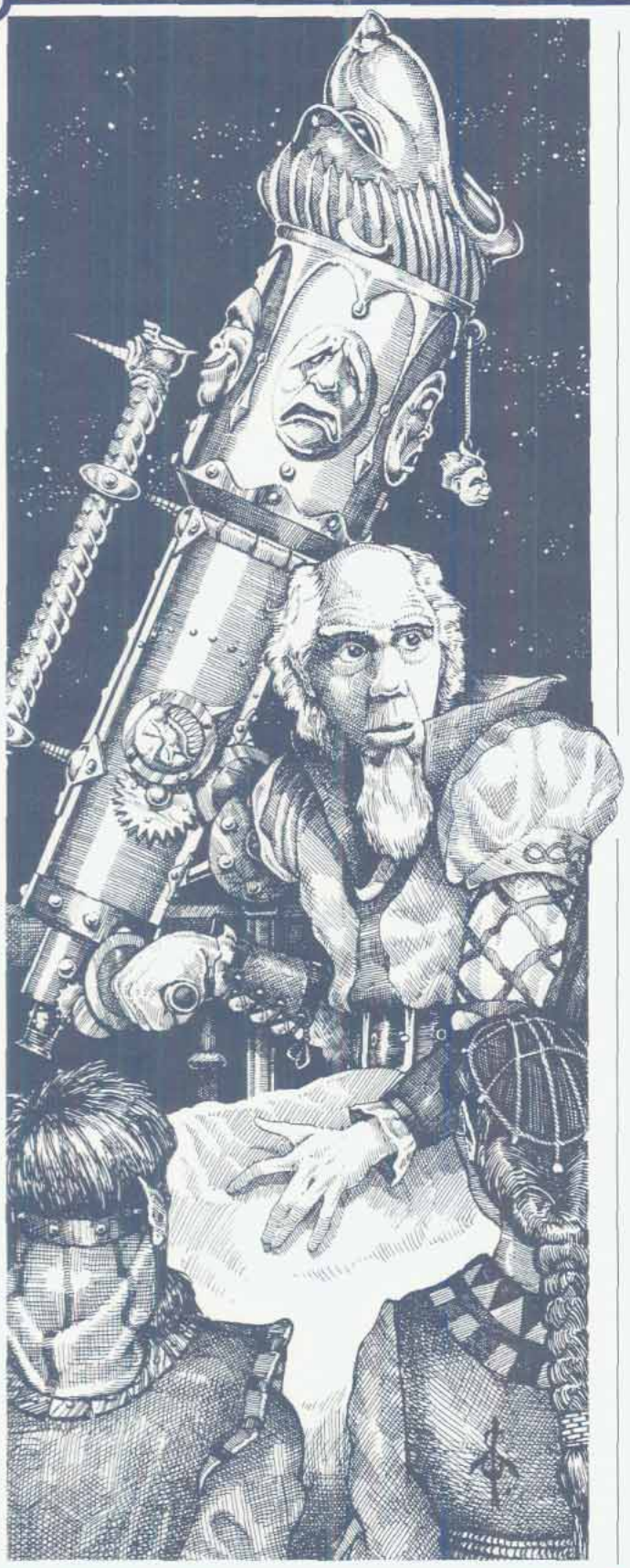
Medicine: A sage with this skill studies both the history and development of medicine, as well as current methods and treatments. This provides the character with a +2 bonus to his healing nonweapon proficiency score. In addition, the character may be able to come up with treatments for nonmagical diseases 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

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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.

Scribe: 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.

Tactics of Magic: 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.

Thaumaturgy: 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.

Signature Spells

Just as fighters can reach unusual levels of skill by specializing in a particular weapon, a wizard can spend extra proficiency slots (weapon or nonweapon) or character points in order to specialize in a particular spell. This spell is known as a *signature spell*. Unlike fighters, who may only specialize in a single weapon, wizards may have one signature spell per spell level, as long as they have the proficiency slots or character points available.

A wizard with a signature spell may still make use of the rest of his spell repertoire normally; he is not limited to just that one spell.

Choosing a Signature Spell: The signature spell must be a spell that the character already knows and is able to cast; a 1st-level wizard couldn't select *fireball* as a signature spell, although he could choose an appropriate 1st-level spell from his spell book. If the character is a specialist wizard, he may only select signature spells from the school of his specialty. Mages, however, may select signature spells from any school. The actual cost in slots or CPs varies with the level of the spell selected.

Since specialist wizards must select their signature spells from their own field of study, they find it easier to narrow their specialization down to a single spell.

Learning a Signature Spell: In order for a wizard to gain the skill and practice necessary for a signature spell, he must spend a great deal of time and money, studying every aspect of the enchantment. For all intents and purposes, this is the equivalent of spell research; the character must spend a minimum of two weeks and 1d10 × 100 gp per spell level to master the signature spell and must succeed in a learn spells check to succeed in his studies. If the wizard fails, he still knows how to cast the spell normally, but he can never use it as a signature spell. The character's proficiency slots or character points are not expended if he fails in his attempt to learn the signature spell.

Specialist wizards may apply their spell research bonus to their learn spells roll to develop a signature spell.

Signature Spells in Play: Through hard work and extensive practice, the wizard becomes quite skilled at casting his signature spell. First of all, the wizard casts his signature spell as if he were 2 levels higher for purposes of damage, duration, area of effect, range, and all other level-based characteristics. If the spell has no level-based characteristics (*charm person*, for instance), the wizard can choose to inflict a saving throw penalty of –2 on the subject's saving throw when he casts the spell, or he can choose to reduce his casting time by 3.

Table 9:

Signature Spell Costs

Spell Level	Specialist Cost		Mage Cost	
	Slots	CPs	Slots	CPs
1st–3rd	1	4	2	7
4th–6th	2	7	3	10
7th–9th	3	10	4	13



Secondly, the wizard may memorize one casting of his signature spell at no cost in spells available at that level. In other words, the character gains the specialist wizard benefit of memorizing additional spells. For example, a 1st-level mage may normally memorize one 1st-level spell. If the mage has *magic missile* as a signature spell, he may memorize one 1st-level spell, plus an additional *magic missile*, for a total of two 1st-level spells. If the character is a specialist invoker, he can memorize *three* 1st-level spells: *magic missile*, a second invocation spell, and the 1st-level spell he normally receives as a 1st-level wizard. Note that the character in this example could choose to spend his discretionary spells to memorize a total of three *magic missiles*, which wouldn't be a bad move considering that he's so good at casting it!

Role-Playing Signature Spells: A wizard with a signature spell often becomes notorious for his use of the spell. Everyone recalls stories of the transmuter who *polymorphed* folks into frogs, or the fire mage who threw *fireballs* left and right. The DM should encourage the player to develop his character's motivations for becoming so skilled with one particular enchantment.

Priest Proficiencies

Like wizards, priests acquire a variety of nonweapon proficiencies over the course of their careers. More than any other character, a priest is likely to find a use for common or everyday skills. In fact, in many cultures, priests are the principal teachers, scholars, or craftsmen of their societies. Priests have a nonweapon proficiency progression that equals that of a wizard, but gain weapon skills much faster.

In this section, we'll take a look at some new priest proficiencies. These should be considered addenda to the Table 37: Nonweapon Proficiency Groups in the *Player's Handbook*. Refer to Table 10: New Priest Nonweapon Proficiencies.

Administration: 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.

Alms: 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.

Table 10:

New Priest Nonweapon Proficiencies

Proficiency Name	Base Ability	Base Score	CP Cost	# of Slots	Check Modifier
Administration	Int	9	3	1	+1
Alms	Cha	8	3	1	0
Bookbinding	Int	8	3	1	0
Bureaucracy	Int	8	5	2	0
Ceremony	Wis	7	2	1	0
Diplomacy	Cha	6	3	1	–1
Investigation	Int	6	4	1	–2
Law	Int	7	3	1	0
Observation	Int	7	3	1	0
Omen Reading	Wis	5	3	1	–2
Oratory	Cha	7	3	1	–1
Papermaking	Int	8	2	1	0
Persuasion	Cha	5	3	1	–2
Sage Knowledge	Int	5	4	2	–2
Scribe	Dex	7	2	1	+1
Undead Lore	Int	6	3	1	–1

Bookbinding: See the description under **Wizard Proficiencies**.

Bureaucracy: 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.

Ceremony: 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.

Diplomacy: 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.

Investigation: 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.

Law: 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.

Observation: Characters with this proficiency have cultivated exceptional powers of observation. The DM may ask for a proficiency check anytime there is something subtly wrong or unusual in the character's environment. For example, the character may note the fact that the tools of a potter's shop are caked with a different kind of clay than that present in the workshop, or he might notice telltale marks of traffic that indicate the presence of a secret door. The DM shouldn't let this become a substitute for alertness and good thinking on the part of the player; if he's picking up more than one or two clues a game session with this proficiency, it's probably too many.

Omen Reading: See the description under **Wizard Proficiencies**.

Oratory: 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 nonbelief, 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.

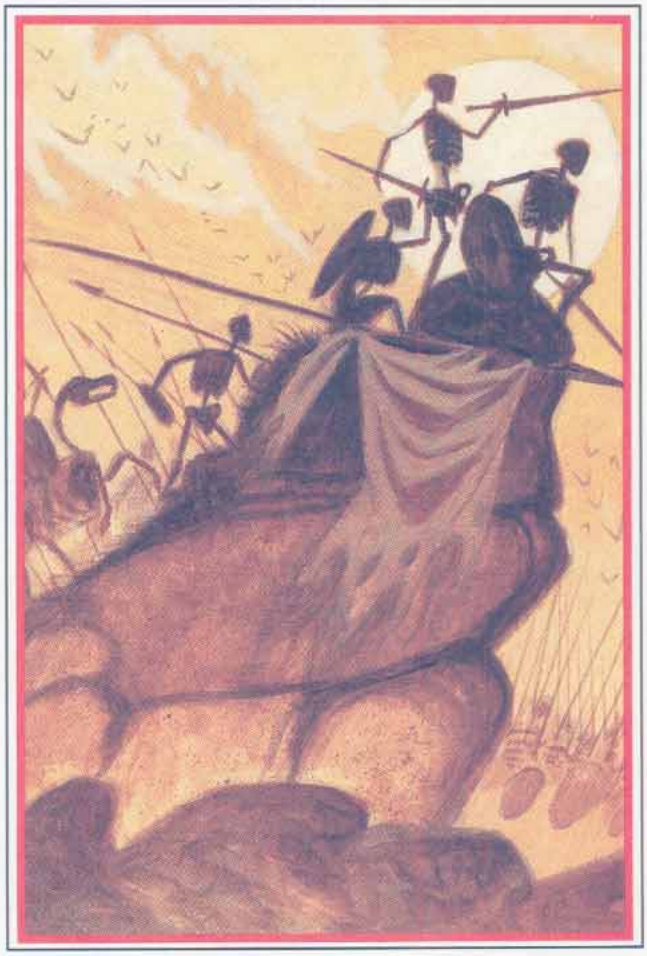
Papermaking: See the description under **Wizard Proficiencies**.

Persuasion: 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.

Sage Knowledge: See the description under **Wizard Proficiencies**.

Scribe: See the description under **Wizard Proficiencies**.

Undead Lore: 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.



Chapter 5: Equipment



Traditionally, the wizard's laboratory is a wonderland of mysterious devices, bubbling retorts, and strange powders, solvents, and reagents. Shelves crammed full of arcane tomes, yellow scrolls encased in bone tubes, sheets of parchment covered with cryptic notes and designs, candles made from suspicious substances . . . all these things and more can be found in the wizard's workshop. In this chapter, we'll take a look at some of the equipment and supplies required by a working wizard.

In addition to the supplies and devices required for a laboratory and a library, we'll also examine various material spell components. Many powerful spells may require unusual or hard to find items, and the DM can create obstacles and restrictions—or more importantly, adventure opportunities— by requiring players to keep track of spell materials. Lastly, this chapter discusses methods for finding or buying spell components, reagents, and magical items.

Equipment

Laboratories

At some point in his or her career, just about every wizard is going to need a well-equipped laboratory. Without a laboratory, a wizard can't perform spell research or create any kind of magical item except a scroll. A laboratory consists of several different components, including a physical site or facility; a personal library; nonexpendable equipment and furniture; and expendable supplies, chemicals, and reagents.

The Location

When a wizard is contemplating the construction of a laboratory, the first thing he will want to consider is the location of the lab. If the wizard travels extensively, like many adventurers do, the choice of his laboratory's location may prove to be a difficult decision. Since the character will be investing a vast amount of money in the construction and outfitting of his laboratory, he will want to make certain that the facility is located in a secure and reasonably accessible location. There's a lot of valuable and irreplaceable material in a laboratory, and most wizards dread the thought of some hooligan sacking their workshops.

Many wizards locate their laboratories in or near major cities. There are several advantages to this strategy: first of all, the wizard has easy access to skilled craftsmen for unusual pieces of equipment; second, the large cities attract traders dealing in the rare or unusual, making it easier for the wizard to locate some material components; third, resources such as libraries and fellow wizards or alchemists may be close at hand; and last, cities are relatively secure from monstrous incursions. On the down side, cities also host large and well-organized thieves' guilds, and many wizards find themselves forced to pay protection money to keep their labs intact. Also, a wizard who lives near a large population center is generally easy to find, and the character's enemies won't have any problem in tracking him to his base of operations.

Because of these risks, some wizards prefer to conceal their laboratories in unpopulated or inaccessible regions. The wizard loses the benefits of close contact with civilization, but gains a degree of privacy that an urban wizard finds impossible. This can be costly, especially when the wizard needs some smithing or glassblowing work done, and there's no one nearby who can do it. A wilderness base generally costs 20%–50% or (1d4+1) × 10% more to equip and maintain than a comparable lab in the city. Note that remoteness doesn't guarantee safety; instead of thieves, a wizard in the wilderness has to worry about monsters of all sizes and inclinations nosing around the premises!

Physical Requirements

Once the wizard has decided where he wants to locate his laboratory, he must buy, build, or rent an appropriate building or room. The space should be well-ventilated and well-lit, although the wizard can do without these comforts if he wishes. The room must be dry and sound; dampness can destroy libraries or cause important reagents to lose their potency. In addition, the laboratory requires at least 400 square feet (a 20-foot by 20-foot room or equivalent floor space) for the furnishings and work spaces.

In urban or civilized regions, the wizard may be able to set up his laboratory inside another building—for example, the castle of his patron noble, a university or library, the local wizards' guildhall, or an inn operated by a fellow adventurer. Generally, the rent on the room should be 30 to 100 gp or (1d8+2) × 10 per month, depending on the exact circumstances of the arrangement. Renting a shabby room in the thieves' quarter is far less expensive than paying the dues of a guildhall or university membership. A player character may be able to avoid paying rent altogether if a friend or patron puts him up.

If the wizard doesn't want to borrow or lease a room from a landlord, he can buy a suitable building. Again, the place should have at least 400 square feet of floor space, or somewhat more than that if the wizard intends to live there as well as maintain a laboratory. (A two-story building of about 20 feet × 20 feet would do nicely.) Or, he can choose to build a new building instead of buying an old one. The table below lists construction times and costs for new buildings; buying an existing structure costs anywhere from 50% to 100% or (1d6+4) × 10% of the listed figure.

Table 11:

Building Construction Time and Cost

Building Size	Stone Time	Stone Cost	Stone Area	Wood Time	Wood Cost	Wood Area
Small	6	2,000	400	1	200	400
Medium	10	3,000	800	3	400	800
Large	16	4,500	1,800	6	900	1,800
Great	32	10,000	3,600	12	2,000	3,600

Stone buildings are sturdier and more durable than wooden buildings, but still feature wooden supports, flooring, and other features. Some interior partitions or walls may be made of wood instead of stone.

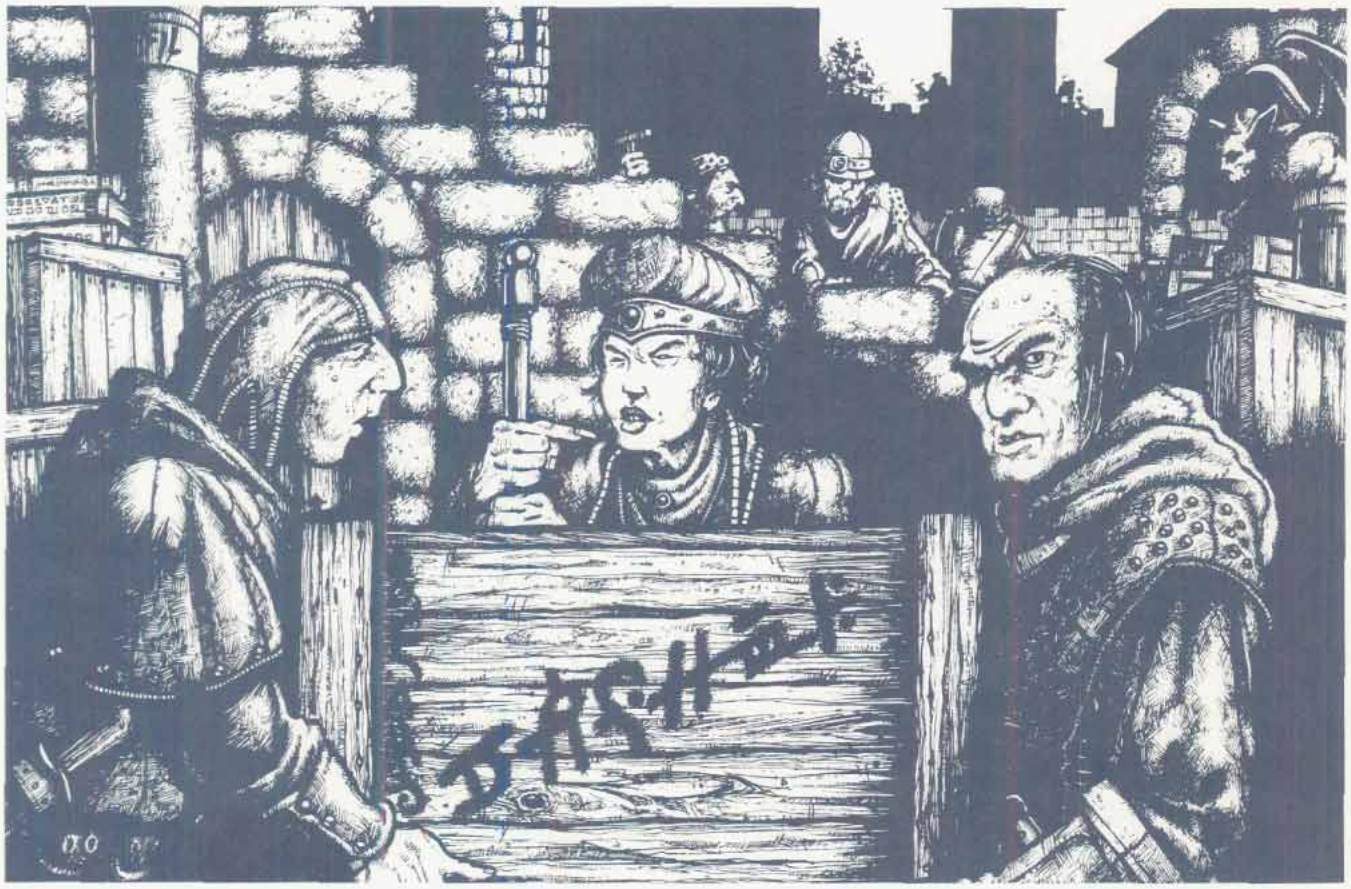
Wooden buildings are much easier to build than stone buildings. The disadvantage lies in resistance to siege attacks or other forms of damage; wooden buildings can be destroyed easily by many spells or heavy weapons.

Building size is a rough description of the building's dimensions. This fits the building types described in DMGR 2, *The Castle Guide*.

Time is the number of weeks required for construction, assuming a working crew of 10 laborers with good supervision. Obviously, this only applies in the event the wizard wants to have someone build him a new laboratory. If the wizard wants to save money, he can hire fewer workers, doubling the construction time for a savings of 25% off the basic cost. On the other hand, if he's in a hurry he can raise the building in 75% the usual time by hiring more workers, doubling the cost.

Cost is the amount of gold pieces required to have the building raised. This includes permits, bribes, pay for workers, expendable supplies, and all other expenses incurred. If the wizard is buying an existing structure, he need only pay (1d6+4) × 10% or 50%–100% of this price, depending on the

Chapter 5



building's condition, the circumstances of the sale, and other factors.

Area is the square footage of the completed structure. A small building suffices for the wizard's laboratory, but if the character wants to live in the same building, it must be at least medium-sized.

Equipment

Now that the wizard has secured a suitable workroom, it's time to get to the real business of setting up a laboratory. The equipment contained in a lab includes alembics, armillary spheres, beakers, bottles, copper kettles, crucibles, distilling coils, ladles, mortars, retorts, scales, specimens, tongs, vials, and weights of all description. In addition, specialized furniture such as workbenches, stands, braziers, cabinets, and tables with special surfaces must be purchased for the laboratory. Obviously, all these things can be quite expensive; equipping a laboratory is often the single greatest expense a wizard incurs in his career.

A wizard's laboratory is customized to the character's individual tastes and research goals, and is not particularly useful to another character. However, if a wizard inherits a lab from another character or is allowed to borrow one for a time, he can refit the lab for his own purposes for a cost of 1,000 gp.

Wizards' laboratories vary wildly in scope, contents, and completeness. There are three varieties of laboratory, each with its own special purpose: alchemical laboratories, forges, and research laboratories.

Alchemical laboratories are intended for the creation of potions and nonmagical acids, solvents, glues, or pyrotechnical substances. As a result, the lab is equipped with glassware, burners, retorts, kettles, and all manner of devices designed for heating, agitating, or otherwise manipulating liquids and powders. An alchemical laboratory costs 2,000 gp; wizards who specialize in the school of alchemy, characters with the alchemy nonweapon proficiency, or mages who want to create potions at 9th level can make use of these facilities.

Specialist alchemists are assumed to begin play with an alchemical laboratory valued at 1,000 gp. Because of their special training and skills, this is sufficient for a 1st-level alchemist. However, the character's requirements for rare and exotic materials increase as he rises in level; keeping the lab outfitted requires an expenditure of an additional 1,000 gp each time he rises in level. If the alchemist's laboratory is up-to-date, he can use his special ability to create potions; if the lab is not up-to-date but still worth at least 2,000 gp, he may use it as if he were a normal wizard using a standard alchemical laboratory.

Forges are larger and more complex laboratories that include all the materials and equipment required for the production of magical items of all types, not just potions or scrolls. A forge includes all the materials found in an alchemical laboratory, as well as furnaces, anvils, and woodworking, leatherworking, or metalworking tools. A forge

costs 5,000 gp and requires at least 600 square feet of space; in other words, a "small" building is not big enough to house a magician's forge.

The specialist artificer is assumed to begin play with a forge worth 1,000 gp. In order to keep his specialist wizard benefits, he must invest an additional 1,000 gp in the forge each time he rises in level. If the forge is not maintained properly but is worth at least 5,000 gp, the artificer can still use it for brewing potions or creating magical items using the normal procedures.

Research laboratories allow a character to conduct spell research. The research laboratory adds hundreds of rare and unusual specimens, samples, and texts to the wizard's laboratory. Depending on the campaign circumstances, a laboratory suited for spell research can cost anywhere from 1,000 to 10,000 gp, but if a wizard already has an alchemical laboratory or a forge, he can purchase the research laboratory for 50% of its normal cost. Similarly, building an alchemical laboratory or a forge after first building a research laboratory gives the character a 50% break on the costs of the second laboratory.

A research laboratory requires at least 400 square feet, above and beyond any existing facilities. A character with a forge and a research laboratory must have 1,000 square feet of room available to house his equipment, furnishings, work areas, and supplies.

Table 12:

Laboratory Cost and Size Requirements

Laboratory	Cost	Size
Alchemical[1]	2,000 gp	400 sq. ft.
Forge[2]	5,000 gp	600 sq. ft.
Research[3]	1,000 gp+	400 sq. ft.

[1] Alchemist specialist wizards must maintain an alchemical laboratory worth at least 1,000 gp per character level.
[2] Includes an alchemical laboratory. Artificer specialists must maintain a forge worth at least 1,000 gp per character level.
[3] Cost set by DM at 1,000 to 10,000 gp.

The Library

The single most important tool in the wizard's laboratory is his library. *Every* wizard has a library, even if it consists of nothing more than his spell books and a handful of old texts and journals. Depending on the campaign flavor and the prevalence of magic, wizards may find that ancient grimoires and codices are the only source of new spells, potion formulae, or procedures for creating magical items. Unless they go to extraordinary lengths to unearth, purchase, copy, or steal these books, their advancement in the arcane arts can come to a dead halt.

When a character builds and outfits a laboratory of any type, a basic library is assumed to be included in the overall price. This collection allows the wizard to conduct the basic functions of the laboratory—brewing potions and manufacturing special inks for scroll creation, making magical items, or conducting spell research. However, the materials in a lab's initial collection only allow the character to research the formula for *one* potion or scroll, *one* magical item, and *one* 1st-level spell. In effect, the library that the wizard acquires to outfit his laboratory is only sufficient for the first two or three research efforts he undertakes. After these initial studies, the wizard must expand his library in order to undertake new research efforts.

Alchemists and Artificers: These two specialist wizards do *not* need to increase the size of their library in order to discover new formulae or procedures. Their specialist abilities bypass this requirement; the character's expertise allows him to do without many of the texts and canons other wizards find necessary.

Library Requirements: Expanding a library and collecting volumes suitable for advanced research takes time and money. The total value of the wizard's library governs the research he can undertake there, as shown in Table 13: Libraries.

Library Expense is the total investment the character makes in acquiring books, references, and other research materials. The initial library expense is simply the cost of the character's laboratory, so if a wizard builds a research laboratory and then spends 2,000 gp on expanding his initial library, he can research 2nd-level spells.

Number of Potion Formulae represents the maximum number of potions the wizard can research given a library of the listed size. Using the correct enchantments and materials is a critical part of potion-brewing, and wizards must invest some time in researching the correct formula and procedure for any particular potion. (See Chapter 7.) For example, a wizard who purchases an alchemical laboratory can determine the formula for two types of potion (*flying,*

Table 13:

Libraries

Library Expense	# Potion Formulae[1]	# Item Formulae[2]	Max. Spell Research Lvl.[3]
Initial	2	1	1st-level
2,000 gp	3	2	2nd-level
4,000 gp	4	3	3rd-level
6,000 gp	5	4	4th-level
10,000 gp	6	5	5th-level
15,000 gp	8	7	6th-level
20,000 gp	10	9	7th-level
30,000 gp	12	11	8th-level
50,000 gp	any	any	9th-level

[1] Libraries for alchemical laboratories and forges
[2] Libraries for forges
[3] Libraries for research laboratories

for instance) with the materials at hand, but in order to learn the formulae for additional potions, he must spend money to expand his reference library.

Number of Item Formulae represents the maximum number of magical item creation processes the wizard can discover using a library of the listed size. Each magical item has its own unique "formula"—materials and procedures required to successfully produce one item. The initial laboratory included in a forge allows the wizard to research the creation of one type of magical item, such as a *rope of climbing* or *boots of the north*. Discovering the requirements for additional types of magical items requires a larger and more complete library.

Maximum Spell Research Level is the highest-level spell the wizard can research, given the library at hand. The basic research laboratory allows the wizard to research 1st-level spells, but if he wants to indulge himself in more advanced studies, he'll have to obtain additional texts, references, and materials.

Finding Books: Naturally, a library worth 10,000 gp is not a heap of treasure waiting to be carted off by the nearest adventurer. It is a labor of love and care, created over years by the dedicated efforts of an intelligent and well-organized character. And, unfortunately, building a library can be a tedious and exhausting task. Important volumes may take years to find.

Generally, a library is composed of books ranging in value from 50 to 500 gold pieces, although unusual works may cost much more. Thus, a library valued at 2,000 gp might include 15 to 20 books in the 50–100 gp range, three or four valued at 100–200 gp, and maybe one or two in the 300–500 gp range. While it's not necessary to catalog every single book that is contained in the collection, it's a good idea for the DM to identify a handful of *critical works*, or references that are so central to the wizard's studies that the library just isn't complete without them. Finding or tracking down these rare volumes can be quite a challenge, creating many adventure hooks for a PC wizard!

If the DM is generous, he can assume that the wizard can find everything he needs, given time, and assume that one week of library-building allows the character to spend up to 500 gp on books he needs. In other words, increasing a library's size and value by 2,000 gp would require four weeks of dedicated effort on the wizard's part. Finding a rare or unusual text (or, treasure of treasures, an intact collection!) in an adventure could save a wizard a great amount of time and money.

However, building a library can be far more difficult than just spending money. In medieval societies, books were hand-written, and there might be only six or seven copies of a book the wizard needs to be found *anywhere*, let alone in the local bookseller's shop. Particularly rare or valuable tomes may change hands through sale, deceit, or thievery dozens of times, disappearing from common knowledge.

In addition to the problem of scarcity, it's possible that some significant works required by a wizard might not be written in his native language but instead in the language of a far-off kingdom. An ambitious character might be forced to learn his campaign's equivalent of Latin, Sanskrit, or Mandarin Chinese for no other purpose than to read a single book. Another problem might be suppressed or forbidden books; trading in banned works could get a character into a lot of trouble.

Last but not least, the current owner of the book the character seeks may have no wish to part with it, especially if it's considered dangerous or unique. The wizard may be able to persuade the book's owner to allow him to make a copy of the text, or he may have to consider more direct action to acquire the necessary materials.

Library Size: Large collections of books require space, just like laboratories. The basic references included in the cost of a laboratory don't take up any additional space above and beyond the laboratory's requirements, but expanded libraries require at least 25 square feet for each 2,000 gp value. For example, a library valued at 10,000 gp would require 125 square feet (a 10-foot by 12½-foot room). This may sound like a generous amount of space, but keep in mind that many of these tomes are extremely large and bulky, and require special shelving, displays, and cabinets. All these furnishings are included in the cost of the library.

Care and Protection: A wizard's library is an investment of great value to the character eventually exceeding even the most complete laboratories and forges. Naturally, the owner should be quite interested in making sure nothing happens to it. The library should be in a dry, secure room that is well-ventilated but not open to the weather. Dampness can quickly mold or destroy books, especially those made without modern preservatives. Last but not least, the wizard should consider *fire traps* or similar spells to guard the room against intruders.

Supplies and Reagents

Laboratories require a large amount of both common and unusual substances. Furnaces and burners must be fueled; water, oil, brine, vinegar, and other liquids are required for cooling, distilling, and quenching; small amounts of chemicals, salts, rare earths, herbs, and various specimens are expended with each day of research; and glassware and pottery may be ruined by one use or broken in accidents. Even if a lab is not in active use, some of the supplies and reagents will go bad or lose their potency with prolonged storage. The upshot of this discussion is simple: Once a wizard finishes building and outfitting his lab, he will still have to spend some money to maintain its supplies and equipment.

This maintenance cost is assumed to be 10% of the lab's total value, not counting the library, for every month of active use. For example, a 5,000 gp forge uses up 500 gp of supplies each month. This cost does *not* include any special or unique materials, such as a particular item that is to be enchanted, or an unusual material required for a specific potion or scroll ink. For example, if a wizard is enchanting a *long sword +1*, the cost of the sword itself is not included in the lab's monthly operating cost. Similarly, if he is mixing the ink for a scroll of *protection from petrification*, any exotic ingredients such as a basilisk's eye or a cockatrice's feather must be obtained through a deliberate action of the player character.

If the laboratory is not in active use—the owner is off adventuring, or otherwise engaged—the maintenance cost drops to half the normal amount. For the 5,000 gp forge described above, this would be 250 gp per month. This "moth-balled" expense reflects the materials and specimens that are becoming unusable due to the passage of time. Of course, the wizard can choose not to pay this cost, allowing several months of maintenance to pile up before restocking the laboratory. In any event, the cost to resupply a laboratory never exceeds more than half the lab's total value, since

a lot of the equipment is fairly permanent. In the case of the 5,000 gp forge, a character would have to pay 2,500 gp to restock his laboratory after 10 months of neglect, but 15 or 20 months of not paying the maintenance cost wouldn't be any more damaging.

Alchemists and Artificers: These specialist wizards must pay 50 gp per character level per month in order to maintain their laboratories. The wizard can defer or ignore these expenses, but this causes the loss of many of his specialist benefits—see Chapter 1. If the wizard misses some payments, he must make up *all* the money he owes before restoring his lab to operation, up to half the value of the laboratory itself. In other words, an 8th-level artificer must pay 400 gp per month to maintain his forge; if he skips one month of resupply, he loses many of his special abilities, and must pay 800 gp the following month or do without his powers for another month.

Relocating Laboratories

Laboratories of any type are not very portable. If a character needs to move a lab, he requires one medium-sized wagon for each 100 square feet of equipment and materials. Packing up a lab or setting it up again after transport should require at least two to three days per wagon-load, and the wizard will certainly have to spend a significant amount of money in replacing broken, lost, or ruined materials. Depending on the length of the journey and the care of the wizard's preparations, he will have to replace materials and equipment worth 10% to 40% of the value of the entire laboratory.

Shiria the Sorceress is a 7th-level invoker who has a great idea for a new spell, Shiria's Bolt of Efficacious Destruction. *First, she needs to find a site for her laboratory; after due consideration, Shiria elects to locate her lab in the town she and her comrades use as a base of operations. She decides to buy a "medium" stone building in a good part of town to house her laboratory and spends 3,000 gp to have a new building raised (she wants some specialized features to be included). The construction takes 10 weeks.*

While she's waiting for her building to be completed, Shiria decides to get a head start on collecting the materials and equipment she requires for her lab. Since she plans to do spell research, she decides to acquire a research laboratory, and the DM sets the price at 3,000 gp. It's reasonable to assume that collecting and setting up the equipment would take some time, as well, but the DM generously decides that Shiria can do a lot of this while the building's going up.

The initial expense of the lab includes a small library suitable for researching 1st-level spells, but Shiria's Bolt *is proposed as a 3rd-level spell, and Shiria will have to expand her library immediately to perform the research. She requires a library valued at 4,000 gp above and beyond her laboratory. The DM doesn't feel like identifying any particular books she needs to find; Shiria can build her library at the rate of 500 gp per week, finishing her collection just about the time her building's ready for occupation.*

Since the research laboratory is valued at 3,000 gp, Shiria will have to pay maintenance and upkeep totalling 300 gp per month while she is engaged in active research, or 150 gp a month to keep the lab moth-balled. By now, Shiria's purse is feeling a little light! She could have saved some money by renting a building instead of buying, or borrowing someone's library instead of outfitting her own. Of course, she can recoup some of her investment by selling access to her facilities to other wizards, or selling Shiria's Bolt of Efficacious Destruction *once she develops it!*

Priests' Altars

Wizards aren't the only characters capable of creating magical items. Priests, too, have this capability. Priests can create scrolls at 7th level, potions at 9th level, and other types of magic items at 11th level. Instead of cluttered laboratories filled with all varieties of reagents and bizarre devices, priests need only build a special consecrated altar to their deity in order to create magical items.

The Location

Altars don't need the continuous maintenance or skilled pool of laborers and craftsmen that a wizard's laboratory requires. Because of this, the altar can be located anywhere the priest wishes to put it, within reason. The general site should be someplace within the deity's sphere of interest, so an altar dedicated to a sea-god should be near the sea, while one dedicated to a druidical power should be located in a pristine wilderness. Considerations such as the distance to the nearest large city or convenience for the character are secondary, at best.

There are two types of location that are ideal: a location that is easily accessible to a large body of the power's worshippers, or a location that has special significance to the power. A priest of Tempus (a god of storms and battle from the FORGOTTEN REALMS campaign setting) could meet the first condition by locating his altar in a fortress manned by a number of soldiers who follow Tempus, or a city that included a large congregation of Tempus' worshippers. Or, he might find an ancient battlefield or storm-lashed peak to be appropriate, since they meet the second condition. The DM is the final arbiter of what is or isn't an appropriate location for a particular deity's altar.

Like the wizard's laboratory, the priest's altar represents a significant investment of time, energy, and money. Thieves may attempt to loot the rich trappings of the altar, and enemies of the faith will not hesitate to desecrate an altar left unprotected. As a result, once a place suitable for his patron deity has been found, the priest should make the security and safety of the altar a primary goal.

Physical Requirements

After finding a suitable location for the altar, the priest must consider what kind of facility he will need to house, shelter, or support the altar. In many cases, he can simply add the altar to an existing temple, monastery, or shrine dedicated to his deity. However, this may require the priest to expand or renovate the existing structure to make it suitable for the altar. Refer to Table 11: Building Construction Time and Cost for building costs; if the altar is to be housed in a free-standing structure, it must be at least a medium-sized building, but an expansion to an old temple might be the equivalent of a small building.

If the altar is located on a sacred site (a forest glade for a druid power, or a mountain peak for a god of the sky), the priest may not have to raise any kind of building to shelter it, especially if a man-made shelter would somehow be inappropriate at that site. However, preparing and clearing a site should still require an amount of work equivalent to raising a small building.

Chapter 5

Materials and Decoration

The altar, its decorations or trappings, and the preparations for the ceremony of consecration cost at least 2,000 gp, above and beyond the cost for any building or structures to house it. Generally, the altar must be built of whatever materials seem appropriate; for a god of war, an altar made from the swords of brave men, or the shields of fallen warriors, could be appropriate. A deity of storms might require an altar built from a hundred-year-old oak split by lightning. In any event, the altar should be of the finest workmanship possible. Building an altar requires at least 2d4 weeks of the priest's time and attention, and the services of skilled masons, smiths, or woodworkers.

In addition to the construction of the altar, the priest must also assemble and prepare special incenses, ceremonial vestments, and other unusual materials. This could cost anywhere from 1,000 to 10,000 gp more, depending on the deity involved. The priest may be able to borrow some of these materials from a large temple of his own faith, which would reduce the cost by 50%.

Consecrating the Altar

Once the altar has been completed, the priest must consecrate it to his deity. The prayers, chants, and rituals require at least one full week. During this ceremony, the priest cannot be called away for other duties; if he leaves, he must begin again from the start and replace any materials expended in the abortive ceremony.

At the end of each full week of prayer, the DM makes a special check to see if the priest gains the favor of his deity. The base chance for success is a percentage equal to 5 times the character's level, so a 10th-level priest has a 50% chance of success after one week. For each additional week of prayer, the chance of success increases by 5%. Given time, the priest should eventually succeed, unless he's angered his deity in some way.

When the power responds to the priest's prayers, the priest must offer up something of value or perform a special quest, whichever is demanded by the deity. The DM decides what is appropriate for the character and the deity he follows. Surrendering magical items, treasure of great value, or an item hand-crafted by the priest are all reasonable. A quest that a priest of a god of healing might follow could be to go among the poor and heal one hundred of the sick, while a god of honor might ask the priest to go to the king's court and expose his dishonorable dealings. By completing the quest or making the appropriate sacrifice, the priest demonstrates his devotion, and the deity consecrates the altar.

A consecrated altar radiates a *bless* spell in a 10-foot radius. It remains consecrated until desecrated in some way by the deity's enemies, or until the priest who consecrated it dies or falls from the faith. A consecrated altar can be used to produce potions, scrolls, and other magical items, as described in Chapter 7.

Material Spell Components

Even without a laboratory or a consecrated altar, priests and wizards often find themselves in need of unusual or hard-to-find items for material components in their spells. While many DMs do not require players to keep track of their characters' stocks of spell components, this can be a great test of a PC's resourcefulness and the source of many adventures. After all, merely *finding* a diamond worth 1,000 gp is quite an event for a low-level character, but then the player has to decide whether to grind it into worthless powder for use in a critical spell!

Spell Components: Yes or No?

One of the optional rules presented in the *Player's Handbook* is the use of spell components. You are free to decide to use or ignore components in your own campaign; as long as the NPCs abide by the same rules and restrictions the players do, the game works equally well in either case. The real crux of this issue are material components, and whether or not players should have to keep track of their stocks of spell reagents.

There are some very good reasons why you shouldn't use material components in play; it requires a great attention to detail and some honesty on the part of the players, and may create obstacles or difficulties that take away from the DM's plot. After all, if the party's wizard has to drop out of the epic adventure in mid-stride to track down the ingredients for his next *fireball* spell, all concerned may feel a little frustrated or annoyed.

On the other hand, using spell components and requiring an account of what the wizard has on his person and what he has stockpiled in his laboratory or home base can add another dimension of detail and pseudo-realism to the game. If spell components aren't used, who cares if a wizard is down to his last three coppers? More than any other class, a wizard can operate with no concern for material wealth—unless he has to worry about whether or not he can afford to buy the materials he'll need to be able to cast his spells. In addition, the use of spell components requires players to spend some time and effort thinking about situations their characters would certainly be dealing with and can enhance role-playing if it isn't taken to extremes.

Generally, enforcing the requirements for material components works best for low- to mid-level characters. By the time a wizard is 8th or 9th level, he's usually wealthy enough to easily buy any materials he needs, and his daily selection of spells is so broad that keeping track of each type of component carried becomes a logistical nightmare. By that time, the DM can allow the player a little slack; the wizard's a mighty hero now, and both player and DM may have other arenas of role-playing (building laboratories or establishing strongholds) that the character will be graduating to. However, at low levels, wizards and priests will find that some of their favorite spells have to be saved for when they're truly needed.

For example, low-level wizards often rely on the *armor* spell as their sole means of defense against physical attack. *Armor* requires a piece of leather—no problem there—that has been *blessed* by a priest. Referring to Table 69: NPC Spell Costs in the *DMG*, *bless* is usually reserved for characters of the same faith as the casting priest, and even then a small sum might be required. So, the wizard who wants the piece of leather *blessed* for his spell might have to convert to the

faith of nearest available priest, and tithe him 10 or 20 gp to boot! If you consider how often players simply say, "Oh yeah, I'll cast *armor* the day before we leave, so I'll have my 1st-level spell open and *armor* in effect," you can see just how much hassle (and role-playing opportunities!) are ignored by the player and DM.

Acquiring Spell Components

The materials used to power spells range from the mundane to the bizarre and the exotic. Dozens of spells require things like pebbles, stones, dirt, twigs, or leaves that can be found literally anywhere—including the middle of a battle, if a spellcaster is desperate. A number of spells require nothing more than a little bit of foresight and access to a simple trading post or small market. Likewise, a few spells require painstaking and expensive preparations that may be impossible to repeat in the field.

Scavenging: The cheapest method of acquiring spell components is a *field search*. Many plant and animal specimens can be harvested with nothing more than time and a little luck, and a wizard who knows what he's looking for can find a fair number of minerals as well. The wizard has to find an appropriate location, such as a nearby forest or field for animal and plant specimens. Materials that can be collected with a field search are rated as common, uncommon, or rare; depending on the amount of time the wizard takes, the suitability of his search, and the item's scarcity, he may or may not be successful. See Table 14: Field Searches.

Table 14:

Field Searches

Item Scarcity	Base Search Time	Base Success	Time Bonus
Common	1d6 turns	75%	+10%/turn
Uncommon	3d6 turns	50%	+5%/turn
Rare	1d4+1 hours	25%	+2%/turn

Item scarcity is taken from Table 16: Spell Components. The DM may modify the category depending on where the wizard is searching; finding sand on a beach is pretty easy, for example.

Base search time is the amount of time required to search for the item in question. A character can search for only one component at a time.

Base success is the likelihood that the character will find the material in the base search time.

Time bonus increases the success chance for each additional turn the caster spends searching for the item. If he fails to find the material in the base search time, he can continue to look, adding this percentage to his success chance as shown on the table.

A field search for common materials doesn't take much time, so a traveling wizard could pause for brief searches during the march or while his companions are setting up or breaking camp. Depending on what it is the wizard is looking for, he can find anywhere from 1 to 20 or more doses or samples of the material. For example, if the wizard was



searching a damp forest for foxfire, he might find enough to be used in anywhere from 1 to 20 spells. Of course, storing and preserving multiple uses of a component may be harder than finding it to begin with.

Purchasing: If the wizard doesn't have time to search for materials himself, or can't find a certain component, he can always purchase what he needs. Again, the item scarcity reflects the likelihood that someone in the vicinity happens to have the material or compound the wizard requires. If the wizard is out to purchase materials, the most important consideration is the number of vendors or the size and completeness of the market he will be searching. This is generally a function of the community size, but the DM can modify item scarcity to reflect the character of the town. For example, many uncommon or rare chemicals may be common in a city that supports an Alchemist Guild.

Shopping for items in a town takes some amount of time, as well. A character may have to examine half a dozen smithies to find soot or charcoal of the exact color, weight, and composition he needs. Generally, common items can be located in a few minutes, while rare items may take several hours of the wizard's time. Anywhere from 1 to 20 or more usages can be found.

Table 15:

Purchasing Components

City Size	Scarcity		
	Common	Uncommon	Rare
Village	80%	50%	20%
Town	90%	60%	30%
City	100%	70%	40%
Major City	100%	80%	50%

Wizards with Laboratories: One nice benefit about an up-to-date, well-stocked laboratory is that it includes a number of interesting compounds, minerals, and specimens that may be useful as spell components. If a wizard owns a laboratory, there is a 50% chance that 1 to 20 usages of any given spell component from the mineral, animal specimen, and plant specimen list may be on hand, and a 25% chance that a spell component from the finished item list may be present. The laboratory's normal upkeep and maintenance expenses cover the cost of replacing these items once per month.

Rule of Common Sense: The rules presented here for acquiring spell components are intended to be guidelines for the DM. If a player is particularly resourceful or intelligent in looking for components, ignore the dice and let his character find whatever it is that he's looking for. Clever play should always be rewarded. On the other hand, sometimes items just aren't available in a given area, no matter how hard someone looks. Finding iron filings in a village of Stone Age technology is going to be extremely difficult, to say the least. Flowers, plants, and herbs common in one part of the world may not exist elsewhere—no amount of money could create a pineapple in medieval Iceland, for example.

Storage of Spell Components

Spell components are quite small. Most spells require only the smallest pinches of powder or a few drops of liquid. In fact, the containers that are required to hold the materials and make them easy for a caster to find without looking are far more bulky and clumsy than the materials themselves. Small leather pouches, glass vials or tubes, or tiny clay finger-pots sealed with wax plugs are the most common storage devices. Most wizards choose to store the spell components for each of their memorized spells in separate, pre-measured amounts to facilitate quick and accurate casting. With a system like this, there are ten to twenty spell components to a pound—even the most powerful wizard carries only a couple of pounds of components.

For some wizards, it's a good idea to carry a bulk supply of some common reagents from which the individual spell preparations can be drawn. For example, a traveling wizard may find it to be a good idea to carry a whole spool of thread or string, since several spells call for this component. A bulk container usually contains twenty to fifty usages of the component in question and weighs about a pound. The character can carry a dozen or more of these in a leather saddlebag or a small trunk, ensuring that he won't run out at a critical moment. Bulk containers cost five times the listed expense of a component, but contain dozens of doses.

Some spell components may be perishable or short-lived. These items are noted on the component list. A perishable item can last for a week or so before it's useless. Obviously, the character shouldn't purchase or store more than a few days' worth at a time.

The Spell Component List

There are a couple of classes of item deliberately not included on Table 16: items that already have a listed cost in the spell description (the special dust mixture of *Leomund's trap*, or the 100 gp pearl required for *identify*, for instance) and items that are chosen or customized at the time of the spell. For example, the spell *banishment* requires the use of materials "harmful, hateful, or opposed to the nature of the subject of the spell." Since this could consist of a wide variety of substances, *banishment's* material components weren't included on the list.

The spell components are divided into several categories, reflecting their general nature and origins. These include: Miniatures and Models; Finished or Refined Items; Minerals; Common or Household Items; Animal Specimens; Plant Specimens; and Other, a catch-all for anything that doesn't clearly fit in another category.

Each item has a note concerning its method of acquisition. Items are listed as FS (Field Search), TM (Town or market), SO (Special Order), or Auto (items that can automatically be found by anyone willing to look for a few minutes.) A few items are both field search and town or market, meaning that a wizard can try to buy the material if he can't find it for himself.

Scarcity is listed for items that wizards might search for or try to purchase, and a cost for items that the wizard might want to purchase. Also, items that are commonly available in the wizard's own laboratory are noted. Finally, items like the various dusts are priced with one spell use in mind. For example, if a wizard wishes to have enough pow-

dered amber to cast two spells, he needs to come up with 80 gold pieces (40 × 2).

Note that the cost of an item can vary wildly with the circumstances. Buying coffin wood in a kingdom where the interment of the dead is considered the sole and sacred province of a fanatical religious sect could be far more difficult than a stroll down to the undertaker's place of business! Similarly, tolls, finder's fees, and all kinds of surcharges could come into play for strange or exotic items.

In addition to the problems of cost, some special-order items may take quite some time to locate. For example, finding a 100-year-old map to tear to pieces could be quite difficult. Even the most dedicated book-buyer, herbalist, or apothecary may have to wait several weeks for something to turn up. Some special items may not be available for any price, and the wizard may have to locate these items personally if he wishes to cast the spells in question.

Purchasing Agents: For the adventuring wizard, it's a very good idea to spend money on hirelings who can handle the acquisition of components. For instance, the wizard might hire a couple of local children to collect various insects or herbs. Unless the assistants are well-trained, at least 75% of the material they bring back will be unusable due to small imperfections or taints, but for simple materials an assistant can save the wizard a lot of time. Apprentices are often assigned to these duties, both to learn what makes for a good spell component, and to save their masters the time of stalking through a field, looking for a cricket or mouse that will let itself be captured.

Arcanists and Apothecaries

Most large towns in a typical AD&D campaign support one or two apothecaries, herbalists, alchemists, wise women, occultists, or hedge wizards. These shopkeepers make their living by providing minor enchantments, charms, or herbal mixtures to the townspeople. For the most part, the services and goods offered by these merchants are of little interest to the typical adventurer, but they can be excellent sources of spell components, and from time to time they may purchase magical items from player characters or have an odd item for sale.

In addition to the sellers of mundane herbs, minerals, and charms, a few large cities *may* support an arcanist's shop. An arcanist is a merchant who trades in items of interest to wizards, including spell components, books and parchment suitable for spell books, and magical items. Arcanists are sometimes sponsored by a large wizard's guild and are most frequently found in cities where wizards are well-regarded and fairly common.

Alchemists

The great majority of alchemists are 0-level characters, as opposed to mages or specialists in the school of alchemy. They are skilled in the nonweapon proficiency of alchemy, but cannot cast spells or manufacture potions or magical items. What common alchemists *can* do is create nonmagical chemical mixtures that may be useful to an adventuring party, or provide a character with the opportunity to purchase spell components from the mineral list at the listed cost. Of course, the laws of supply and demand apply; the alchemist will charge what he can get for materials that his customers can't get anywhere else.

Some of the alchemists' other wares include the following:

Acid: Through careful distillation, alchemists can brew potent acid. (See the proficiency description, on page 51 of Chapter 4.) A flask-full of acid can command anywhere from 50 to 100 or (1d6+4) × 10 gold pieces, while a vial might sell for 10 to 40 gp.

Incendiaries: These dangerous concoctions range from flammable oils and pitches to nasty stuff like naphtha or Greek fire. Again, refer to the description of the alchemist nonweapon proficiency in Chapter 4. A flask of an incendiary substance usually costs 10 to 30 gp.

Pyrotechnics: Unlike the previous two substances, pyrotechnic mixtures are often powders. They can be used to create clouds of smoke of a variety of colors, or bright flashes of light when added to an existing fire. A vial of pyrotechnic mixture costs 5 to 20 (5d4) gp, while a flask costs anywhere from 10 to 30 gp.

Apothecaries and Herbalists

At first glance, these may seem to be two completely different occupations, but they share similar roles in the community. Both apothecaries and herbalists provide medicines for people suffering from a variety of ailments, and a great portion of these remedies are derived from various plants, herbs, and roots. Townspeople go to apothecaries or herbalists for pain relievers, poultices, purgatives and laxatives, and all other kinds of medicines.

Adventurers find that apothecaries and herbalists are excellent sources of spell components, especially from the common, herb, and animal specimen lists. In addition, apothecaries sometimes serve as dealers in odds-and-ends in smaller towns, and a magical item such as a potion or ring may occasionally turn up in their possession. This is an unusual occurrence, so player characters might have the opportunity to examine or purchase an item only once or twice in a campaign year from any given apothecary. Refer to the list of the most common magical items, at the end of this chapter.

In addition to their trade in spell components and the rare magical item, apothecaries and herbalists can create medicinal mixtures with the following properties:

Healing salve: This ointment contains herbs that help to stop bleeding and close a wound, as well as infection-fighting properties. Applying the salve to a character with open cuts or bleeding wounds (not crushing or bludgeoning injuries) restores 1 hit point per separate wound or injury. For example, if a character was struck three times in the course of a melee, three applications of salve could restore 3 lost hit points. Healing salve costs 5 to 20 gold pieces per application.

Healing poultice: This compress helps to reduce swelling and bruising. It has the same effect as healing salve when applied to impact injuries and costs 10 to 30 gold pieces per poultice.

Poison antidote: A herbalist or apothecary can prepare an antidote to one specific natural toxin, such as a rattlesnake bite or the sting of a giant wasp. The apothecary must have some idea of what will help the victim, so rare or unusual venoms (such as the giant wasp mentioned above)

may be completely unknown. If the character knows an antidote, the herbalist or apothecary can prepare a dose that will remain good for 1 to 4 days at a cost of 20 to 80 gp. The poison antidote allows the victim to reroll his saving throw vs. poison with a +2 bonus, if it is administered within five rounds of the poisoning. Naturally, it is only effective against the specific toxin it was prepared for.

Wise Women and Hedge Wizards

Every village or hamlet has its own resident "witch" or "wizard," or a person who claims command of magical powers and knowledge of herbs, spells, and charms. In a few cases, these characters are actually low-level magic-users, but more often they're fakes or charlatans. Most of these wise women or hedge wizards are 0-level characters with the herbalism and healing proficiencies. They can sell spell components from the herb, animal specimen, and common lists, although they often have no idea what a particular herb or item might be good for.

Wise women and hedge wizards may be capable of creating healing salves and poultices, as described above. In addition, they can create minor charms or fetishes. These are temporary magical items about as powerful as a typical *cantrip*. Good examples would include a "love amulet," that raised the wearer's Charisma (Cha/Appearance) by 1 or 2 points, but only in the eyes of one particular subject whose hair was used in the making of the charm; a charm that discouraged mice or insects from entering a kitchen or pantry; or a small totem that brought the user good luck (a +1 bonus) on his next saving throw against a specific threat, such as fire, poison, or resisting mental spells. A charm costs anywhere from 5 to 50 gold pieces, and retains its enchantment for 1 to 4 days.

Arcanist

Only the largest cities can support an arcanist, or a shopkeeper who deals solely in magical reagents, components, and the occasional enchanted item. An arcanist can provide spell components from any list, and also a number of other generally useful items for a wizard—paper, vellum, parchment, ink, quills, alchemical supplies and equipment, and other such things.

Because arcanists have a clientele of wizards, they are willing to buy magical items and rare or unusual materials that could be useful as spell components. Player characters may sell components for 30% to 80% or (1d6+2) × 10% of their listed value. Magical items can be sold for whatever price the DM deems fair, although a PC selling a magical item should not be able to make more than twice the item's experience point value from the sale. In fact, it's perfectly reasonable for the DM to rule that the seller must sell by consignment—in other words, the arcanist agrees to display the item and handle any inquiries about it for a 10% share of the asking price, but he won't buy it outright. Until another customer comes along to show an interest in the item, the PC seller makes no money. Note that magical items are rare, and from week to week the arcanist has no idea what may or may not show up in his shop.

Buying, Selling, and Trading Magical Items

In most AD&D campaigns, magical items are rare enough that it is nearly inconceivable that people would buy or sell them like any other commodity. For various reasons, magical items tend to be concentrated in the hands of player characters and their principal enemies. This means that the PCs never really experience the true scarcity of enchanted items and lose the sense of wonder that *most* people in their world would feel at even *seeing* a magical sword, a wand, or a nifty item like a *carpet of flying*.

The effect of this scarcity is simple: Allowing the player characters to purchase or trade magical items is a privilege, and a rare one at that. It's an opportunity that comes along quite infrequently in a campaign, and in many cases it should be an opportunity that the players spent time and adventuring to create. In other words, if a player decides that his character wants to find a *ring of fire resistance* and purchase it, there should be a lot more involved than a stroll down to the corner store. The character might have to hire a sage and spend weeks running down the chain of possession of the last known *ring of fire resistance* to appear in the area, and then he may have to locate its current owner and make an extremely generous offer—including trading magical items of his own, or undertaking some quest or service for the prospective seller—to have a chance of purchasing the ring.

If the character is content to check in with the nearest arcanist once in a while, it could take months or years before the arcanist happened to stumble across the item the character was looking for—and even then, someone else might be interested in the same item. A bidding war, threats, or outright assassination attempts could result from two wealthy characters both trying to acquire the same item.

Selling items isn't always easy, either. The PCs have to locate a buyer, and then agree on a fair price. Nobody in a small village will have the money required to buy a real magical item, and even a prosperous town may only have two or three individuals who could afford to buy what the PCs are offering for sale. Items such as potions or rings tend to be easier to sell, since anyone can use them, but books, wands, staves, or other items suited for priests or wizards only will be much more difficult to sell. In any event, the PCs are likely to see only 30% to 80% of their asking price for any given item, and they may have to demonstrate that the item works (or pay for an *identify* spell from a neutral party) in order to clinch the sale.

The Cost of Magical Items: Enchanted items are rare and valuable. Without exception, they are the rarest and most expensive commodities to be found in a fantasy setting. They are valued accordingly. Even if a character happens to locate a magical item for sale (an extremely rare event), the cost of the item is usually prohibitive, to say the least. As a basic rule of thumb, magical items should be worth anywhere from 5 to 20 times the listed experience point value, and a minimum of 200 gp for one-use items, or 1,000 gp for persistent items. In many cases, the DM should set the cost for an item at a significant percentage of the character's total wealth—if someone has the only magical ring for sale in the entire kingdom, they're going to demand a huge sum for it, even if it's only a *ring of protection +1*.

In addition to the money involved, a character may have to offer a magical item of similar value in trade, or offer to perform a service or undertake a quest to sweeten the deal for the seller. Regardless of the final deal struck, a player character should be careful of switches, swindles, or reneging; more than one adventurer has gone to his death believing that a brass ring with *Nystul's magical aura* is a *ring of wishes* or *spell turning*.

Table 16:

Spell Components

Models and Miniatures

Item	Acquisition	Scarcity	Cost
Bag, tiny	SO, TM	Common	2 cp
Balance, golden	SO	Rare	10 gp
Bell, golden	SO	Uncommon	6 gp
Bell, tiny	SO, TM	Common	5 sp
Blade, knife	TM	Common	3 sp
Bust of caster, tiny	SO	Rare	15 gp
Cage, silver wire	SO	Rare	8 gp
Caltrop, golden	SO	Rare	20 gp
Candelabra, silver	SO	Rare	12 gp
Circle, brass	SO	Uncommon	2 gp
Circle, gold	SO	Uncommon	15 gp
Circle, platinum	SO	Rare	25 gp
Circle, silver	SO	Uncommon	5 gp
Cone, bull or ram horn	SO, TM	Uncommon	4 gp
Cone, crystal	SO, TM	Rare	7 gp
Cylinder, brass	SO, TM	Uncommon	8 gp
Cylinder, copper	SO, TM	Uncommon	8 gp
Cylinder, obsidian	SO	Rare	14 gp
Dagger, tiny	SO	Rare	4 gp
Dart, tiny	SO	Rare	3 gp
Die	SO, TM	Uncommon	1 sp
Die, bronze	SO	Rare	2 gp
Die, silver	SO	Rare	4 gp
Disk, bone, numbered	SO	Rare	3 sp
Doll, replica of self	SO	Rare	10 gp
Drum, small	SO, TM	Uncommon	8 sp
Fan, silk	SO, TM	Rare	1 gp
Fan, tiny	SO, TM	Uncommon	2 sp
Glove, black silk	SO, TM	Uncommon	8 sp
Glove, leather	TM	Common	4 cp
Glove, scorched	TM	Uncommon	2 cp
Glove, snakeskin	SO	Rare	6 gp
Glove, soft	TM	Common	1 sp
Hand, clay	SO	Rare	3 gp
Hand, stone	SO	Rare	5 gp
Handkerchief, silk	TM	Uncommon	2 sp
Hinge, rusty iron	TM	Uncommon	5 cp
Horseshoe	TM	Common	1 sp
Hourglass	SO, TM	Rare	25 gp
Key, silver	SO	Rare	12 gp
Links, gold	SO	Rare	8 gp
Metal cube, perfect	SO	Rare	10 gp
Mirror, silver, small	SO, TM	Uncommon	15 gp
Mirror, tiny	TM, SO	Rare	20 gp
Needle	TM	Common	2 cp
Needle, golden, tiny	SO	Rare	3 gp
Needle, magnetized	TM	Uncommon	1 gp
Paintbrush	TM	Common	6 cp
Pendant, metal	SO	Rare	8 gp
Pin, silver	SO	Uncommon	1 gp
Plate mail, piece	SO, TM	Uncommon	5 gp
Portal, ivory	SO	Rare	15 gp
Pouch, leather	TM	Common	1 sp
Prayer beads	TM	Common	2 gp
Siege engine	SO	Rare	11 gp
Sphere, obsidian	SO	Rare	18 gp
Spinner, brass	SO, TM	Rare	2 gp
Spoon, silver	TM	Uncommon	1 gp
Standard, miniature	SO	Rare	4 gp
Statue, canine, ebony	SO	Rare	12 gp
Statue, canine, ivory	SO	Rare	12 gp
Statuette, ivory, of caster	SO	Rare	30 gp
Trumpet, hearing, brass, small	TM	Uncommon	6 sp
Veil, silk	TM	Rare	1 gp
War hammer	TM	Uncommon	2 gp
Whistle, bone	SO, TM	Rare	6 gp
Whistle, silver, tiny	SO, TM	Rare	12 gp
Whistle, vulture-bone	SO	Rare	5 gp
Ziggurat, clay	SO	Rare	10 gp

Refined/Finished Items

Item	Acquisition	Scarcity	Cost
Ball, lead	TM	Common	2 cp
+Bar, iron, magnetized	TM	Uncommon	8 cp
+Bar, metal	TM	Common	1 cp
Bead, crystal	TM	Uncommon	6 cp
+Bead, glass	TM	Common	3 cp
Blade, iron	TM	Common	4 cp
Box, small	TM	Uncommon	5 cp
Crystal, leaded	TM	Uncommon	5 sp
Cube, cast iron	SO	Uncommon	3 sp
Diamond, hemispherical	SO	Rare	60 gp
Disc, bronze	TM	Uncommon	1 sp
+Gauze	TM	Uncommon	1 sp
Glass, opaque	TM	Uncommon	8 sp
Glass sheet	TM	Uncommon	2 gp
+Glass tube	TM	Uncommon	1 gp
+Incense	TM	Uncommon	15 gp
Iron, sheet	TM	Common	4 sp
Lens, small	TM, SO	Rare	8 gp
+Magnet, small	TM	Uncommon	1 sp
Marble, black glass	TM	Common	4 cp
Marble, colored glass	TM	Common	4 cp
Mirror, fragment	TM	Uncommon	1 gp
Moonstone, polished	TM, SO	Rare	50 gp
+Paint, small pot	TM	Common	2 sp
Prism, crystal	TM, SO	Rare	5 gp
Ribbon	TM	Common	2 cp
Rod, amber	TM, SO	Rare	25 gp
Rod, crystal	TM	Rare	3 gp
+Rod, glass	TM	Rare	1 gp
Rod, iron	TM	Common	2 cp
Rod, silver	TM, SO	Rare	2 gp
Sheet, gold	TM, SO	Rare	20 gp
Sheet, platinum	TM, SO	Rare	30 gp
Sheet, silver	TM, SO	Rare	15 gp
Silk	TM	Uncommon	1 gp
Silk, black	TM	Rare	3 gp
Silk, colored	TM	Uncommon	2 gp
Silk streamer	TM	Rare	5 gp
Sphere, clay	TM	Common	1 cp
Sphere, glass	TM	Uncommon	1 sp
Stick or strip, ivory	TM, SO	Rare	5 gp
Tarts, tiny**	SO	Rare	1 sp
+Wire, copper	TM	Uncommon	1 gp
Wire, golden	TM	Uncommon	5 gp
Wire, platinum	SO	Rare	10 gp
Wire, silver	TM	Uncommon	2 gp

Minerals

Item	Acquisition	Scarcity	Cost
Agate	TM, SO	Uncommon	50 gp
Amber	TM, SO	Uncommon	25 gp
Amber, powdered	TM, SO	Rare	40 gp
+Ash, volcanic	FS, TM	Rare	1 sp
+Bitumen	FS, TM	Rare	5 cp
+Carbon	FS, TM	Uncommon	5 cp
+Chalk	Auto	Common	1 cp
Charcoal	Auto, FS	Common	1 cp
Chrysolite, powdered	TM, SO	Rare	50 gp
+Clay	Auto, FS	Common	1 cp

+Coal	FS, TM	Common	1 cp
Copper	TM	Uncommon	5 cp
+Dust, coal	FS, TM	Common	1 cp
Dust, diamond	SO	Rare	100 gp
Dust, gold	TM, SO	Uncommon	10 gp
Dust, granite	FS, TM	Uncommon	1 cp
Dust, steel	TM	Uncommon	1 sp
Emerald, powdered	SO	Rare	60 gp
Feldspar, moonstone	FS, TM	Uncommon	5 gp
Feldspar, sunstone	FS, TM	Rare	8 gp
+Flint	Auto, FS	Common	2 cp
Granite, black	FS, TM	Rare	2 gp
Graphite, powdered	TM, SO	Uncommon	1 gp
+Iron filings	TM	Common	4 cp
+Iron, piece	TM	Common	8 cp
+Iron, powdered	TM	Uncommon	1 sp
+Iron pyrite	FS, TM	Common	2 sp
+Lead	TM	Common	2 cp
+Lime	FS, TM	Common	5 cp
+Lodestone	TM	Rare	1 gp
+Mercury (Quicksilver)	TM, SO	Rare	10 gp
Mica, chip	FS, TM	Uncommon	1 sp
Mica, ground	TM	Uncommon	5 sp
Phosphorus	SO	Rare	5 gp
+Pitch	TM	Common	8 cp
Quartz, clear	FS, TM	Common	4 sp
Quartz, powdered	TM	Uncommon	8 sp
Quartz, smoky	FS, TM	Common	2 sp
Ruby, powdered	SO	Rare	60 gp
+Salt	FS, TM	Common	2 cp
+Saltpeter	FS, TM	Common	1 cp
+Salts, alkaline	FS, SO	Rare	8 gp
Sand, colored	TM, SO	Uncommon	1 gp
Silver, powdered	TM, SO	Rare	5 gp
Stalactites, small	FS	Uncommon	—
Stone	Auto	Common	—
Stone, chip	Auto	Common	—
Stone, marble	FS, TM	Common	1 sp
+Sulphur	FS, TM	Uncommon	5 sp
Talc	TM	Uncommon	2 sp
Vermilion	TM	Uncommon	6 sp
Zinc	TM, SO	Rare	8 sp

Common/Household Materials

Item	Acquisition	Scarcity	Cost
Acorn	FS	Common	—
Bark chips	Auto	Common	—
Beeswax	FS, TM	Uncommon	2 sp
Blood**	Auto	Common	—
+Bone, powdered	TM	Uncommon	1 sp
Bone, small	Auto	Common	—
Butter**	TM	Common	2 sp
Candle, black wax	TM	Uncommon	5 cp
Candle, small	TM	Common	1 cp
Carrot, dried**	TM	Common	1 cp
Cloth, cotton	TM	Common	1 cp
Cloth, red	TM	Common	2 cp
Cloth, white	TM	Common	1 cp
Coffee bean	TM	Uncommon	1 cp
Coin, copper piece	TM	Common	1 cp
Coin, silver	TM	Common	1 sp
Coin, gold	TM	Common	1 gp
+Cork	TM	Uncommon	4 cp
Corn, kernel**	Auto	Common	—
Corn, powdered**	TM	Common	1 cp
Cotton	TM	Uncommon	2 cp
Dirt	Auto	Common	—
Dust	Auto	Common	—
Egg, rotten	FS, TM	Common	1 cp
Egg, shell	FS, TM	Common	1 cp
Egg, yolk**	FS, TM	Common	1 cp
Eyelash	Auto	Common	—
Fat**	Auto	Common	2 cp
Feather	Auto	Common	1 cp
Fleece	TM	Common	1 cp
Flour	Auto	Common	4 cp
Fruit, rotten**	Auto	Common	—
Fur	FS, TM	Common	1 sp
Garlic, bud**	FS, TM	Common	1 cp
Grain**	FS, TM	Common	1 cp
Gum arabic	TM, SO	Uncommon	6 cp
Handkerchief	TM	Common	2 cp
Honey**	FS, TM	Uncommon	8 sp
Honeycomb**	FS, TM	Uncommon	3 sp
+Humus	Auto	Common	—
+Ink	TM	Uncommon	8 gp
Leaf**	Auto	Common	—
Leaf, dry	Auto	Common	—
Leather loop	TM	Common	1 cp
Leather, shoe	TM	Common	1 cp
Meat, dried**	TM	Common	2 cp
Meat, raw**	TM	Common	1 cp
Milk fat**	TM	Common	—
Molasses	TM	Uncommon	4 cp
+Oil	TM	Common	6 cp
Oil, sweet	TM	Uncommon	1 sp
+Paper	TM	Uncommon	2 gp
+Parchment	TM	Uncommon	1 gp
Peas, dried and split	TM	Common	3 cp
Pebble	Auto	Common	—
Pepper	TM	Uncommon	2 gp
Pork rind**	TM	Common	2 cp
Reed	Auto	Common	—
Saffron**	TM	Rare	15 gp
Seashell	FS, TM	Uncommon	1 cp
Smoke	—	Common	—
Soot	FS, TM	Common	—
Sponge	TM	Uncommon	2 sp
Straw	Auto	Common	—
String	FS, TM	Common	1 cp
Sugar	TM	Uncommon	6 cp
Tallow**	TM	Common	2 cp
Thread	FS, TM	Common	1 cp
Twig	Auto	Common	—
Water	Auto	Common	—
Wax	TM	Common	2 cp
Wax, white	TM	Uncommon	4 cp
Whitewash	TM	Uncommon	2 sp
Wine	TM	Common	4 sp
Wood	Auto	Common	—
Wood, charred	Auto	Common	—
Wood, splinter	Auto	Common	—
Wool	TM	Common	1 cp

Animal Specimens

Item	Acquisition	Scarcity	Cost
Blood, doppleganger**	SO	Rare	25 gp
Blood, umber hulk**	SO	Rare	20 gp
Butterfly, live**	FS	Common	—
Claw, cat	FS, TM	Common	2 sp
Claw, umber hulk	SO	Rare	150 gp
Cocoon, caterpillar	FS, TM	Uncommon	2 cp
Cricket, live**	FS	Common	—
Dung, ape	FS, SO	Rare	2 gp
Dung, ox	Auto	Common	—
Eye, hawk**	SO	Rare	5 gp
Eyelash, basilisk	SO	Rare	80 gp
Eyelash, kirin	SO	Rare	60 gp

Eyelash, ogre mage	SO	Rare	40 gp
Fang, spider	FS, TM	Uncommon	1 sp
Feather, chicken	FS, TM	Common	—
Feather, eagle	FS, TM	Uncommon	5 sp
Feather, exotic	SO	Rare	10 gp
Feather, hawk	FS, TM	Uncommon	3 sp
Feather, hummingbird	FS, TM	Rare	1 gp
Feather, owl	FS, TM	Uncommon	1 sp
Feather, vulture	FS, TM	Uncommon	1 cp
Feather, white	FS, TM	Common	—
Feather, wing	FS, TM	Common	2 cp
Firefly, live**	FS	Common	—
Fur, bat	FS, TM	Uncommon	2 sp
Fur, bloodhound	TM	Uncommon	1 sp
Fur, cat	FS, TM	Common	—
Glowworm, live**	FS	Uncommon	—
Grasshopper leg**	FS	Common	—
Guano, bat	FS, TM	Uncommon	5 cp
Hair, ape	SO	Rare	1 gp
Hair, horse	*Auto*	*Common*	—
Hair, infant	FS, TM	Common	—
Hair, lycanthrope	SO	Rare	10 gp
Hair, ox	Auto	Common	—
Hair, skunk	FS	Uncommon	—
Heart, hen**	TM	Common	2 cp
+Hoof, powdered	TM	Common	1 cp
Honey, royal jelly**	FS, SO	Uncommon	10 gp
Ink, giant squid	SO	Rare	35 gp
Leg, frog, dried	FS, TM	Common	4 cp
Legs, millipede**	FS	Uncommon	—
Mouse, mummified	FS	Common	—
Pineal gland**	SO	Rare	20 gp
Scale, dragon	SO	Rare	5 gp
Scale, fish	FS, TM	Common	1 cp
Scale, herring	FS, TM	Uncommon	1 cp
Scale, snake	FS, TM	Common	2 cp
Shell, turtle	FS, TM	Common	1 sp
Sinew, ape**	SO	Rare	8 gp
Sinew, horse or ox**	TM	Common	2 sp
Skin, chameleon	FS, SO	Rare	2 gp
Skin, eel	FS, TM	Uncommon	8 sp
Skin, snake	FS, TM	Uncommon	6 sp
Slug, live**	FS	Common	—
Spider, live**	FS	Common	—
Spider web	*FS*	*Common*	—
Spittle, giant slug	SO	Rare	25 gp
Stomach, adder's**	FS, SO	Rare	7 gp
Tentacle, giant squid**	FS, SO	Rare	20 gp
Toad, mummified	FS, TM	Uncommon	7 sp
Tongue, snake**	FS, TM	Rare	2 gp
Tooth, carnivore	FS, TM	Uncommon	1 sp
Whisker, mouse	FS	Common	—
Whisker, rat	FS	Common	—
Will o' wisp essence	SO	Rare	75 gp
Wing, bee	FS, TM	Uncommon	3 cp

Herbs and Plant Specimens

Item	Acquisition	Scarcity	Cost
Amaryllis, stalk**	FS, TM	Uncommon	2 sp
Apple blossom**	FS	Common	1 cp
Aster seed	FS, TM	Common	1 cp
Bark, oak	Auto	Common	—
Bark, willow	FS	Common	—
Foxfire**	FS, TM	Rare	5 sp
Hickory nut oil	TM	Uncommon	4 gp
Holly berry**	Auto	Common	2 cp
Holly leaf**	Auto	Common	2 cp
Leek, crushed**	Auto	Common	1 cp
Lotus blossom**	FS, SO	Rare	10 gp
Marigold, crushed**	FS, TM	Common	2 cp
Moonseed seed	FS, TM	Uncommon	1 sp
Moss, phosphorescent**	FS	Rare	15 gp
Nut, shell	TM	Common	—
Pine cone	Auto	Common	—
Pine sprig**	Auto	Common	—
Poison ivy, leaf**	FS	Common	—
Poison oak, leaf**	FS	Uncommon	—
Poison sumac, leaf**	FS	Uncommon	—
Raspberry leaves**	FS, TM	Common	2 cp
Resin, camphor	SO	Rare	10 gp
Rhubarb, leaf**	FS, TM	Common	1 cp
Root, licorice	FS, TM	Uncommon	4 sp
Rose petal**	FS, TM	Common	2 cp
Seed, legume	FS, TM	Common	1 cp
Seed, sesame	TM	Uncommon	5 sp
Shamrock leaf**	FS	Common	—
Skunk cabbage, leaf**	FS	Common	—
Spores, mushroom	FS, TM	Uncommon	6 sp
Stinging nettle, crushed**	FS	Uncommon	—
Thistledown	FS	Common	—
Thorns, sharp	FS	Common	—
Walnut oil	TM	Rare	2 gp
Wychwood**	FS	Rare	—

Other Components

Item	Acquisition	Scarcity	Cost
+Acid	TM	Rare	3 gp
+Acid, citric	TM	Rare	10 gp
+Acid, nitric	TM	Rare	5 gp
Balloon	TM, SO	Uncommon	5 sp
Bone, from undead	FS, SO	Rare	20 gp
Book, numerological	SO	Rare	80 gp
Branch, from cemetery	FS	Uncommon	—
Cloth, from corpse	FS, SO	Common	5 sp
Cloth, from ghoul	FS, SO	Rare	15 gp
Cloth, from priest's robe	FS, SO	Uncommon	3 sp
Cloth, linen & gold thread	SO	Rare	6 gp
Dirt, from dragon's footprint	FS, SO	Rare	12 gp
Dirt, from ghoul's lair	FS, SO	Rare	10 gp
Dirt/earth from grave	FS	Common	—
Dust, from wizard's tomb	FS, SO	Rare	30 gp
Dust, spectre	FS, SO	Rare	35 gp
Dust, vampire	FS, SO	Rare	40 gp
Eyelash, from corpse	*FS*	*Common*	—
Hair, from evil female elf	FS	Rare	—
Hair, from ghoul	FS, SO	Rare	20 gp
Leather scrap, *blessed*	SO	Rare	50 gp
Mesh of thread	SO	Uncommon	3 gp
Page, from calendar	FS	Common	—
Rainwater, from thunderstorm	FS	Common	—
Scrap, from map 100 years old	FS, SO	Rare	10 gp
Shroud, from 100-year old corpse	FS	Rare	—
Skin, from magic-resistant creature	FS	Rare	—
Tombstone, chip	FS	Common	—
Vellum, *blessed*	SO	Rare	50 gp
Wand, oak, 100 years old	FS, SO	Rare	20 gp
Weapon, broken	FS, TM	Common	—
Weapon, broken magical	FS, SO	Rare	50 gp
Wood, from coffin	FS, TM	Common	1 gp
Wrapping, from mummy	FS, SO	Rare	40 gp

+ Items commonly available in wizard's laboratory.
** Perishable items.
FS Item acquired by field search.
TM Item available in most towns or markets.
SO Item must be special ordered from a craftsman of some kind.

Chapter 6: Magic



Magic in the AD&D game is mysterious and wonderful. It gives the player characters access to superhuman powers of perception, movement, and destruction. With the right spell or magical item, a character can literally do *anything*. Impassable obstacles can be circumvented, secrets divined or unearthed, unbeatable monsters defeated; even a low-level wizard or priest can accomplish these amazing feats with ease. And, naturally, magic also empowers the enemies of the player characters, giving villains dangerous and unpredictable abilities with which to oppose the heroes.

While the magic system of the AD&D game generally works well, it only models one style or flavor of magical powers. The basic mechanic of learning spells through long study and forgetting them as they are cast is a very distinctive feature of the game system, and players who are seeking a particular fantasy setting may find it to be too pervasive in the AD&D system. For example, the AD&D spell system doesn't allow players to run characters who become fatigued or exhausted through use of spells but instead retain them in memory, a common element of fantasy literature. In other settings, magic comes with a moral or spiritual risk, and characters *dare* not call upon supernatural powers for fear of their lives or sanity.

In this chapter of *Player's Option: Spells & Magic*, we'll present an alternate system of acquiring and expending spells based on *spell points*. At its most basic level, this system simply permits wizards to customize their normal spell progression, but we'll also present optional systems to represent different philosophies or mechanics of magic, including magic systems based on fatigue, sanity, life energy, and spiritual risk or morality.

While the wizard class enjoys the spotlight in this chapter, we'll also take a look at priests and other spellcasters and present versions of the spell point system appropriate for those classes. Last, but not least, we'll discuss incorporating this material into existing campaigns.

The Spell Point System

Normally, wizards, priests, and other spellcasters are limited to a strict spell progression table which lists how many spells of each level they may retain in memory at one time. For example, every 7th-level mage shares the same spell capacity of four 1st-, three 2nd-, two 3rd-, and one 4th level spell, although specialist wizards (or priests with exceptional Wisdom scores) gain a slight advantage in this area because of their bonus spells. When a spell is cast, it vanishes from the caster's memory, and he cannot make use of it again until he has a chance to rest and study his spell books once again.

Spell points work a little differently. Characters no longer receive a standard spell progression table. Instead, they are assigned a number of spell points based on their character class and level. When the character studies his spell books or prays for spells, he uses these spell points to purchase the spells he wishes to memorize, with some reasonable restrictions. Naturally, higher-level spells are more expensive than lower-level spells, but high-level characters have more spell points available. Under the spell point system, a 7th-level mage may decide to memorize five 1st-level spells instead of the four he is normally allowed, at the cost of giving up his higher-level spells for that day. Or, he could choose to memorize four 4th-level spells, giving up all his lower-level spells, or strike any balance between the two extremes that he likes.

Specialist wizards receive the normal amount of spell points allowed to a mage of the same level, but also gain an amount of *bonus points*. These bonus points must be used to select spells from the specialist wizard's school of specialization, but the specialist can spend them as he sees fit. For instance, a 7th-level invoker normally receives one 1st-, one 2nd-, one 3rd-, and one 4th-level spell as a bonus for his specialization, but with spell points he could choose as many as six bonus 1st-level spells.

There are three general guidelines the wizard must still obey when memorizing spells by using spell points:

- The wizard must be well-rested and have access to his spell books in order to memorize spells. He still may memorize only those spells that he knows and has available at that time. It takes about 10 minutes per spell level to commit a spell to memory.
- The wizard is limited in the maximum spell level he may cast, based on his character level (and possibly his Intelligence score). For example, a 5th-level wizard is still limited to spells of 3rd-level or lower. (See Table 17: Wizard Spell Point Progression.)
- The wizard is limited in the maximum number of spells of each level that he can memorize, regardless of how many spell points he has available; for example, a 5th-level mage can't memorize more than four spells of any given spell level. Even 1st-level spells are difficult to memorize, and a wizard can't have more than nine spells of any one level in his memory, no matter how many spell points he has available. See Table 17.

Some of these guidelines are relaxed or ignored for the optional systems of magic described later in this chapter. These systems dispense with the old assumption that spells vanish from memory when cast and use other restrictions to limit a wizard's power.

Selecting Spells

A wizard uses his spell points to choose his arsenal of spells when he takes the time to rest and study his spell books. Most wizards pre-select their spells; if a wizard can memorize two 2nd-level spells, he picks two specific 2nd-level spells from his spell book (say, *invisibility* and *wizard lock*) and stores them in his mind. This is referred to as a *fixed magick;* once chosen, these spells cannot be changed until the wizard casts them and then studies his spell books again.

Some of the systems of magic described later in this chapter allow a wizard to designate *free magicks.* A free magick is one which the wizard does not place a specific spell into. By keeping the magick open, the wizard can use it to cast any spell of the appropriate level that he has in his spell books. For example, a 3rd-level specialist wizard might spend his spell points to acquire one fixed 2nd-level magick within his specialization (*invisibility,* for instance) and one free 2nd-level magick (see Table 18: Spell Cost by Level (Wizard) for spell costs). With the free magick, the wizard can cast any 2nd-level spell in his book when he needs it. If the wizard found himself in a situation where he needed to probe someone's thoughts, he could use *ESP;* if he needed to aid a friend involved in a fight, he could use *strength;* or, if he needed to distract some pursuers, he could use *improved phantasmal force.* As long as the spell is known to the wizard and recorded in his spell books, it's available through a free magick.

Obviously, this is a huge advantage for a wizard. Instead of guessing about which of his spells may be useful in a particular adventure, the wizard can have *all* of his spells of that level accessible. However, free magicks are less efficient than fixed magicks and cost more spell points to fill. Once the free magick has been used to cast a spell, it is wiped from the wizard's memory, just like a fixed magick.

*Argyth, a 6th-level mage, has a total of 55 spell points with which to purchase his spell selection. He expects heavy combat against tough opponents in the coming adventure. For 10 points apiece, he chooses three fixed 3rd-level spells—*fireball, lightning bolt, *and* haste. *Since he doesn't know which of his 2nd-level spells may be most useful, he spends 12 more points to acquire a single free 2nd-level magick, which can be used to cast any of his 2nd-level spells. He has 13 points left over and decides to memorize two* magic missiles, one protection from evil, *and one free magick* cantrip. *Argyth has spent his 55 points. He has one less 1st-level and 2nd-level spell than he would using Table 21 from the* PHB, *but he has an extra 3rd-level spell and the ability to call upon any 2nd-level spell and* cantrip *he knows once each.*

Tierwen is a 3rd-level invoker. She has 15 points available for general selections, plus 10 more points for spells of the school of invocation and evocation. She decides to select web *and* magic missile *for her bonus spells, using up all 10 spell points. For her normal allocation, she chooses* jump, light, *and* stinking cloud, *totalling 14 spell points. She has 1 point left over and has purchased exactly what a 3rd-level invoker would normally receive—three 1st-level spells and two 2nd-level spells.*

Chapter 6

Table 17:

Wizard Spell Point Progression

Wizard Level	Max. Spell Level	Max. Spells Memorized at Each Level[1]	Spell Points[2]
1	1st	2 (3)	4 (+4)
2	1st	2 (3)	8 (+4)
3	2nd	3 (4)	15 (+10)
4	2nd	4 (5)	25 (+10)
5	3rd	4 (6)	40 (+20)
6	3rd	4 (6)	55 (+20)
7	4th	5 (6)	70 (+35)
8	4th	5 (6)	95 (+35)
9	5th	5 (6)	120 (+60)
10	5th	5 (6)	150 (+60)
11	5th	5 (7)	200 (+60)
12	6th	5 (7)	250 (+90)
13	6th	6 (7)	300 (+90)
14	7th	6 (7)	350 (+130)
15	7th	6 (8)	400 (+130)
16	8th	6 (8)	475 (+180)
17	8th	6 (8)	550 (+180)
18	9th	6 (8)	625 (+240)
19	9th	7 (9)	700 (+240)
20	9th	7 (9)	800 (+240)
21+	9th	8 (9)	+100 (0) per level

[1] Number in parentheses applies to specialist wizards.
[2] Number in parentheses represents amount of bonus points specialist wizards can add to the base spell points.

Table 18:

Spell Cost by Level (Wizard)

Spell Level	Fixed Magick	Free Magick
cantrip	—	1
1st	4	8
2nd	6	12
3rd	10	20
4th	15	30
5th	22	44
6th	30	60
7th	40	80
8th	50	100
9th	60	120

Cantrips

The *cantrip* spell from the *Player's Handbook* is intended to describe a host of minor magical effects. In this system, a wizard may choose to memorize a *cantrip* as a 1st-level spell—just as it's described in the *PHB*—or he can memorize individual applications of *cantrip* for a cost of 1 spell point each. These one-shot *cantrips* have the exact same effect as the 1st-level spell, but each application consumes 1 SP and has a duration of one full turn.

All *cantrips* are free magicks by definition; the wizard can perform any minor magical feat appropriate for the spell, without selecting the precise incantation ahead of time. A wizard is limited in the number of cantrips he can memorize at one time; he can't allocate more than twice his number of spells allowed for each level to cantrips. For example, a 1st-level mage is limited to no more than two spells of each level, so he can memorize a maximum of four *cantrips*. A 6th-level mage is limited to four spells of any given level, so he can memorize up to eight *cantrips*.

All normal considerations for *cantrips* as described in the *PHB* still apply—they are minor magic, useful in role-playing or grandstanding but generally useless in combat. Of course, clever and resourceful players can create plenty of mayhem, even with magic as weak as this.

Exceeding the Spell Level Limit

If the DM agrees, a wizard character may learn and cast spells of a higher level than he would normally be allowed to know. This blurs the line of spell level distinctions, making the character's exact level somewhat less important; there will be spells a character can learn and use easily, as well as spells that will be extremely costly and difficult for the character to use.

Before a character can memorize a spell that's over his head, he has to learn it first. This means that the character must find, purchase, or otherwise stumble across a spell of the level in question and attempt a learn spells check to see if he can master it. However, when a character is dabbling in matters beyond his depth, his learn spells chance of success is *halved* for a spell one level higher than he should be able to use, and divided by *10* for a spell two levels higher than the maximum normally allowed. If a character does not succeed in learning the spell at this point, then he can try again at the level that he normally gains the spell. Under no circumstances can a character learn a spell three levels higher than his normal maximum—it's just too difficult, and he'll have to study his art for a while longer before he can make heads or tails of it. Also, because the spell is so difficult to learn, the wizard must memorize it as a fixed magick.

If the character succeeds in learning the high-level spell, he can then select it normally by using his spell points to memorize it. However, since the spell is extraordinarily difficult for the character, he must pay *twice* the listed normal fixed magick cost to memorize it. For many low-level characters, this will make the spell prohibitively expensive in any event; a 2nd-level specialist wizard only has a total of 12 spell points available, so he could just barely memorize a single 2nd-level spell of his specialty school. Note that a 2nd-level mage just doesn't have the points available to even try this feat.

Wizards of medium to high level have a better chance to use a spell that would normally be out of reach for them. For example, a 6th-level wizard normally is limited to 3rd-level spells, but with effort he can learn a 4th-level spell and cast it for 30 spell points, which is twice the normal cost of 15 spell points. Since a 6th-level mage has 55 spell points available, he actually has a few points left over to select other spells—although it's a very costly privilege!

Again, this is an optional rule, and the DM can decide to ignore it for his campaign. Note that all level-based characteristics of a spell depend on the caster's true level, so even if a 3rd-level wizard somehow acquired a *fireball*, it would only do 3d6 damage. (And he wouldn't have the points available to memorize it, anyway.)

Casting Spells for Greater Effect

Another variant rule available with the spell point system is casting spells for greater than normal effect. By "overcharging" a memorized spell (fixed magick only) with magical energy, a wizard can achieve results as if he were a wizard of much higher level. For example, a 2nd-level wizard is normally limited to a single *magic missile* when he casts the spell, but with this optional rule he can fire the spell as a 3rd-level character in order to create two missiles with the spell. Naturally, the wizard must devote additional spell points to the spell when he memorizes it. The price is 50% of the spell's base cost for each additional casting level stored with the spell.

Rarik is a 4th-level mage who wants to gain the extra damage potential of a third magic missile *when he casts the spell. Normally, a third missile is gained at 5th level, so Rarik wants to cast the spell as if he were one level higher. A 1st-level spell requires 4 spell points to memorize, but by spending 6 points (50% more than 4), Rarik gains the ability to cast this one spell as if he were actually 5th level. All level-based variables are affected, including range, area of effect, duration, saving throw modifiers, and any other appropriate factors, so Rarik incidentally gains an additional 10 yards of range with his investment.*

Later on in his career, Rarik decides that he'd like a fireball *with some extra punch. He's a 5th-level mage now, and the spell costs him 10 spell points. Rarik spends two 50% increments (a grand total of 20 spell points) to cast this* fireball *as if he were a 7th-level caster. The range increases from 60 to 80 yards, and the damage is 7d6 instead of 5d6.*

A character can't invest more than four additional levels into a spell, which would triple its cost, increasing it by 200% above the normal price. Most wizards find that it's more efficient to gain extra spells rather than overcharge a single one, but for spells with important breaks in power level based on the caster's level—like *magic missile*—one or two steps of increased casting level may be a good idea.

Reducing Spell Cost

Just as wizards can allocate extra energy to hold magicks free, cast spells of higher level than normal, or gain additional levels of casting ability, they may also save spell points by memorizing fixed magicks with limitations or reduced power levels. A spell may be reduced in cost by 25% (round up) per limitation selected, to a maximum reduction of 50% for two limitations. Restrictions include the following:

Reduced Spell Power: By investing a spell with less energy than normal, a wizard can save a few spell points. This reduces the caster's level by four, affecting range, duration, damage, and all other level-based variables. In addition, the spell can be more easily *dispelled*, since the effective casting level is used for this purpose.

If the spell has *no* level-based variables (e.g., *charm person*) this limitation cannot be selected. A wizard must be at least 5th level in order to take this limitation.

Prolonged Casting Time: The wizard can store less energy than normal in the spell, hoping to draw energy from his immediate environment when the time comes to cast it. This results in a lengthy period of gathering energy before actually releasing the spell. Spells with a casting time of less than one round require a preparation time of a number of rounds equal to the spell's listed casting time, so a spell with a casting time of 3 would require three full rounds of uninterrupted concentration before the wizard could actually cast the spell. Spells with a casting time of one round require one full turn to cast, and spells with a casting time of more than one round can't be reduced in cost through this limitation.

Special Casting Condition: By narrowing the focus and application of a spell, a wizard can reduce the amount of energy and effort required to commit it to memory. For example, the wizard can memorize a spell that can only be cast by the light of the moon or only affects certain types of objects (such as a *shatter* on crystal only). If the spell is particularly restrictive, the DM may allow a 50% reduction in cost. For example, a spell that can only be cast while the wizard is standing in one specific place of power in the middle of nowhere might qualify. Naturally, the DM should keep a *very* close eye on spells with this limitation; if it's not really a limitation, the wizard shouldn't catch a break for it.

Instead of requiring certain conditions to be right for casting, the wizard might have to take special steps to ensure that the target can be affected. For example, his *charm person* spell might require the caster to know the target's name or spend a turn conversing with the subject. Or, a *magic missile* might have no effect unless the wizard has touched the subject with his bare hand that day. It's even possible that a wizard may have a spell that automatically fails against a target wearing a certain color or carrying a lucky charm.

A wizard shouldn't have more than one or two casting conditions that he normally observes. It's fine for a shadow mage to have a number of spells that can't be cast in daylight, but if he also has another spell that can't be used while it's raining, and a third that only affects orcs, the character concept is clearly being discarded in favor of game effect.

Bonus Spell Points for High Intelligence

Just as priests of extraordinary Wisdom receive greater than normal spell powers, extremely intelligent wizards can gain a few extra spell points to reflect their superior minds and memorization skills. Under this optional rule, wizard characters gain a number of bonus spell points equal to their maximum number of languages, based on

Table 19:

Bonus Spell Points for Intelligence

Intelligence Score	Bonus Spell Points
9–11	2
12–13	3
14–15	4
16	5
17	6
18	7
19	8
20+	9[1]

[1] Maximum bonus allowed.

their Intelligence score. These spell points can be spent any way the character desires, as long as he doesn't exceed his maximum number of spells per level (see Table 17). The bonus points are shown on Table 19: Bonus Spell Points for Intelligence.

As noted on the table, a wizard with an Intelligence of 14 or better gains enough bonus points to memorize one additional 1st-level spell, which is comparable with the traditional priest bonus of an additional 1st-level spell for a Wisdom of 13 or better. A wizard with an Intelligence of 17 has enough points to use this bonus to gain an extra 2nd-level spell, or one extra 1st-level spell with a couple of spell points to spare.

DMs, take note: The cumulative effects of specialist wizard bonuses, signature spells, and this optional rule could allow a 1st-level wizard to begin play with as many as four 1st-level spells memorized at once! Obviously, this is a very significant boost in power for a low-level character. Allowing a character to gain bonus spell points for his Intelligence score is a reasonable optional rule, but it also inflates the game by drastically increasing the power of 1st- to 3rd-level wizards. It's a good idea to strictly enforce the limits on the maximum number of spells of each level (see Table 17) permitted to a wizard character.

Recovering Spell Points

Since spell points in this basic system represent the total memorization ability of a wizard character, they are recovered or regained just like spell capability in the standard AD&D magic system. In other words, if a character spends 10 spell points to memorize a 3rd-level spell, those points are "tied up" by holding the spell ready in the character's memory and can't be used to memorize another spell until expended. Spell points used to memorize free magicks are also tied up in the same fashion.

Once a character has cast a spell, the spell points used to hold that magick in memory are *gone*. The wizard must get a good night's sleep and re-study his spell book in order to regain spell points expended through casting spells.

Systems of Magic

The spell point rules described in the previous section basically duplicate the normal spell progression, casting, and recovery system of the AD&D game. Spell points provide more flexibility and some interesting options such as free magicks and the ability to cast spells of higher level, but the traditional trappings of magic remain the same—spells are learned through long, tedious study and forgotten once they are cast.

In this section, we'll take a look at several variant magic systems that use the spell point mechanics to create entirely different methods of using arcane powers. For example, many books in fantasy literature assume that channelling magical power through a character's mind and body is a dangerous and exhausting exercise; a character can cast spells as long as his stamina holds out. With these optional systems, a magic system that mirrors this traditional approach can be integrated into an AD&D campaign.

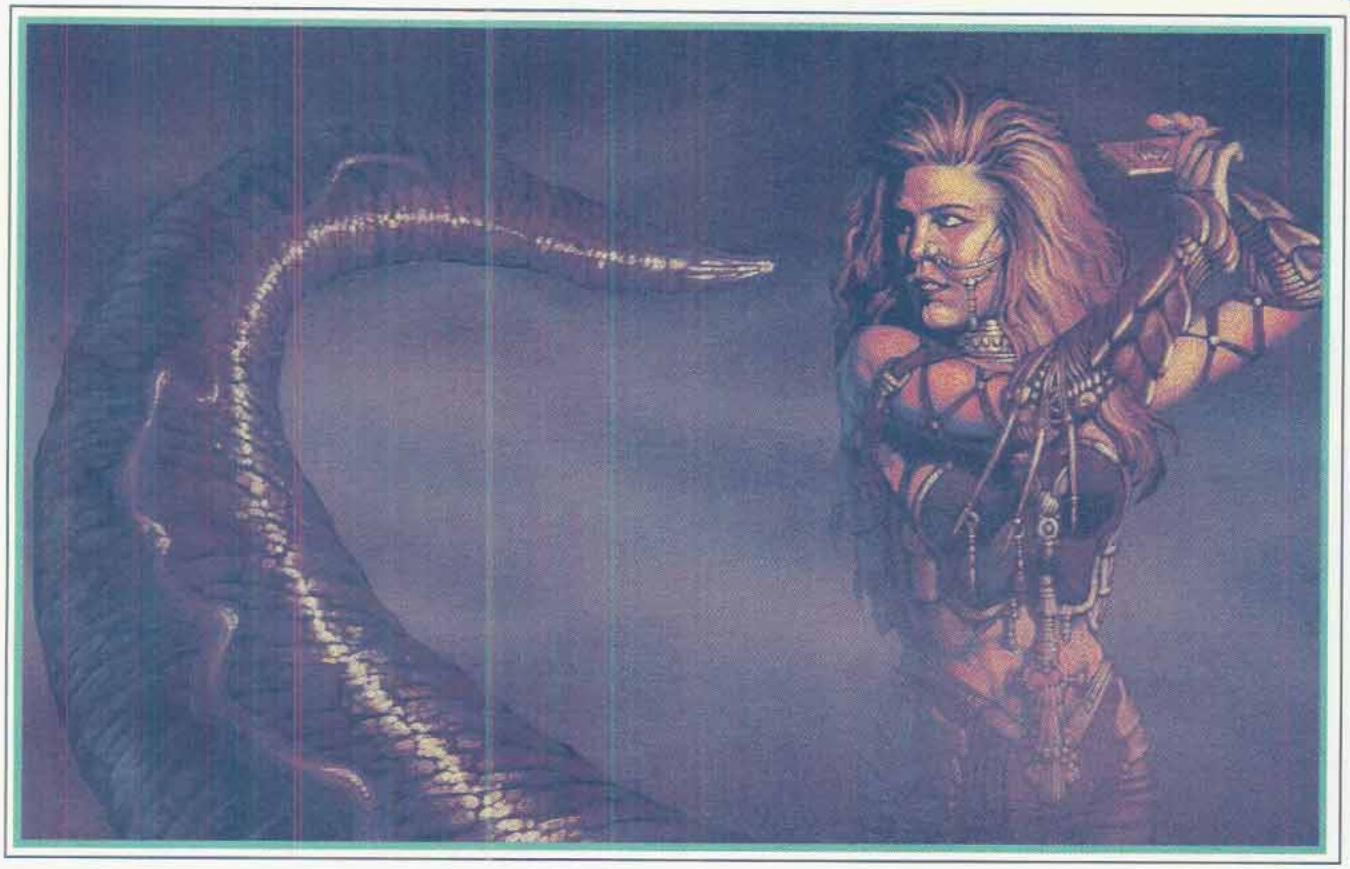
Channellers

Imagine wizards who do *not* forget spells as they are cast, but instead freely use any spell in their repertoire whenever they wish. Wizards in this system of magic are born with some special spark or gift that allows them to reach some hidden source or supply of magical energy and use this to power their enchantments and spells. A young apprentice knows only one or two ways to harness this energy into useful applications and has a very limited capacity for tapping and shaping magical energy, while a great archmage knows dozens upon dozens of spells and has a nearly unlimited capability for wielding magical energy.

While this may seem like a world where the wizards reign unchecked, there's an important catch: Reaching for and directing magical energy is a dangerous and taxing exercise, at least as difficult as heavy labor or prolonged exertion, and each spell a wizard casts leaves him weakened and vulnerable. In fact, wizards can exhaust their very lives by casting a spell that's too much for them to handle or by casting too many smaller spells in succession.

Channelling or summoning magical energy is a very common system of magic in fantasy literature. Here's how it works in the PLAYER'S OPTION rules: Basically, the wizard gains spell points as described in the beginning of this chapter, allocates them to fixed magicks or free magicks just as he wishes, and selects the particular spells he wants to have locked into memory as fixed magicks. (Since the wizard takes the time to impress these spells in his mind, it's easier for him to energize them with channelled magic, and thus the spell point cost is lower than free magicks.) The following optional systems from the previous section are used:

- Free magicks may be used to provide the wizard with access to any spell in his repertoire, although they're still more expensive than fixed magicks.
- The wizard may exceed his normal spell level limit using the optional rules described previously.
- The wizard may decide to cast spells for greater effect by simply spending more spell points when he actually casts the spell.



- The wizard can save spell points by choosing to cast spells with a prolonged casting time or at reduced power.
- Lastly, the wizard modifies his spell point total based on his Wisdom and Constitution scores; he may not gain bonus spell points for his Intelligence. The character's hit point adjustment for Constitution and his magical attack adjustment for Wisdom are added to or subtracted from his spell point total. If this lowers a 1st-level character to less than 4 spell points, he ignores the adjustments; all wizards have at least 4 spell points.

While the character may have some spell points "allocated" or "tied up" in various fixed and free magicks, this actually makes no difference for a channeller. The initial selection of spells is simply used to create a slate of spell powers that the character can access and to define the cost in spell points for making use of these powers. The character may cast any spell that he has available through either a fixed or free magick, except that the magick does not vanish from his memory once he's cast the spell. Instead, the character deducts the number of spell points required to energize the spell from his spell point total. For example, if a mage with 40 spell points has a *magic missile* memorized, he can cast that *magic missile* four times if he wants to!

Channellers and Studying Spells: Since spells never vanish from a channeller's memory, the character does not normally re-memorize spells during the course of an adventure. However, channellers have no particular obstacles to learning new spells or replacing the spells held as fixed or free magicks in their memory. The character must be well-rested and have access to his spell books. It takes 10 minutes per spell level for the character to memorize a new spell. In effect, he "overwrites" whichever spells he wishes to in order to change the allocation of spell points into free and fixed magicks.

Kerian, a 5th-level channelling invoker, wishes to change the spells he has memorized. Because of his Constitution bonus, he has 61 points to assign to various magicks. After resting, he decides to memorize one fixed (shield) *and one free 1st-level magick (12 SPs), two fixed magicks* (web *and* invisibility *for 12 SPs), and one prolonged casting time 3rd-level magick* (fireball *for 7 SPs), and one 4th-level magick that exceeds his level* (ice storm *at 30 SPs). After memorizing the spells, which takes 1 hour and 10 minutes, Kerian is ready to adventure!*

If a character wishes to change just one spell in his current repertoire, he still has to rest and memorize it. For example, if a mage wished to change his *magic missile* spell to a *shield* spell, then he would have to sleep for eight hours and spend 10 minutes committing it to memory.

Since spell points in this system represent magic potential or stamina (for lack of better words), expended spell points are naturally recovered as the character's fatigue fades and his strength returns. Just as a human who runs a wind sprint eventually recovers from his temporary exhaustion, a wizard who casts a spell will soon return to his full magical strength with a little rest.

Chapter 6

Table 20:

Spell Point Recovery for Channellers

Physical Activity	Spell Recovered
Hard exertion	none
Walking, riding	2 per hour, or 2% of normal maximum
Sitting, resting	4 per hour, or 5% of normal maximum
Sleeping	8 per hour, or 10% of normal maximum

Spell points are recovered as shown on Table 20: Spell Point Recovery for Channellers.

Characters recover a number of spell points equal to the percentage listed, or the whole number, whichever is better. For example, a 6th-level mage has 55 spell points. If he sleeps, 10% of 55 would be 6 (round up 5.5) spell points per hour, so he recovers 8 per hour instead. In fact, it's more advantageous for any mage of 7th level or lower to take the listed number, and mages of 8th level or higher to work with percentages instead. For specialists, 7th-level is the break point.

In addition to the long-term prospects of exhausting his spell points, a channelling wizard finds that each spell he casts temporarily tires him. See Table 21: Spell Fatigue.

Using the Fatigue Chart: When a wizard casts a spell, find the row that matches the caster's level and then read across until you find the level of the spell. The column it appears in indicates the fatigue caused by the spell. For example, if an 8th-level wizard casts a *fireball*, begin on the row titled "Wizard Lvl. 7–8" and read across until you find the listing for 3rd-level spell. This spell causes *moderate* fatigue for the character. If the wizard casts a 4th-level spell, he would suffer *heavy* fatigue.

Loss of Hit Points: If a character has been reduced to 50% or less of his maximum unwounded hit point total, the fatigue rating of the spell increases by one. If a character has been reduced to 25% or less of his normal hit point total, the fatigue rating increases by two categories. For example, a 5th-level wizard who normally has 16 hit points has been wounded and only has 8 hit points left. When he casts his *fireball* spell, he becomes *severely* fatigued instead of *heavily* fatigued. If he had tried the same spell with only 4 hit points, he would have been *mortally* fatigued, which is not good.

Loss of Spell Points: In a similar manner, a character who has depleted his magical energy is more susceptible to fatigue, too. The same rules apply for reduced spell point totals. Always count the character's spell points *before* the spell is cast, so a 1st-level wizard casting his first spell of the day is beginning with 4 spell points (or more) and not zero! Again, a loss of 50% increases fatigue by one category, and a loss of 75% increases it by two. Specialist wizards add their two point totals together for comparing the points spent to the original total.

Existing Fatigue: If a fatigued character casts another spell, increase the fatigue category of the new spell by one level if he is moderately fatigued, two levels if he is heavily fatigued, or three levels if he is severely fatigued. The character then acquires the new fatigue level of the spell he just cast, or stays where he was, whichever is worse. For example, if the 8th-level wizard mentioned above was already moderately fatigued and he cast a 2nd- or 3rd-level spell, the new spell would be considered heavily fatiguing because of his existing condition, and the wizard would become heavily fatigued. However, if the wizard had cast a 1st-level spell, he would have remained moderately fatigued.

Note that fatigue can accumulate from other sources than casting spells. In the *Player's Option: Combat & Tactics* book, there is a fatigue system based on rounds of combat. If this is in play, a wizard who fights for three or four rounds and then attempts to cast a spell may be in deep trouble. Characters who are *fatigued* under that system are considered moderately fatigued here, and *exhausted* characters are heavily fatigued.

Effects of Fatigue: Naturally, fatigued characters face some significant disadvantages, as shown below:

Lightly fatigued characters have no combat penalties, but they risk becoming more exhausted. Their movement rate is reduced to three-quarters normal, so most human and demihuman wizards will be reduced from a 12 to a 9. A lightly fatigued character might suffer from a slight headache or just feel tired.

Table 21:

Spell Fatigue

Wizard Lvl.	Fatigue Caused by Spell Level				
	Light	Moderate	Heavy	Severe	Mortal
1–2	—	cantrip	1st	2nd	3rd or higher
3–4	cantrip	1st	2nd	3rd	4th or higher
5–6	cantrip	1st, 2nd	3rd	4th	5th or higher
7–8	1st	2nd, 3rd	4th	5th	6th or higher
9–11	≤2nd	3rd, 4th	5th	6th	7th or higher
12–13	≤3rd	4th, 5th	6th	7th	8th or higher
14–15	≤4th	5th, 6th	7th	8th	9th or higher
16–17	≤5th	6th, 7th	8th	9th	—
18–19	≤5th	6th, 7th	8th,9th	—	—
20–22	≤5th	6th–8th	9th	—	—
23–25	≤6th	7th–8th	9th	—	—
26+	≤6th	7th–9th	—	—	—

Moderately fatigued characters suffer a –1 penalty to attack rolls and have their movement rates halved. Characters at this level of fatigue might have a persistent headache, slightly hazy vision, and pervasive muscle aches in random areas.

Heavily fatigued characters suffer an attack penalty of –2, and an Armor Class penalty of +1. Their movement is reduced to one-quarter normal. Not only does the character feel exhausted, but he also suffers from a splitting headache, aches all over and could suffer from nose bleeds, etc.

Severely fatigued characters suffer a –4 penalty to all attacks and a +3 penalty to their Armor Class. Their movement rate is reduced to 1. It is almost impossible for the character to stand up at this point (make a Dexterity/Balance check if the character moves). Of course, he can still concentrate enough to cast spells, but just barely. Other problems might be the inability to visually focus on anything for more than a second, extreme ringing in the ears, or whatever seems appropriate to the DM.

Mortally fatigued characters are incapable of attacking or effectively defending themselves and collapse into a trembling heap immediately. The character must attempt a saving throw vs. paralyzation; if he fails, the strain proves too much and he perishes. If he passes, he remains unconscious for 1d6 hours before awaking severely fatigued. Obviously, a channeller should be extremely careful when he begins to feel tired—he can cause his own death if he overdoes it.

Now that Kerian is armed with spells, he decides it's time to head on out. As he is traveling through a lightly forested area, he finds himself facing down several large spiders. Thinking quickly, he casts his invisibility *spell. As a result, he loses 6 spell points and becomes moderately fatigued. In an attempt to get into a better defensive position, Kerian also realizes that he is too weak to even think about trying to run away. He manages to stumble against a jutting boulder. In the meantime, the spiders are having trouble finding the invisible invoker. Kerian takes this opportunity to prepare his prolonged casting time version of* fireball. *After three rounds of gathering energy, Kerian blasts the wicked group of spiders. Not only does he spend 7 spell points, but now he is severely fatigued. Gasping for breath and sweating profusely, he watches the burnt remains of the spiders. Without warning, another large spider bites Kerian. Now he is faced with a quandary. If he casts even a 1st-level spell, he could perish. But then, if he doesn't, he will most certainly die. Kerian manages to cast a final* magic missile *(the free 1st-level magick that had cost 8 SPs) at the remaining spider before lapsing into unconsciousness.*

Recovering from Fatigue: Of course, wizards don't stay exhausted forever. Just as their spell points will eventually replenish themselves, their physical capacities will also return. In order for a wizard to "lose" one step of fatigue, he must make a successful saving throw vs. paralyzation.

Lightly or *moderately fatigued* characters can attempt a saving throw for each round of resting.

Heavily fatigued spellcasters can attempt a saving throw for each turn of resting.

Severely fatigued wizards can attempt a saving throw for each full hour of resting.

Each extra round, turn, or hour (as appropriate) spent resting gives the character a cumulative +1 bonus on his saving throw, so a heavily fatigued wizard who rests three turns attempts three saving throws—the first with no modifier, the second with a +1 bonus, the third with a +2 bonus, and so on.

After four hours, Kerian regains consciousness and sits up. He is severely fatigued but managed to accrue 8 spell points for each hour that he was unconscious, which brings him up to his full amount. Since there doesn't seem to be any immediate danger, he decides to stay where he is for an hour. At the end of the hour, Kerian succeeds at a saving throw vs. paralyzation. Although he is now only heavily fatigued, he still doesn't feel like moving around (his aching body is making him feel slightly nauseous). After two turns and three rounds, Kerian succeeds at two more saving throws. He stands up and resumes his path.

Warlocks and Witches

In a great amount of literature and folklore, magical abilities are considered supernatural; they're not normally attainable by most humans, but instead represent gifts or lore granted by dangerous powers. Wizards who subscribe to these beliefs do not learn spells from study and research; instead, they constantly seek to make contact with more knowledgeable (and therefore perilous) entities of extraplanar origin. The best of these creatures can be considered chaotic or neutral, while the worst are creatures of such malice and power that the wizard risks his body, mind, and spirit when merely contacting these entities.

Wizards who rely on these patrons for magical power are known as warlocks or witches. Imps and familiars teach them their first spells as novices, and as they grow in power they seek more and more powerful tutors. Magic comes easily to these characters, a supernatural boon that allows them access to all the normal spell powers of a standard wizard. There is a grave risk involved with contacting these extraplanar powers: the risk of losing one's spirit to the powers that grant the wizard his spells. Magic itself is seen to be *wrong* for mankind, an abomination of nature, and people believe that wizards who dabble in such things will eventually be consumed by the hungry powers they bargain with for power.

Warlocks use the spell point system as described earlier in this chapter, with the following notes:

- Free magicks may be used to provide the wizard with access to any spell in his repertoire, although they're still more expensive than fixed magicks.
- The wizard may exceed his normal spell level limit using the optional rules described previously.
- The wizard may decide to cast spells for greater effect by simply spending more spell points when he actually casts the spell.
- The wizard can save spell points by choosing to cast spells with a prolonged casting time, reduced power, or spells with a special casting condition.
- Warlocks and witches gain bonus spell points for high Intelligence scores.

In this system of magic, a wizard uses his normal allocation of spell points to select his arsenal of spells. Like the

channeller, the character doesn't actually *spend* his spell points until he actually casts a spell, and his battery of spells remains in his memory without vanishing. In other words, the warlock may make use of any of his memorized spells freely until he runs out of spell points. However, please note that the warlock may never cast more than nine spells of any one level in the course of a single day.

However, all warlocks and witches have a serious limitation: Each time they spend spell points to cast a spell, they risk attracting the attention of a chaotic or evil power. The character has a percentage chance equal to the number of spell points expended, minus his character level, of being forced to take a step into the pact of service with the malevolent power. For example, a 7th-level wizard casting a 4th-level spell (15 SPs) has an 8% chance of drawing too much of his patron's power and being required either to add to the debt of service that he owes his masters or start on the path of servitude to another dark master. There's always at least a 1% chance of this happening, regardless of the character's level.

The first few steps of service are easy for the character, and not too great a burden. In fact, when the character begins play as a 1st-level initiate, there are no particular game or role-playing effects of his allegiance to these powers, although some societies may shun or persecute anyone who publicly admits to trafficking with supernatural powers. Increasing levels of servitude to the warlock's patron may have the effects shown below; the DM is encouraged to be creative and malevolent. Note that these stages of commitment parallel the Dark Powers checks of the RAVENLOFT® campaign setting.

Stage One, Enticement: The character's patron grants him a gift of some kind, but one that comes with a price. He gains a minor unnatural feature or trait that gives him both an advantage and a disadvantage. These could be red-glowing eyes that permit him to see 30 feet in the dark; small horns, fangs, or talons that can be used to inflict 1d4 points of damage in hand-to-hand combat; the ability to *hide in shadows* as a thief of equal level; acute hearing or sense of smell, giving the character a +1 bonus to surprise checks; or the ability to *speak with dead, speak with animals*, or use some other 1st- or 2nd-level spell as a granted power once per day. In return, the character acquires a visible mark, feature, or characteristic that marks him as one who deals with forbidden powers: his footprints are backwards, his voice is unnaturally raspy and sepulchral, his face shows some concealable mark of his allegiance, or whatever else the DM decides is appropriate. The general effect causes a –1 to –2 reduction to Charisma.

Stage Two, Invitation: The warlock's patron powers grant the character enhanced abilities of some kind, but the strengthening of their bond also brings periods of weakness or vulnerability on the character. The enhanced abilities could be a +1 to +2 bonus to any ability score, a bonus of +5 to +10 hit points, or superhuman stamina that allows the character to ignore minor fatigue or the need to sleep for more than four hours. In return, the character must suffer through periods of weakness when his patron is distant or inaccessible. For example, the character may have the spell point costs of his spells doubled during daylight, moonlight, in temples or sacred ground, or on ships or boats. The more powerful the advantage, the more universal the character's disadvantage. In addition to his lapse in magical power, the character may also suffer a halved Constitution, Strength, or Dexterity score for as long as the condition persists.

Stage Three, Touch of Darkness: The warlock's hitherto concealable features or subtle traits become so widespread or deformed that there is no chance of concealing what he is without magical aid. For example, he may sprout great bat-shaped wings that permit him to fly with a movement of 15 (C), his body may develop satyr-like hoofed goat legs that permit a movement of 18, small horns may lengthen into dagger-sized weapons capable of inflicting 1d6 damage each, his skin may become scaly or leathery for a natural AC of 6, he may sprout a spiked tail that permits him to attack for 1d6 damage, or his blazing eyes may *cause fear* in anyone who meets his gaze. Unfortunately, these sinister developments usually prevent the warlock from associating in normal human society for the rest of his life, with a loss of 3 to 6 points of Charisma. In addition, the character acquires some ghastly habit or dependency that marks him as a creature of darkness. For example, the warlock may have to drink blood once per day, eat raw meat or dirt, or sleep only in graveyards. The character's alignment changes one step towards evil or chaos to match that of his patron, incurring the normal penalties for a change of alignment.

Stage Four, Embrace: The warlock gains some supernatural immunity or resistance, but also acquires a supernatural vulnerability. For example, he may gain the ability to only be struck by magical weapons, as well as immunity to *sleep* and *charm* spells, resistance to spells of a certain school, immunity to poison, the ability to assume *gaseous form* (much like a vampire) or some other powerful attribute. The price he pays is a vulnerability such as susceptibility to holy water and turning attempts by priests, the inability to stand contact with common materials such as cold iron or garlic, or the inability to set foot on sacred ground. (Take a look at the customized limitations in Chapter 1 for more ideas.) This weakness can be deadly if used against the character by enemies who discover its existence.

The character's alignment changes one additional step towards that of his patron, possibly incurring penalties for the change. In addition, there is a 1% cumulative chance per day that the character's patron *compels* him to undertake some service or observe some rite. The character is controlled by the DM for 1d6 days before he regains full command of his faculties.

Stage Five, Creature of Darkness: Eventually, the warlock's pact with darkness overcomes whatever vestiges of humanity remain in his heart, and he becomes a slave to the powers that raised him. At this point, the warlock is no longer viable as a player character and passes permanently into the DM's hands as an NPC. Powerful new abilities manifest, such as magic resistance, additional increases of ability scores, and powers associated with undead monsters or fiends of various sorts.

Resisting the Descent: Fortunately for player characters, warlocks can attempt to resist the encroaching evil by fighting off the descent into darkness by sheer force of will. However, this is not easy. When the character's use of spell points creates the possibility for a descent to

a new level of servitude, the warlock can acquiesce and accept the new stage, or he can fight to retain his independence. This requires a saving throw vs. breath weapon, with a penalty equal to the level the character is threatened by—a warlock at Stage Three who is in peril of falling to Stage Four makes his saving throw with a –4 penalty. The psychic turmoil of this conflict completely occupies the character's attention for 1d3 days, during which he cannot cast spells and fights with a –3 penalty to his attack rolls.

Warlocks and Recovering Spell Points: Witches and warlocks don't automatically recover spell points with the passage of time. For these spellcasters, spell points represent an ever-dwindling store of magical strength that can only be recharged with significant risk. Once the character's spell points have been expended, he must perform a special ceremony or rite to summon his extraplanar sponsors and negotiate with them for additional spell power. This requires at least eight hours per character level, which means that a high-level wizard may require several days in order to renew his spell powers.

This ceremony restores the wizard to his full allocation of spell points; at no time can the wizard have more spell points than the maximum permitted for his level, specialization, and Intelligence bonus. When the character advances in level, he gains the full allotment of spell points for his new level without resorting to the ceremony.

Studying Spells: Like channellers, warlocks can change their allotment of spells and free and fixed magicks by resting and sitting down with their spell books.

The Warlock Campaign: If this variant magic system is used in play, wizards are generally detested by the rest of the world. Invariably, they turn towards evil as the beckoning power of darkness lures them into its embrace. Playing a heroic wizard in such a setting will be extremely difficult; by the time most wizards reach 5th or 6th level, they'll be well on their way to becoming menaces to the lives and sanity of all around them. A good-aligned witch or warlock would be extremely scarce, since the basic premise of this entire system of magic is that the end justifies the means—a difficult concept to reconcile with the precepts of good. These rare wizards must carefully ration their spells, using their magical powers only in the direst situations, or they'll soon find that they've set foot to a road from which they cannot turn back.

Defilers and Preservers

All forms of life contain a spark of magical energy, sharing a mystical life force that a wizard can use to power his spells. In order to cast a spell, the wizard slowly and carefully gathers this power of life until he has accumulated enough energy to create the enchantment he desires. Wizards who cast their spells in this manner are known as either defilers or preservers, depending on whether they destroy the vegetation from which they draw their magical power or work carefully so that the vegetation may live. Most wizards can only draw energy from plant life, but at the very highest levels, defilers and preservers can actually draw away the



life force of animals as well.

Wizards who rely on the energy of life in order to cast their spells are a fairly common archetype in fantasy literature, but the model you may be most familiar with is the DARK SUN campaign setting. While defilers and preservers may seem to be inextricably tied to the world of Athas, there's no reason the DM couldn't introduce this system of magic into any campaign. Defilers and preservers use the spell point system as described at the beginning of this chapter with the following options:

- The wizard can exceed his normal spell level limit by using the optional rules described previously.
- The wizard may decide to cast spells for greater effect by accumulating extra spell points before actually casting the spell.
- The wizard can save on spell points by choosing to cast spells with reduced power.

The defiler or preserver uses his allocation of spell points to select his array of spells normally. However, *none of these spells may be cast until the wizard gathers enough energy to do so.* To gather energy, the wizard concentrates on drawing the life force that surrounds him into his body, draining it away from the nearby vegetation. If the wizard chooses to defile his surroundings, the vegetation is destroyed by this process, but a careful wizard can draw only enough energy to cast his spell, leaving the vegetation around him alive and intact.

A preserver can accumulate spell energy at the rate of 4 spell points plus 1 spell point per level each round; for example, a 4th-level preserver can accumulate 8 spell points in one round of absorbing energy. If the preserver can gather the required number of spell points in a single round, he may cast his spell in the same round, but otherwise he may be forced to extend his casting time by one or two full rounds in order to collect the required energy. A preserver can't "hold" the energy; he can only *collect life energy as part of casting a spell.*

Since accumulating energy takes time, the character may suffer penalties to his initiative depending on how many spell points he draws in a single round, as shown on the Table 22: Initiative Modifiers for Preservers and Defilers. Accumulating energy requires the character's full attention, so he cannot engage in melee or move at more than a fast walk while doing so. However, drawing energy is not actually part of the spellcasting process and is not interrupted by suffering damage, failing saving throws, or other such things as long as the character remains conscious and free of movement.

Table 22:
Initiative Modifiers for Preservers and Defilers

Spell Points Accumulated	Initiative Modifier
3 or less	–1 bonus
4 to 6	none
7 to 14	+1 penalty
15 to 29	+3 penalty
30 to 39	+5 penalty
40 to 49	+7 penalty
50 or more	+9 penalty

The initiative modifier is based on the number of spell points accumulated *in the round in which the spell is cast.* In other words, a character may be wise to draw the minimum number of points necessary to avoid a hefty initiative penalty for "overcharging" himself for the spell.

Dynos, a 5th-level preserver, is casting a haste *spell. He can accumulate as many as 9 SPs per round (4+5), but his spell requires 10 SPs to cast. Dynos spends one entire round gathering energy and must gather at least 1 more spell point in the following round in order to cast his haste spell. If he draws his full allotment of 9 more SPs, he suffers a +1 penalty to his initiative. On the bright side, if he only draws the one point in the second round, his* haste *spell will gain an initiative bonus to its casting time.*

Rowan, an 11th-level preserver, normally gathers 4+11, or 15 spell points per round. In order to cast her cone of cold *(a 5th-level spell), she must gather 15 spell points in one round, plus an additional 7 in the following round, which causes her to take a +1 penalty to her casting time in the second round. However, Rowan is capable of casting any spell of 4th level or less in a single round.*

Instead of drawing just enough energy to cast the spell desired, a preserver or defiler can choose to continue to accumulate energy in order to increase the effective casting level of the spell, as described in the first part of this chapter. Each additional casting level requires an investment of 50% more spell points, so Dynos could cast his *haste* as a 6th-level wizard by spending 15 SPs instead of 10 SPs to cast it. Similarly, a character may draw less energy and cast a reduced-power version of the spell. In any event, the initiative modifier is always based on the number of points accumulated in the round in which the spell is finally cast. Rowan could decide to cast her *cone of cold* with one extra level of ability, but she now requires 33 SPs to do so and must gather energy for two full rounds before unleashing the spell in the third.

The great advantage of the defiler lies in the speed with which he can gather energy, since he doesn't care whether the life around him survives or not. Defilers accumulate 4 spell points plus 2 spell points per level in one round of gathering energy. For example, a 4th-level defiler can amass 12 spell points per round, instead of the maximum of 8 allowed a preserver of the same level. Unfortunately, the act of defiling destroys an area of 1 foot in radius per spell point acquired in this fashion, so the defiler above would raze a circular area 12 feet in radius in one round of defiling.

Once a preserver or defiler casts a spell, it is wiped from their memory just like a normal wizard's spell. Preservers and defilers can re-study their spells or change their spell selections as if they were standard mages.

The Pain of Defiling: On the surface, it may seem that there's no reason to be a preserver when defiling offers such easy access to power. However, there's a price to be

paid. The wanton destruction of life for personal power is not a good act; defilers can't be good in alignment. In fact, most defilers tend to have evil tendencies, if not an evil alignment. Secondly, the land destroyed by a defiler remains useless for hundreds of years; the ground may as well have been salted or poisoned by the character. Of course, if the general populace of an area were to find out that a character is a defiler, that character would most likely be hunted down. Destroying the land is considered an evil act by most people—especially the people who have to work with it.

In addition to destroying mundane vegetation, defiling inflicts 1d3 points of damage per spell level (a successful saving throw vs. spell allows half damage) to any plant-based monsters or creatures caught in the radius of destruction. And while animals (including humans and demihumans) don't suffer damage from the energy drain of most defilers, it is a painful and unnerving experience that forces those characters caught in its grip to suffer a +1 penalty to initiative per spell level; a 5th-level defiler casting a *fireball* will cause those standing near him to take a +3 penalty on their next initiative roll.

High-level defilers (21st level or higher) may also gain the ability to drain life energy from animals as well as plants, increasing their power draw to 4 SPs plus 3 SPs per level. All living things caught in the defiler's radius of destruction (except the defiler himself) suffer 1d6 points of damage per spell level. Obviously, this is an act of irredeemable evil, and it will make the defiler an enemy of all the forces that protect life and nature.

Alienists or Summoners

Alienists deal with powers and entities from terrifyingly remote reaches of space and time; for them, magical power is nothing more than the triumph of the mind over the rude boundaries of dimension and distance. With knowledge and strength of will, the eons that lie between the stars themselves can be conquered, and unspeakable things from the endless black gulfs of space whisper terrifying secrets to the wizard who dares communicate with them. Each spell, formula, or enchantment represents a hidden truth in the structure of universe, a secret man was not meant to know, and the alienist plunges without fear into abysses of chaos and entropy that would blast a weaker man.

While the warlock deals with supernatural powers, his patrons are creatures with near-human intelligence and motivations. They may embody vice, malice, or corruption of the worst sort, but these are human faults. On the other hand, the alienist's allies are entities of cosmic evil older than time itself and thankfully ignorant (or uncaring) of the very existence of mankind.

A campaign that features this philosophy of magic is a dark and dangerous one indeed. The cosmology of an alienist campaign necessarily reduces human deities and powers to mere phantasms or petty children, who are themselves blissfully ignorant of the outer gulfs that surround humanity. If the DM decides that contact with alien powers is the source of magical ability in his campaign, player character wizards should be extremely scarce.

Alienists fall into three general categories: priests, intellectuals, and scholars. Since the alienist's patrons are powers in their own right, many cults or forgotten religions venerate these entities, and some alienists are priests or students of these vile societies. Intellectuals are characters who simply desire more and more knowledge, the chance to plumb the reaches of space and time with the power of their minds; all too often, these alienists blunder into a dimension or a being that is so inimical to human thought or perception that they return as raving lunatics. The last type of alienist, the scholar, is a character who approaches his work with the greatest caution. Often, the scholar's goal is to learn just enough to interfere with another alienist, and nothing more; he understands that there are things human eyes should never see, and carefully avoids them.

The alienist progresses as noted under the spell point system, with the following options in use:

- The wizard may only choose fixed magicks.
- The alienist may exceed his normal spell level limit, with the penalties described in the beginning of this chapter applied.
- The alienist can choose to reduce the spell point cost of a spell by making use of a prolonged casting time or selecting a special casting condition.
- The character gains bonus spell points for his Intelligence score, as described earlier in this chapter.

Alienists memorize spells normally by using their spell point allocation to choose how many spells of which level will be available. When selecting spells, an alienist can reduce the spell's cost by choosing a longer casting time or special casting condition. The alienist's spells are cast normally and vanish from memory after use, and he recovers spell points normally, so on the surface the alienist seems to be fairly close to a standard wizard—the flexibility of the spell point rules simply allows him to customize his arsenal of spells.

Unfortunately for the alienist, *learning* a spell in the

Table 23:

Risk of Insanity by Spell Level

Spell Level	Chance of Insanity[1]	Modifier to Random Insanity Chart Roll
1st	4%	none
2nd	6%	none
3rd	10%	+5%
4th	15%	+10%
5th	22%	+15%
6th	30%	+20%
7th	40%	+25%
8th	50%	+30%
9th	60%[2]	+40%

[1] Increase the chance of insanity by one level if the wizard succeeds in his learn spells roll; for example, if a character learns a 3rd-level spell, his insanity chance is actually 15%. The modifier to the insanity chart is still based on the spell's actual level.
[2] Maximum chance of insanity

first place is the problem. At 1st level, the alienist begins with 1d4+1 1st-level spells. Each spell he attempts to learn after this initial selection places his sanity at risk. (The chance of insanity varies with spell level; see Table 24: Risk of Insanity by Spell Level.) Although the secrets unveiled by the spell may drive the wizard mad, going insane doesn't prevent the wizard from learning the spell. In fact, the comprehension of a particular spell is far more unbalancing than attempting to learn a spell and failing, as reflected by the increased chance for insanity when a character *succeeds* in his roll.

Conducting spell research, investigating the formulae for potions or scrolls, or researching the ingredients or process for creating a magical item all create a chance for insanity. The level of the spell in question (or the nearest equivalent spell in the case of a potion, scroll, or magical item) is used for the insanity check.

If the wizard fails his insanity check, he must attempt a saving throw vs. death magic with a penalty of –2. If successful, the wizard is merely delirious or incoherent for 1d3 days as he tries to reconcile his notion of the cosmos with the awful truth revealed to him. During this time, the character cannot cast spells, and fights with a penalty of –1 to his attack rolls. If the wizard fails both the insanity check and the following saving throw, he must roll on Table 24: Random Insanity Chart.

Many of these conditions are not true forms of madness, but instead represent plagues, curses, or afflictions that may trouble the character. High-level spells are much more dangerous than low-level spells for this purpose, since the most powerful spells grant the wizard insights into the blackest gulfs of cosmic horror. The following list detail effects of the various conditions:

Delirium: The character lapses into a state of delirium lasting for 3d4 days during which he wanders aimlessly and mumbles to himself or rants and raves. He does not recognize friends and is incapable of any rational action; he is easily frightened and flees most encounters. The character cannot cast spells, and if he is restrained or threatened by combat, he becomes catatonic for 1 to 6 hours. After the delirium passes, the character returns to normal.

Disorientation: The wizard's surroundings make no sense to him, and he is temporarily unable to recognize places, people, or even his own possessions. Unlike amnesia, the character retains command of his normal skills and abilities, although he fights with a –2 penalty to his attack rolls and has a 20% chance of miscasting spells. However, he has a difficult time initiating or following through on actions; if told to stay put, he may wander off, or if his comrades flee from a monster, he might remain behind, unaware of his danger. The character has a 5% chance per day, cumulative, of recovering from his state.

Attraction: The character develops an unhealthy obsession with a particular place, thing, or type of item. This manifests as an uncontrollable desire to be close to the subject of the attraction. Good examples might be a particular star in the sky, a mountain, a special site, the sea, an artifact or item, and so on. This desire drives the character to drop everything he's doing and travel to the site (or in its direction, in the case of a celestial object). If the wizard's friends stop him, he'll become disoriented for 1d6 hours, and then bend all his efforts towards resuming his trek by whatever means are necessary. There is a cumulative 5% chance of recovery per day.

Phobia: Exposure to some terrifying stimulus leaves a lasting mark in the character's psyche and makes him mortally afraid of some condition or creature. A character confronted with the subject of his phobia automatically flees the scene with all possible speed for at least 1d3 full turns. If the character cannot escape the condition, he lapses into a catatonic state that lasts for 1d6 days. The DM can assign an appropriate phobia, or roll on Table 25: Phobias.

A character does not normally recover from a phobia, but certain spells or psionic effects may desensitize him to his fear or repair his mind.

Table 24:
Random Insanity Chart

d100 Roll[1]	Result
01–15	Delirium
16–20	Disorientation
21–24	Attraction
25–37	Phobia
38–40	Paranoia
41–46	Alienation
47–53	Amnesia
54–61	Hallucinatory insanity
62–64	Melancholia
65–69	Dementia praecox
70–74	Monomania
75–79	Mania
80–81	Manic-depressive
82–89	Hebephrenia
90–95	Catatonia
96–103	Delusional insanity
104–114	Schizophrenia
115–119	Homicidal mania
120–124	Psychic translocation
125+	Pursuit

[1] *The spell level modifies this roll; see Table 23.*

Table 25:
Phobias

d10	Phobia
1	Acrophobia (heights)
2	Agoraphobia (open spaces)
3	Astraphobia (storms)
4	Claustrophobia (small spaces)
5	Demophobia (crowds)
6	Entomophobia (insects)
7	Monophobia (being alone)
8	Necrophobia (dead things)
9	Pyrophobia (fire)
10	Scotophobia (darkness)


THOMAS
MANNING

Paranoia: A wizard afflicted with this form of insanity becomes convinced that the agents of the Outer Powers are abroad in his world, his homeland, and even in his home town. They could be anywhere. At first, he is merely suspicious of strangers, but as the condition progresses, his suspicion spreads to those nearest him—his friends and family—and grows in strength, so that he begins taking precautions to guarantee his own safety. These precautions eventually include lethal attacks and plots against his former allies and friends.

The paranoid's condition only grows worse as time passes; without magical healing or psychic surgery, he will not recover. Generally, a paranoid PC becomes a NPC under the DM's control after 1d6 months have passed, or whenever the DM feels that the player isn't role-playing his character effectively anymore.

Alienation: The character experiences an acute sense of dislocation or *wrongness* in his surroundings. He is certain that he belongs somewhere else, although he cannot say where that might be. While the paranoid experiences alienation towards people, an alienated character regards everything in his surroundings—people, places, and things— as unnatural and threatening. As the condition progresses, the character loses his ability to function in society and gradually sinks into dementia praecox or catatonia over the course of 1d6 months.

Amnesia: Unable to absorb the secrets revealed to him, the wizard instead purges his mind of anything that reminds him of the horrors he has explored. Only his language skills remain; everything else—his class skills, his proficiencies, knowledge of people and places—vanishes. He retains his hit point total and original saving throw values, but for all other purposes he is now a 1st-level character with no proficiencies. The amnesiac has a noncumulative 10% chance of recovery each month. During his amnesia, the character may actually begin his adventuring career all over again, possibly even changing class and alignment.

Hallucinatory insanity: The character's insights into the true nature of things leave him with the ability to perceive sights, sounds, or sensations from the awful, alien dimensions that parallel our own. To other characters, the wizard appears to be hearing things, seeing things, or experiencing things that don't exist. Unfortunately, these hallucinations have a very tangible reality for the character himself, and for any given action he undertakes—casting a spell, making an attack, even trying to walk across a room or study his spells—there is a 33% chance (2 in 6) that one of his hallucinations distracts him, preventing him from completing the action. Each month, there is a 10% chance that the character learns how to ignore these frightful apparitions and regains control of his perceptions.

Melancholia: The insignificance of humanity in the face of the Outer Powers is a terrifying concept, and a wizard afflicted with melancholia suffers endless fits of brooding and depression as this knowledge sinks into his mind. Each day, there is a 5% cumulative chance that the character experiences an acute episode that completely disables him for 1d3 days. The melancholic will have no volition to travel, fight, cast spells, or even look after his own survival, although his friends may be able to lead him along on a journey or keep him out of the way on an adventure. Melancholia persists until magically or psionically treated.

Dementia praecox: This condition is similar to melancholia, but consists of a hopelessness or loss of volition. The character just can't bring himself to care about what is going on around him, even ignoring direct attacks or immediate threats to his life. Each time the character attempts an action, such as undertaking a journey, participating in a fight, or casting a spell, there is a 50% chance (3 in 6) that his dementia overwhelms him and he instead does nothing. If the character loses his will to fight, he will not even defend himself, losing any Dexterity adjustments to AC and suffering other penalties as the DM deems appropriate. Dementia praecox persists until magically or psionically treated.

Monomania: The wizard becomes obsessed with a single goal and works ceaselessly until his goal is achieved. Depending on the alienist's origin, it might be the summoning of one of the Outer Powers, the secret of the next spell level, or the destruction of a particular cult or occult tome. As long as the wizard can pursue his goal, he can undertake any actions that further his purpose, but if he is somehow blocked or prevented from acting, he is likely to lapse into catatonia or become manic. Note that the wizard's single-minded devotion to his cause is not healthy; he ignores sleep, goes without food, and otherwise neglects both himself and others. Monomania persists through 1d4 linked, long-term goals; when the wizard accomplishes them, he more or less returns to normal.

Mania: Terror of unimaginable depth turns the alienist into a stark, raving madman. Every day, there is a 25% cumulative chance that he will suffer a manic episode lasting 1d6 hours, during which he attempts to attack or destroy anything around him. The maniac's Strength is incredible; a character's Strength increases by 6 points (count each percentile category of 18 as one point), to a maximum of 19. While the maniac is raging, he can easily turn on and kill people close to him, but he's just as likely to run off or try to gnaw the bark off a tree. Even if the wizard is temporarily in control of his senses, he cannot cast spells or embark on long or complicated tasks; the struggle to retain control consumes too much of his attention. The alienist has a 5% chance per month of recovering his stability.

Manic-depressive: This condition combines the worst features of mania and melancholia. Every 1d4 days, the character's mood swings from the one condition to the other. A manic-depressive's condition lasts until magically or psionically treated.

Hebephrenia: Some horrors can forever destroy the mind unfortunate enough to perceive them; a character suffering from hebephrenia withdraws from reality into a childlike state, wandering aimlessly, ignoring most external stimuli and babbling or mumbling to himself constantly. This condition is completely debilitating. The character is effectively *feebleminded*, unable to participate in normal society or survive without constant care. The alienist may never recover from such a profound shock and has only a 5% chance (noncumulative!) per month to regain his sanity.

Catatonia: The catatonic completely withdraws from reality, ignoring all forms of external stimulus. He cannot move, speak, or act in any way, and may even ignore food placed in his mouth or painful injuries. There is only a 5%

chance per month (noncumulative) that the catatonic will recover from his state, although it is possible to provoke a catatonic into a temporary rage lasting 1d6 rounds by continuously annoying or pestering the poor fellow.

Delusional insanity: The alienist believes that he is something other than himself. In many cases, he believes that his mind or persona has been placed into the wrong body, believing that he is actually a creature or entity of some distant dimension trapped in human form. The steps he takes to rectify this could range from attempts at suicide to complex summonings designed to open the "right" dimension to him. The character may refuse to recognize his former friends and companions, or seek new allies more appropriate to his "true" self, but he generally retains all his skills and abilities. There is a 5% chance per month that the delusion may end of its own accord; otherwise, only magical or psionic treatment can help the character.

Schizophrenia: An alienist's encounter with schizophrenia is an extraordinarily dangerous event. An entity or power from the outer reaches of the cosmos invades the alienist's body, forming a second personality that has its own goals and skills distinct from the wizard's normal personality. This second persona may wish to do nothing more than observe the host's world, or it may plot to open a dimensional gateway to the plane of its origin and bring others like itself to the mundane world.

Each day, there is a 25% chance that the second personality takes over, retaining control for 1d4 days while it pursues its own purposes, whatever they may be. During this time, the wizard is an NPC under the DM's control. This condition occasionally corrects itself after a time (if the invasive personality finishes whatever it was doing and leaves voluntarily), but most of the time the wizard will need magical or psionic help in order to exorcise the spirit.

Homicidal mania: This resembles schizophrenia, as described above, but it's much worse. The invasive persona is a creature that delights in mayhem and murder, and wants nothing more than to kill until it is sated. When the wizard loses control of his mind, the entity begins stalking and killing its chosen victims (often those closest to the host), often employing bizarre or disgusting methods to further its enjoyment. As described above, there is a slight chance (5% per month) that the entity leaves voluntarily.

Psychic translocation: Perhaps the most jarring event that could occur to an alienist, psychic translocation exchanges the wizard's mind and persona with that of some inhuman entity from beyond the stars. The effects are somewhat similar to that of a *magic jar* spell in that the wizard finds himself trapped in another's body while some alien intelligence animates his own form. The invasive intelligence may simply be curious about the wizard's home, it might have forced the switch in order to escape from a precarious predicament in its own dimension, or it might have waited for eons for a chance to project its mind to the alienist's world, with some dire purpose or summoning in mind. There is a chance that the intelligence will leave of its own accord, or that the wizard may find a means to reverse the situation and reclaim his own body. The DM is encouraged to be creative and malevolent.

Pursuit: There are entities in the dimensions beyond our own that are so inimical and insatiable that even speaking their names or catching a glimpse of their existence courts disaster of the worst kind. An alienist who blunders across something of this nature accidentally attracts the notice of a monstrous alien intelligence, which then *follows* the wizard back to his home. The pursuing entity may be a powerful monster that desires to devour or possess the mortal that roused it, or it could be a forgotten abomination of formless intelligence that desires to devour or possess the alienist's entire world. Again, the DM is encouraged to be creative and somewhat malevolent; mortals who tamper with powers of this magnitude risk catastrophes of cosmic significance.

Recurring Episodes of Insanity

While a wizard may emerge from a mind-blasting experience with his senses intact after a few weeks, he is never the same afterwards. Each time the wizard is forced to roll on Table 24, regardless of the actual result, his Wisdom score drops by 1d2 points *permanently*. Wisdom represents stability, strength of will, and mental fortitude; it is a good measure of how many shocks a single person can sustain in the course of his lifetime. Should a wizard's Wisdom score ever be reduced to less than 3, he becomes permanently insane, and he will *never* recover from whatever condition(s) he currently suffers from.

However, there are ways to bolster a character's strength of mind after he suffers a Wisdom loss. A condition that is treated by means of a *restoration* or *wish* spell, successful psychic surgery, or an *elixir of health* does not cause a Wisdom loss, since the mind is restored to its original state. Of course, when someone attempts to heal the condition by using a spell or psychic surgery, there is a 1% chance that the healer will contract the condition. As a result, it might be a little difficult finding someone willing to help heal a character's insanity.

Priests and Spell Points

Just as wizards can create or customize their own spell progression by using spell points, priests can as well. Instead of memorizing the "standard" array of spells of each level, a priest can concentrate his magical power into a small number of spells at the highest level of power available to him, or he can instead memorize a greater than normal array of low-level spells. (Table 26: Priest Spell Point Progression shows the number of spell points available to a priest as he progresses in level.) Other considerations include the following:

- The priest must be well-rested and have access to a quiet place suitable for prayer. It takes about 10 minutes per spell level to commit a spell to memory.
- The priest is limited in the maximum spell level he may cast, based on his character level. For example, a 5th-level priest is still limited to spells of 3rd-level or lower.
- The priest is limited in the maximum number of spells of each level that he can memorize, regardless of how many spell points he has available; for example, a 5th-level character can't memorize more than six spells of any given spell level.

Table 26:

Priest Spell Point Progression

Priest Level	Max. Spell Level	Max. Spells Memorized at Each Level	Spell Points
1	1st	3	4
2	1st	4	8
3	2nd	5	15
4	2nd	5	25
5	3rd	6	40
6	3rd	6	55
7	4th	6	70
8	4th	7	90
9	5th	7	125
10	5th	7	160
11	6th	8	200
12	6th	8	240
13	6th	8	290
14	7th	9	340
15	7th	9	400
16	7th	10	460
17	7th	10	530
18	7th	11	600
19	7th	11	675
20	7th	12	750
21+	7th	12	+75 per level

Bonus Spell for High Wisdom: In addition to the base number of spell points available at each level, priests with high Wisdom scores gain a special bonus to reflect their piety and devotion. (This is a standard rule in this spell point system, unlike the optional bonus spell point rule for wizards with high Intelligence scores.) The number of bonus spell points depends on the character's Wisdom score and the maximum spell level available to him, as shown in Table 27: Bonus Spell Points for Priest Characters.

Table 27:

Bonus Spell Points for Priest Characters

Wisdom Score	Character Level/Spell Level 1–2 1st	3–4 2nd	5–6 3rd	7+ 4th
13	4	4	4	4
14	8	8	8	8
15	8	15	15	15
16	8	20	20	20
17	8	20	30	30
18	8	20	30	45
19	12	25	45	60

A 2nd-level priest with a Wisdom of 18 is still limited to spells of 1st-level or less, so his spell point bonus would be 8 points—enough to purchase the two 1st-level bonus spells he would receive under the PHB *rules. A 4th-level priest with a Wisdom of 16 is limited to 2nd-level spells, so he would gain 20 bonus spell points, or enough to select the two 1st- and two 2nd-level spells he would normally be entitled to.*

Note that as a character rises in level, and his maximum spell level increases, the number of bonus points available to him may increase as well!

Naturally, all of the normal considerations of choosing a spell apply; the priest does not need a spell book and can choose any spell that falls within his spheres of access. Spells may be chosen as pre-memorized fixed theurgies (the priestly equivalent of magicks), or the priest can leave a theurgy open to use any spell he wishes to by selecting a free theurgy (see the description for wizards.)

Minor Spheres of Access

Normally, a priest who wishes to select spells from one of his deity's minor spheres of access may only choose spells of 3rd level or lower. However, with the spell point system, the power's secondary interest in a minor sphere can be represented by an increased cost to select these spells. Since the power is only tangentially concerned with these areas, the priest has to work harder and devote more time and concentration to memorizing these spells. Under this optional rule, *spells selected from a minor sphere of access are treated as if they were one level higher for spell point costs.* For example, a priest with minor access to the sphere of healing could select *cure light wounds*, but the spell would cost him 6 SPs instead of 4; see the Table 29: Spell Point Costs for Major and Minor Spheres.

On the surface, this seems inefficient for the priest, and to some degree it is. But there is an advantage to this optional system: the priest is no longer limited to spells of 3rd level or lower in his minor spheres. In the preceding example, the priest with minor access to healing now has the capability to utilize *neutralize poison* or *cure serious wounds*—although it is costly for him to do so.

Table 28:

Spell Cost by Level (Priest)

Spell Level	Fixed Theurgy	Free Theurgy
orison	—	1
1st	4	8
2nd	6	12
3rd	10	20
4th	15	30
5th	22	44
6th	30	60
7th	40	80

Table 29:

Spell Point Costs for Major and Minor Spheres

Spell Level	Major Fixed	Major Free	Minor Fixed	Universal Free[1]
Orison	—	—	—	1
1st	4	8	6	12
2nd	6	12	10	20
3rd	10	20	15	30
4th	15	30	22	44
5th	22	44	30	60
6th	30	60	40	80
7th	40	80	50	100

[1] Universal free allows priests to choose *any* spell of that level.

Free Theurgies and Minor Access: Because spells of the same level may not have the same spell point cost under this optional system, free theurgies don't work in the normal fashion for spells in minor spheres. The priest has two choices: he can pay the spell points for a *major free theurgy*, which allows him to freely choose from any spell of that level to which he has major access, or he can pay for a *universal free theurgy*, which allows him to choose from any spell of that level, regardless of whether he has major or minor access to the spell. See Table 29: Spell Point Costs for Major and Minor Spheres.

Arkhosia, a 4th-level priest with a Wisdom of 17, has 25 plus 20 or 45 spell points. She chooses to memorize one 2nd-level spell as a major free theurgy (12 points), one 1st-level spell as a universal free theurgy (12 points), one major fixed 2nd-level theurgy (6 points), one minor fixed 1st-level theurgy (6 points) and two major fixed 1st-level theurgies (4 points each). She ends up spending 44 of her 45 spell points to memorize a total of two 2nd- and four 1st-level spells. Under the standard PHB *rules, she would be entitled to five 1st- and four 2nd-level spells, so Arkhosia is choosing to memorize fewer spells, but giving herself the flexibility of two free slots.*

Orisons

Appendix 1 of this book introduces the *orison*, or clerical *cantrip*. These minor blessings and invocations require only 1 spell point apiece and are considered to be free theurgies; the priest may make use of any minor magical powers appropriate for the spell without selecting the enchantment ahead of time. The number of *orisons* that may be memorized is equal to twice the priest's maximum number of spells of one level—a 3rd-level priest could memorize as many as 10 *orisons*, since he is limited to five spells of any one level.

Recovering Spell Points

Unless one of the optional systems of magic is in play for priestly magic, spell points are regained just like spell capability in the standard AD&D game. In other words, if a character spends 10 spell points to memorize a major fixed 3rd-level spell, those points are "tied up" by holding the spell ready in the character's memory and can't be used to memorize another spell until expended. Spell points used to memorize free slots are also tied up in the same fashion.

Once a character casts a spell, the spell points used to hold that spell (or slot) in memory are *gone*. The priest must rest for at least eight hours in order to regain spell points expended through casting spells and spend about 10 minutes per spell level in devout prayer to use those points to memorize new spells.

Priests and Systems of Magic

As you may have noticed, there are a few differences in the way priests and wizards acquire and memorize spells. The spell point systems described for each class already reflect these differences to a degree; for example, some of the wizard's optional rules aren't appropriate for priestly spellcasters, and vice-versa, while the amount of spell points available to each class of spellcaster varies in order to portray the "normal" spell progression.

A very good way to highlight the differences between priests and wizards is to assign schools or systems of magic to each. For example, if you liked the wizard system of defiling and preserving, you may want to rule that priests cast spells by means of the channelling rules. In the campaign, wizards will have to be aware of the life energy around them as they cast their spells, while priests will instead be concerned with their own capacity to deal with the destructive power of divine energy. This provides each class with its own distinct flavor and feel—even though both priests and wizards will be keeping track of spell points.

Channelling

Every time a priest casts a spell, he touches a small portion of the infinite. The unimaginable power of a deity pours into his body and is directed into a spell effect. But the mortal frame was not meant to contain such energies, and the priest risks exhaustion or even death by calling on his god's power too frequently.

The same rules described for channelling wizards apply to a channelling priest. The priest gains spell points as described above, allocates them to fixed or free theurgies, and selects the spells he wants to have locked into memory as fixed theurgies. Free theurgies may be used to provide the priest with access to any spell in his repertoire, although they're more expensive than fixed slots. The priest may exceed his normal spell level limit or cast spells for greater effect, although his deity may choose not to grant him these enhanced powers. The priest modifies his spell point total based on his Constitution score; the character's hit point adjustment for Constitution is added to or subtracted from his spell point total. If this lowers a 1st-level priest to less than 4 spell points, he ignores the adjustments; all priests have at least 4 spell points.

While the priest may have spell points "allocated" or "tied up" in fixed and free theurgies, this makes no difference for a channeller. His selection of spells simply creates a slate of spell powers which the character can access and defines the cost in spell points for making use

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of these powers. The character may cast any spell that he has available through either a fixed or free slot normally, except that the spell slot does not vanish from his memory once he's cast the spell. Instead, the character deducts the number of spell points required to energize the spell from his spell point total.

Spell points in this system represent magical stamina. They are recovered as the character's fatigue fades and his strength returns. (Refer to **Channellers,** on page 80.) Spell points are recovered as shown on Table 20.

In addition to the depletion of spell points, channelling also causes immediate fatigue effects. Refer to Table 21 and the fatigue rules that follow. Note that the effective level of a spell may be higher than its true level, especially if the priest makes use of a spell from a minor sphere of access or casts a spell at a greater than normal effectiveness by paying extra spell points to do so. Consider *quest* spells to be two spell levels higher than the caster can cast for purposes of caster fatigue and exhaustion.

Ritual Prayer

A priest is an ordinary human, and his spell powers represent nothing more than the favor of his deity. Without his patron power's blessing and attention, the priest is completely incapable of wielding magic. Thus, in order to invoke a spell, a priest must engage in preliminary prayers, invocations, and rites designed to attract his deity's notice. When the power responds, the priest is infused with the spell points necessary for his spell.

In this system, the deity or power is concerned more with the priest's show of devotion and observance of the proper form, and considers the priest's actual situation to be irrelevant—after all, martyrs are made every day. The priest purchases his initial selection of spells by allocating spell points to free and fixed theurgies of the various spell levels. These represent very specific prayers that he will use to focus his deity's power, if the power chooses to respond.

The normal options and rules governing priestly spell points are in use. In addition, the priest may make use of the reduced spell cost option, choosing the prolonged casting time in exchange for a 25% reduction in the spell cost. This extends the casting time of a spell to the next highest time increment, so a spell with a casting time of 4 would require four *rounds* to cast, and a spell with a casting time of a full round would take a turn to cast.

Before the priest can cast a spell, he must first invoke his deity's attention by speaking various preparatory prayers and performing other actions favorable to his power. In game terms, he must accumulate enough spell points to power the desired spell. Low-level spells are

Table 30:

Initiative Modifiers for Ritual Prayer

Spell Points Accumulated	Initiative Modifier
3 or less	–1 bonus
4 to 6	none
7 to 14	+1 penalty
15 to 29	+3 penalty

very easy to cast, requiring nothing more than a moment's concentration and a brief invocation. However, it can take a long time to build a higher-level spell. A ritual priest gathers 2 spell points per round through his invocations and prayers, but the cost to cast a spell is reduced by the priest's level. For example, a 1st-level priest casting a 1st-level spell must gather 3 spell points (4 for the spell, less 1 for his level), which would require one full round of prayer, plus part of a second round.

If the priest's level reduces the spell's cost to 0, the priest need not spend any time gathering spell points and casts the spell with the normal casting time initiative modifiers. In the example above, a priest of 4th level or higher reduces a 1st-level spell to a cost of 0, which means he can cast the spell without spending time to gather his deity's favor beforehand. In effect, the spell is minor enough that the power trusts the priest not to misuse his or her divine energy.

In many cases, the priest's gathering time will require more than one round. The 1st-level priest described above must gather 3 spell points to cast his spell, which means that he gathers 2 points in the first round of concentration, and the remaining point in the round in which he casts the spell. There is a slight initiative modifier for this, as shown on Table 30: Initiative Modifiers for Ritual Prayer.

The initiative modifier is based on the number of spell points accumulated *in the round in which the spell is cast*. For example, a 5th-level priest casting a 3rd-level spell must draw 5 spell points (10 for the spell, less 5 for his level), which requires two full rounds of concentration and part of a third—but since he only needs to gather 1 spell point in the last round, he gains a –1 bonus to his initiative when he actually casts the spell.

There are ways to accelerate this otherwise tedious process. Invoking the deity's power in a sanctified place, making a sacrifice pleasing to the deity, or staying true to the deity's precepts are all good ways to ensure that the deity in question will be willing to empower the priest with spell energy. See Table 31: Modifiers to Ritual Preparatory Times for examples.

Place/Site of Interest: The priest is located in some place favored by the god. This could be a forge for a deity of smithery, a business for a god of commerce, or a battlefield for a power of war.

Sanctified or Holy Place: The priest is located in a shrine, temple, or place of special and unique significance to the deity he serves.

Offerings: The priest destroys or surrenders items or materials pleasing to his patron power. This could range from treasure, weapons, or gems to such things as exotic spices, candles, or specially-prepared libations. A deity of war or battle might consider a gem-decorated sword to be a minor offering, a sword of special significance or quality to be a moderate offering, and a magical weapon to be a major offering. As a rule of thumb, a small offering must be worth at least 50 gp, a moderate worth 500 gp, and a major offering 2,000 gp or more.

Purity and Faithfulness: This is a subjective call on the part of the DM. Has the priest been careful to follow the precepts of both his temple and his alignment? Has the player gone out of his way to role-play his character's dedication, or has he been lazy in portraying the priest? If the character has been played well and is in favor with his superiors and his deity, this bonus applies.

Previously Expended Spell: While the ritual priest generally expends spells normally, it is possible for him to gather spell energy in order to re-use a spell that he already cast. However, this is quite difficult, and unless the priest has some other factor going for him—an offering or a good location from which to cast—he will be unable to attract the divine power necessary to re-use a spell.

Regaining Spell Points: As noted above, ritual priests expend their spells normally, striking them from

Table 31:

Modifiers to Ritual Preparatory Times

Modifier	Condition
+1 SP/rd	Casting from place of interest
+2 SP/rd	Casting from sanctified/holy place
+1 SP/rd	Priest gives a small offering
+2 SP/rd	Priest gives a moderate offering
+4 SP/rd	Priest gives a major offering
+1 SP/rd	Caster is pure or faithful to temple
–1 SP/rd	Caster has committed mild infractions or failed to observe normal rites and prayers
–3 SP/rd	Priest is casting a previously expended spell

memory as they cast the enchantments. In order to ready himself to use a spell again or change his spell allocation, the priest must rest for at least eight hours and spend approximately 10 minutes per spell level praying for the spells he desires. Despite the fact that ritual priests gain spell energy directly from their deities, the complicated prayers and forms required to cast a spell *must still be refreshed occasionally.*

Conditional Magic

In this system of priestly magic, deities grant the ability to cast spells based on the priest's need, not just on form or prayer. A faithful priest following his patron power's tenets will usually receive the spells he requests, but a priest who strays from the path will soon find that his patron no longer supports his actions. While the urgency of the priest's request is a consideration, the deity's primary concern is whether or not the use of that particular spell will benefit the deity's own purposes and causes at that moment. The priest's spell powers will vary with the interest and support of his deity.

The following option is used for conditional magic:

- Spells belonging to a minor sphere of access are more costly than spells from a major sphere, as described earlier. Priests may request free or fixed theurgies by meeting the normal spell point costs.

Many of the normal priest restrictions are still in place for priests using conditional magic. First of all, priests must still "memorize" any spell that he wishes to have access to. After all, if the priest is granted the ability to cast the spell, then he should be familiar with exactly *how* to go about doing so! Secondly, while the priest can cast spells at a higher character level than his own, he cannot use spells from spell lists above his own spell level.

Before a priest actually begins play using this system of magic, the player and the DM should take some time to define *positive* and *negative conditions* for that priest's faith. These are situations or guidelines that define the deity's interests and ensure that the priest only invokes his god's power in pursuit of the deity's aims. Here are some examples of conditions:

Positive Conditions

- The priest is engaged in combat against a traditional enemy of the god or the faith, such as giants for a priest of Thor, or orcs for the priest of an elven god.
- The priest is located in a place sacred or special to the deity, such as a mountaintop for a god of the air, or a deep forest for a druidical power.
- The priest is engaged in a situation favorable to the deity; fighting for a god of war, trading for a merchant power, committing theft or burglary for a god of thieves, or in the open during a storm for a storm god.



Table 32:

Effects of Conditions

≥+4	Caster may cast the spell as if he were 4 levels higher with no increase to spell point cost (see **Casting Spells for Greater Effect**), or he may choose to reduce the cost to 25% normal.
+3	Caster may cast the spell as if he were 2 levels higher (no increase in SP cost), or cast with 1 extra level and a 50% break in the spell point cost.
+2	Caster may cast the spell as if he were 1 level higher (no additional SP cost) or choose to reduce the spell point expenditure by 50%.
+1	No unusual effects.
0	Caster must either select one negative effect of reduced spell cost and pay the normal spell point cost, or he can cast the spell at the usual level by paying 150% of the normal cost.
–1	Caster must select two negative effects of reduced spell cost and pay the normal spell point cost, or spend twice as many spell points as normal in order to cast the spell without reduced effect.
≥–2	The spell fails completely, expending the normal amount of spell points required.

- The priest's spell will directly benefit another worshipper of the same deity, such as healing a paladin of the same faith or using spells to protect townspeople who follow the priest's religion.
- The spell fulfills a traditional role or guideline of the power—starting a fire for a fire god, sowing deceit for a god of mischief, or offering advice or guidance in the case of a god of wisdom or knowledge.

Negative Conditions

- The spell aids or supports a traditional enemy.
- The priest is located in a place inimical or opposed to his power (a wind priest adventuring underground, a fire priest venturing out on the ocean, etc.)
- The priest is involved in a situation distasteful or opposed to his patron power (a priest of chaos using his spells to restore order, a priest of healing attempting to injure someone with his spells, a priest of battle trying to avoid or escape from a fight).
- The spell will directly or indirectly injure or discomfit a fellow worshipper or the temple's interests.
- The priest has failed to observe one of his patron's holy days or rites, has violated his alignment, or has generally misrepresented his patron recently.

As an example of how these conditions might work, consider the case of a priest of Tempus from the FORGOTTEN REALMS campaign setting. (Tempus is a chaotic deity of battle and storms.) For his positive conditions, he selects casting spells in battle, casting spells during a storm, and casting spells that enhance or augment a warrior's ability to fight, such as *bless*, *emotion*, and other such enchantments. For his negative conditions, he selects casting spells outside of a fight, avoiding or fleeing a battle, and spells that aid lawful characters. Naturally, the DM can either set up these conditions himself or allow the player to set them up and then approve the conditions.

Any time the priest casts a spell, the player should compare the number of positive conditions that apply to the number of negative conditions, and consult Table 32: Effects of Conditions.

Maglas, the priest of Tempus previously described, is locked in battle with an ogre during a thunderstorm. Deciding that things aren't going his way, he decides to cast an obscurement *spell to cover his escape. Since he is in battle, and the weather is appropriate, he has two positive conditions. On the other hand, he's getting ready to flee, which is a negative condition. There is a net +1 positive condition, which means that Maglas can cast the spell normally.*

In this system, if a priest casts a spell, it's still expended until he can re-memorize it . . . but saving spell points may allow the character to find room for an extra free theurgy. For example, if Maglas manages to save 8 spell points by casting several spells in favorable conditions, he may now add a 1st-level free theurgy to his spell repertoire for the day.

Recovering Spell Points: Priests who use conditional magic recover their spell points normally (see **Recovering Spell Points**) and may change their spell selection any time they rest eight hours and spend the time to pray for new spells.

Druidical Magic

Priests of druidical or agricultural powers may be able to use preserving magic (see **Defilers and Preservers**). Preservers draw their magical energy from the lifeforce that surrounds them but are careful not to draw too much. If the preserving magic system is allowed for wizards, this option should not be available for priests—it's a good idea to keep the flavor and methodology of wizard magic and priest magic distinct and separate.

Preservers strongly resemble ritual priests, since both must gather their energy before casting their spells, but preservers harness the lifeforce around them, while ritual priests rely on the power of their deity.

Other Spellcasters

Wizards and priests aren't the only spellcasters in the AD&D game; paladins, rangers, and bards also have magical abilities. These are represented by spell point progression tables similar to those of the previous sections, although these characters don't acquire their spell powers until a little bit later in their careers.

Paladins

While paladins must wait until 9th level to gain access to their spell powers, they rapidly increase in strength until they reach their maximum spell ability at 20th

Table 33:

Paladin Spell Point Progression

Paladin Level	Casting Level	Max. Spell Level	Max. Spells Memorized at Each Level	Spell Points
9	1	1st	1	4
10	2	1st	2	8
11	3	2nd	3	15
12	4	2nd	3	22
13	5	3rd	4	30
14	6	3rd	4	40
15	7	4th	4	50
16	8	4th	5	60
17	9	4th	5	70
18	9	4th	5	80
19	9	4th	5	90
20+	9	4th	6	105

level. Paladins are similar to clerics or crusaders, but they are considered to have access to the spheres of combat, divination, healing, and protection. The paladin's spell point progression is shown on the Table 33: Paladin Spell Point Progression.

Regardless of the character's actual level, his casting level is based on how long he has actually been able to use spells. A 9th-level paladin is considered a 1st-level caster for all level-based variables that are part of a spell description. This level of ability increases as the paladin continues to advance, reaching a maximum of 9th level when the paladin reaches 17th level.

Just like wizards and priests, paladins are limited in the maximum spell level available at any given character level. A 9th-level paladin may only use 1st-level priest spells, while a paladin of 15th level or higher can use spells of 4th level or lower. Paladins are also limited in the maximum number of spells of any one level they can memorize at a single time. Unlike wizards or priests, paladins do not gain additional spell points after 20th level.

Major and Minor Spheres: Under the optional rules presented in Chapter 3, a paladin may actually select minor access to alternate spheres. Because the paladin is limited to spells of 4th level or less, the usual distinction between major and minor spheres is waived; the only difference is in the cost to use spells from alternate minor spheres, instead of his primary spheres. See Table 34: Spell Point Costs by Spheres.

Paladins recover spell points just like other priestly spellcasters. If one of the optional systems of magic is in play, paladins should use the mechanics that are used by priests in the campaign.

Rangers

Rangers gain their spell powers somewhat faster than paladins do, but in the long run they're less formidable as spellcasters; paladins are more powerful. Rangers have more in common with druids or shamans than other varieties of priests and may only learn spells of the plant or animal spheres (unless the character has been customized using the rules presented in Chapter 3). The ranger's spell point progression appears in Table 35: Ranger Spell Point Progression.

Just like paladins, rangers begin with the spellcasting ability of a 1st-level character and reach their maximum casting level of 9 when they reach 16th level. They are limited to spells of 3rd level or less and are also limited in the maximum number of spells of each level they may memorize at one time. Rangers pay the same number of spell points to memorize spells as paladins do.

Rangers normally use the same system of magic that druids or shamans use in the campaign. This could include preserving, channelling, or conditional magic, at the DM's discretion. Rangers reach their maximum spell ability at 16th level and do not gain more spell points at higher levels.

Table 34:

Spell Costs by Sphere (Paladin)

Spell Level	Major Fixed	Major Free	Minor Fixed	Universal Free
orison	—	—	—	1
1st	4	8	6	12
2nd	6	12	10	20
3rd	10	20	15	30
4th	15	30	22	44

Table 35:

Ranger Spell Point Progression

Ranger Level	Casting Level	Max. Spell Level	Max. Spells Memorized at Each Level	Spell Points
8	1	1st	1	4
9	2	1st	2	8
10	3	2nd	3	15
11	4	2nd	3	22
12	5	3rd	4	29
13	6	3rd	4	36
14	7	3rd	5	43
15	8	3rd	5	50
16	+9	3rd	5	60

Bards

With access to any spell and the ability to continuously improve their spell abilities, bards are not very far behind wizards in terms of sheer magical power. While they do not gain spell abilities until they reach 2nd level, they always use their actual character level for calculating level-based effects in a spell; they have no separate "casting level," like rangers and paladins.

Bards often employ a different system of magic than wizards, since their spells can represent ancient songs or enchantments woven from the interplay of voice, instrument, and dance. Certainly, some systems of magic—alienists or warlocks, for instance—would be inappropriate for the bard's magical skills. The bard's spell point progression is described in Table 36: Bard Spell Point Progression.

Generally, bards follow the rules described for wizards in this chapter for memorizing and casting spells. Like wizards, they may devote extra spell points to memorize free magicks, memorize spells for greater effect, use spells at reduced cost, and any other options the DM deems appropriate. Bards are limited to seven spells of any one level, but continue to gain spell points after they reach 20th level.

Optional Rules for Spellcasters

At the DM's option, bards, rangers, and paladins may make use of some of the optional additions to the spell point rules. These include casting spells for greater effect, reducing the spell cost, and using the rules for *cantrips* or *orisons* as appropriate. However, bonus spell points for high Intelligence or Wisdom scores should *not* be used, since this is a special bonus for dedicated priests and wizards.

Table 36:

Bard Spell Point Progression

Bard Level	Max. Spell Level	Max. Spells Memorized at Each Level	Spell Points
1	—	—	—
2	1st	1	4
3	1st	2	8
4	2nd	3	15
5	2nd	4	25
6	2nd	4	35
7	3rd	4	45
8	3rd	5	55
9	3rd	5	65
10	4th	5	70
11	4th	5	85
12	4th	5	100
13	5th	6	120
14	5th	6	140
15	5th	6	160
16	6th	6	190
17	6th	6	220
18	6th	7	250
19	6th	7	285
20	6th[2]	7	320
21+	6th	7	+35 per level

[1] If the bard is allowed to specialize (see the class design rules in Chapter 3), he gains the bonus spell points shown in parenthesis in addition to the standard amount.
[2] If the optional rules for exceeding spell level limit are in play, bards of 20th level or higher may attempt to employ 7th level spells.

Table 37:

Spell Cost by Level (Bards)

Spell Level	Fixed Magick	Free Magick
cantrip	—	1
1st	4	8
2nd	6	12
3rd	10	20
4th	15	30
5th	22	44
6th	30	60

Chapter 7:

Spell Research and Magical Item Creation



Wizards and priests are constantly devising new and interesting applications for their magical powers. It seems to be a part of the job description; most player characters dive into research and item enchantment as soon as they reach the required level and set aside enough money for an appropriate laboratory or altar.

At first glance, these activities may seem like they're not worth the time and the trouble. After all, researching a new spell or creating a new magical item can be a lengthy and expensive undertaking, uncertain of success. In fact, many DMs will require a PC wizard or priest to embark on several adventures—some quite hazardous—in order to obtain the knowledge or materials necessary. More than one character has allowed his ambition to lead him into expensive or fatal mistakes.

While research and item creation are difficult and tedious endeavors, they can also be extremely rewarding. First of all, player characters confronted with a specific problem may be able to devise a spell or item that can respond to that problem perfectly. Secondly, new items or spells have the advantage of surprise; everyone knows what a *fireball* is and how it works, but *Felgar's incandescent strike* is another matter entirely! New spells or items can provide player characters with defenses or capabilities never before seen in a campaign.

Spell research and magical item creation are discussed together in this chapter because they represent one of the most rewarding and interesting aspects of the AD&D game the ability of a character to create something that will outlast his or her own career (or even lifetime, in some cases!), becoming a permanent part of the DM's campaign world. After all, spells and items with names attached to them were first created by adventuring wizards and priests no different from any other player character. What wizard doesn't dream of being known as the next Rary, Bigby, or Otiluke?

Spell Research & Magical Item Creation

Spell Research

At some point, almost any player character spellcaster is going to want to try his hand at spell research. Devising a new spell is a great way for a character to make a lasting mark on a campaign, as noted above, but it's also a fun exercise for the player and the DM; a new spell customizes and alters the campaign and the game itself.

While both wizards and priests can research new spells, it's much more common for wizards to do so. The philosophy of experimentation and investigation seems much more appropriate for wizards, since priests are inclined (quite naturally) to take things on faith and stick to the proven powers and abilities of their patron deity. However, there's no reason why a PC priest couldn't participate in as much research as he or she wishes to; this is only a generalization, not a rule.

There are two parts of spell research: designing the spell, and actually executing the spell research in game play. The player and DM will have to take time to work out the details of the spell before the character can embark on his research.

Proposing a Spell

Player characters can research four types of spells: existing spells that they just haven't had the opportunity to learn, "look-alike" spells that approximate an existing spell that they failed to learn; spells that would exceed the normal maximum number of spells allowed by a character's Intelligence score; and completely new spells never before seen in the campaign. Note that priests never have to worry about conducting the first three types of research, since they can use any spell belonging to a sphere to which they have access. Priests only conduct spell research to create entirely new spells.

Existing Spells: From time to time, wizards will find that there is a particularly useful or valuable spell that eludes their grasp. There's no reason that a wizard can't decide to research a *fireball* or *magic jar* if he gets tired of waiting for an old spell book or scroll to fall into his lap. This is fairly straightforward, since the spell description already exists; the PC can go on to **Conducting Research.**

Extra Spells: By the time most wizards reach moderate levels, the maximum number of spells they may know at any given level may become quite restrictive. For example, a wizard with an Intelligence of 14 may only know nine spells of one level. In order to continue to add to his spell book, the wizard must research any spells above and beyond this limit, instead of simply scribing newfound spells into his spell book. Obviously, this makes adding spells a tedious and time-consuming chore after a certain point, but if the PC is willing to spend the money and time, he may exercise this option. Again, since the spell description already exists, the PC can go on to **Conducting Research.**

New Spells: The most interesting aspect of spell research, the creation of new spells requires a careful write-up and analysis in order to spot potential problems or abuses. Since the player must generate all the game-effect information for the spell, he must first write up a full description and then submit it to the DM for approval and modification. Note that modifying a new spell (i.e., deleting components, improving casting time or range, or changing the way it works) constitutes a new spell. Creating a "look-alike" spell to mimic a spell the PC is unable to learn is also considered to be new spell research. Go on to **Describing a Spell** and follow the process of approval and research step-by-step.

Describing a Spell

The first step in creating a new spell is describing its intent and effects. The interested player should take some time to write up a spell description similar to the spells in the *Player's Handbook*. Generally, a new spell should be just that—new. Spells that do the same thing as existing spells or a combination of existing spells aren't really new, and need a better "hook" for purposes of spell research. Here are some guidelines, by category:

Level: Naturally, the character should be able to cast the spell he's trying to develop, so the spell in question must be at or under his normal maximum spell level. For example, a 6th-level wizard can use spells of 3rd-level or less, so he can research 1st-, 2nd-, or 3rd-level spells.

Compare the proposed spell to a similar spell to get an idea of what a fair level assignment should be. Generally, spells should inflict about one die of damage per level, give or take a die; compare the spell's potential to *magic missile*, *fireball*, or *flame arrow*. Spells that do not allow saving throws, or spells that can affect an opponent regardless of his level or Hit Dice, are often of higher level than similar spells. Spells that are improvements of existing spells should be one to three levels higher than the spell they're modelled on, depending on the extent of the improvement.

School/Sphere: Refer to Chapter 1 and Chapter 2; brief descriptions of each school of wizard magic and each sphere of priest magic appear in those chapters. Both wizards and priests may only conduct research in schools or spheres they have access to, so a cleric may not research new animal or plant spells, and an invoker may not research illusion spells.

Range: Damage-inflicting attack spells should have a good justification for ranges greater than 150 yards (or more than 10 yards per caster level), while nondamaging attack spells (*sleep*, *hold*, *polymorph*, and other such effects) rarely exceed more than 100 yards (or more than five yards per caster level) in range. Other spells can vary wildly in range, depending on their function; communication or transportation spells may allow a range of hundreds of miles.

Duration: While damage from attack spells or the effects of many noncombat spells are permanent, most spells that create a condition or change of status for their subjects have a well-defined duration. Durations can be defined by time (the preferred method) or until a certain predefined event occurs. For example, *invisibility* lasts until the caster makes an attack, while a *charm* can last for a few days or for several months, depending on the victim. Very few low-level spells should bring about a permanent change or weakness in a living target.

Area of Effect: A spell that can affect several people at once, or several dozen people at once, is inherently more powerful than a spell that affects a single individual. Spells designed to affect several enemies can affect a random number of subjects in a cube of about 20 to 30 feet (for example, *hold person* affects 1 to 4 targets in a 20-foot cube). Spells



designed to affect more than 10 or 12 individuals shouldn't be larger than a *fireball*, which affects a sphere of 20 feet in radius. Exceeding these limits requires a more powerful (and therefore higher-level) spell than one that stays well within them.

Components: Most spells should have all three components—verbal, material, and somatic—unless there's a good reason for omitting one. Spells with only one component are fairly rare. Note that spells without verbal components can be cast even if the character is *silenced*, and are therefore more dangerous than they may appear to be at first look.

Material components that are hard to come by or very expensive can be used to control a spell's use in a campaign. Even though a 1st-level wizard can use *identify*, each time he does so, he must ruin a 100 gp pearl. If the DM enforces material component rules, the wizard might think twice before casting the spell any time he feels like it.

Casting Time: The rule of thumb for wizard spells is a casting time of 1 per level, so a 4th-level spell (for instance) should have a casting time of 4. Priest spells default to a casting time of 3 plus 1 per level, so a 4th-level priest spell should be around a 7. If a spell is significantly under this mark, it should either be weaker than spells of a similar level, or higher in level than normal. Conversely, a prolonged casting time may help to compensate for other advantages.

Saving Throw: While the nature of the saving throw varies with the purpose of the spell, enchantments that incapacitate the victim without the benefit of a saving throw should be rare or limited to a type of victim affected. The *sleep* spell is a good example; it allows no saving throw, but can only affect low-Hit Dice creatures. Damage-causing spells that affect more than a single target without a saving throw are uncommon and tend to be high in level.

Description and Effects: When creating the actual description of the spell, remember to note who it affects, how it works, what it does, and how it can be stopped or undone. If the duration, range, or saving throw is described as 'special,' make sure you note how it is special and what its limits actually are.

Most spells should perform one specific action, although spells may present several applications from which one can be selected when the spell is cast (see *Otiluke's freezing sphere* for an example of this). Spells that actually do two or three things at once, such as *shadow door* or *guards and wards*, are quite rare and are almost always high-level enchantments.

Last but not least, creating a new spell is an opportunity to be creative—feel free to add any color or special effects that are appropriate. A spell that makes a character impervious to cold is useful, but not very colorful; however, a spell that transforms a character's blood to magical ice water, thereby enabling him to resist cold damage, is a little more interesting. Also consider side effects or dangerous combinations of powers when writing up the spell description.

Approval and Modification

After the player writes up the spell and refines it, the DM should review and analyze the spell. Is it the right level, or is it more powerful than it should be? If the PC was the target of his own spell, would it completely obliterate him?

This might be a sign that the spell is too strong. Are the effects reasonable and appropriate for its power level? Does it permit the subject a chance to avoid its effects? Does the spell intrude on a role best left to another character—in other words, would it make the wizard a better thief than the party's thief, a better fighter than the party's fighter, and so on? A spell can take a few steps in this direction, but it should be examined carefully. And, most importantly: do you, the DM, think that this spell will make your game better or make it worse?

If the spell is well-balanced and well-considered, then the PC can go on to **Conducting Research.** However, if it needs some work still, you can either return it to the player and inform him of any objections, or pencil in the modifications you think are appropriate to make the spell work in your campaign. Remember, the player always has the option of deciding to not go through with the research if he doesn't like the way the spell turned out after the DM looked at it!

Conducting Research

Now that the spell has been described and approved by the player and the DM, the character can begin his research effort. Spell research is time-consuming and expensive. First of all, a wizard must have access to a well-equipped *research laboratory* and *library,* as described in Chapter 5. In fact, if his library isn't good enough for the research, he may need to spend time and money improving his scholarly resources before beginning the research at all!

Priests can get by without purchasing these expensive facilities, but they must have access to the holy writings and texts available at a specific temple of their deity selected by the DM. In many cases, a priest will have to embark on a pilgrimage to a remote monastery or a theological university to find the research materials he will need.

Secondly, the character must refrain from adventuring and concentrate solely on his research, to the exclusion of all other activities. Spell research consumes at least two weeks per spell level, so researching a 3rd-level spell would require at least six weeks of game time. The character may take breaks from his research to attend to other matters, but if the break is longer than a day, he suffers a setback of some kind and loses one week's worth of research. For example, if a wizard finishes four weeks of research and then finds that he must travel out of town for three days, he must repeat one week of his studies. If the break turns out to be longer than the time he's already invested, all the research is lost and he must start over.

Basic Time of Research = 2 weeks per spell level

Money is also an issue in spell research. Expending the supplies, reagents, tomes, and books required by the research consume 100 to 1,000 gp per spell level, above and beyond the normal maintenance cost of any laboratory used by the character. Priests must invest in special incenses, candles, and other religious items of similar cost. The DM can set the price to a level he deems appropriate, but it should always represent a bit of a stretch for the character.

Basic Cost of Research = 100–1,000 gp per spell level

Success or Failure: If the character meets all the expenses and puts in his time with the books, he may attempt a success roll after the minimum research time (two weeks per spell level) has passed. The chance of success is 10% and is modified by the researcher's Intelligence score (for wizards) or Wisdom score (for priests) and experience level, less twice the level of the spell being researched. (See below.)

Basic Success Chance = 10% + 1% per point of relevant ability score + 1% per experience level – (2 × spell level).

For example, a 7th-level wizard with an Intelligence of 17 researching a 3rd-level spell has a success chance of 10% (base) + 17% (Intelligence) + 7% (experience level), minus 6% (3rd-level spell), for a total of 28%.

If the character does not succeed in his first attempt (unless he's very high level, he probably won't), he may continue his research. At the end of each additional week, he may attempt a check with a +10% cumulative bonus. However, if the character ever rolls a result of 99 or 100 on his success check, the DM may rule that the spell proves unworkable and must be abandoned.

Note that the success check replaces the normal learn spells mechanic—if the character can successfully research the spell, he can add it to his book automatically.

New Spells in the Campaign

A unique spell is a valuable commodity, one with significant trading value among other wizards or priests. An enterprising PC can choose to sell his hard-earned knowledge for whatever price he can get for it, or he can hoard his spell for his own use. In some cases, a wizard may want to be careful about flashing his newfound powers about in public; unscrupulous spellcasters have been known to steal the inventor's spell book in order to wrest the secrets of the new enchantment from its creator! Priests are less vulnerable to this kind of activity, but it's always possible that their patron power may take a liking to the spell and make it available to other priests of the same mythos.

Magical Item Creation

In many AD&D campaigns, characters are defined by their magical items. Rings, potions, boots, cloaks—all kinds of devices exist that are designed to let a character break the rules of the game in one way or another. Controlling the player character's acquisition of powerful magical items may be one of the most important jobs of the DM, since too little can lead to boredom or stagnation, while too much can create an ever-spiralling elevation of power gaming and wreck a good game even faster.

Just because a character has the ability to make a magical item, the DM shouldn't wave his hand and let the item appear in the campaign. It's important to strictly enforce the details of magical item creation, since this is a character power that can unbalance a game very quickly. The point is for the *player* to appreciate all the trouble and effort his character goes through in order to create even simple items. Forging a powerful item may take a character out of the campaign for months.

Creating magical items has been described in great detail

in the *Book of Artifacts*, and again in *DM™ Option: High Level Campaigns*. The rules presented here mirror those systems and sum up the process for ease of reference. In addition, some more ideas for strange materials and components for magical items are included in order to widen the range of bizarre quests and riddles a DM can throw at a character while he's working on his next potion or devising a new ring or wand.

Standard vs. Nonstandard Items: A character isn't limited to duplicating magical items that appear in the *DMG*. He can choose to devise completely new magical items, tailored to his own needs and tastes. However, the character can attempt to create new items as he sees fit. Some may be simple variants of existing items—for example, there's no reason a *ring of displacement* wouldn't work as well as a *cloak of displacement*. Other items can incorporate powers never before seen in a magical item. Generally, variant items suffer a –5% penalty to the final success check, and nonstandard items suffer a –10% penalty.

Specialist Wizards: Some magical items very clearly duplicate the effects of certain spells or specialist schools. For example, a *wand of polymorphing* is obviously an item with strong ties to the school of alteration, while a *wand of force* belongs in the school of force. If the DM agrees that the item in question does indeed fall into the character's specialty, the wizard gains a +5% bonus on his success check when creating the item.

Special Ingredients

Creating an enchanted item is difficult. Even the simplest devices require extraordinary materials and processes. In many cases, characters find that an item just isn't worth the trouble of gathering the components, treating or refining them, and then weaving the spells that empower the final product. The DM's best means for controlling player character item creation is through the special ingredients required by a particular item.

There are two types of special ingredients: materials and processes. Materials are just what one would think—components that are actually incorporated into the structure of the item. Processes are steps that somehow refine, imbue, or alter the basic item. In either case, the ingredient can range from common to exotic, embracing almost anything imaginable.

Materials: As a general rule of thumb, more powerful items require more unusual materials. Materials may actually represent physical components of the item in question—the metal used to forge a ring or a rod, the wool from which a cloak is woven—or materials might be additives or refinements, such as a handful of pixie dust for a *potion of flying*, or the scales of a giant snake that are incorporated in a *phylactery of proof against poison*.

Materials can be completely nonmaterial, metaphorical ingredients as well as tangible substances. The courage of a knight, the spirit of a mountain, or the breath of a butterfly are all examples of this type of ingredient. A player character may have to exercise quite a bit of ingenuity and inventiveness to capture these rare qualities or essences!

Materials are divided into three general categories: common, rare, and exotic.

Common materials can be acquired almost anywhere. Steel, leather, bone, cloth, oak staves, and other such things are all common materials. Note that items suitable for enchantment must be made of the finest materials available, so a wizard might have to commission an ore-smelter to create the very purest steel available. Even the most common magical items require materials worth 100 gp, at a bare minimum! Intangible common materials could include the tears of a maiden, the strength of a smith, or the essence of a rose.

Rare materials are more difficult to find or more expensive. A particular type or grade of silk, diamonds, roc feathers, ebony, a wizard's bones, or iron smelted by a master dwarven smith would be rare. Intangible materials could include the tears of a heartbroken maiden, the strength of a king, or the essence of rose harvested on the first night of a new moon. Common materials produced or gathered under unusual circumstances—such as the rose essence just described—also count as rare.

Exotic materials can only be acquired through an adventure on the part of the character. Silk woven from a phase spider, a faceted diamond never exposed to light, an archmage's bones, a lock of a goddess's hair, or steel smelted from a fallen star are all exotic materials; intangible materials might include the tears of a heartbroken princess, the strength of the greatest king in the world, or the essence of a rose harvested by the light of a comet that returns once every twenty years.

Processes: Almost anything that alters, changes, decorates, or aids in the production of an item without becoming part of the final piece is a process. Naturally, the exact nature of the process varies with the physical form of the item; potions might be mixed or brewed in a special retort, boiled over a fire fueled by an unusual substance, stirred in a special fashion, distilled, evaporated, infused, fermented, separated, or purified. Other processes appropriate for various types of item include the following:

- Ink for scrolls can be brewed much like a potion;
- The alloy for metallic rings must be mined, smelted, and then cast in some kind of mold, extruded as wire, or cold-worked. Setting stones, polishing, tempering, inscribing, or etching could finish the ring. Rings can also be made from nonmetallic substances; carefully carved stone, wood, or bone would work.
- Wands and rods can be made of wood, iron, bone, crystal, stone, or almost anything imaginable. These items might require lathing, steeping, tooling, sanding, carving, polishing, enamelling, etching, or inlaying.
- Staves are almost always made of wood, but a staff's heels—metal bands that cap the ends—could be made from any number of substances. Staves can be lathed, carved, steeped, tooled, sanded, inlaid, or set with crystals or stones.
- Functional weapons and armor can be made from iron, bronze, steel, or any of a variety of fantastic alloys. Arms of +3 value are usually made from special meteoric steel, +4 weapons or armor are made from mithral-alloyed steel, and +5 arms are of adamantite-alloyed steel. Processes used to make these items include mining, smelting, refining, forging, casting, tempering, cooling, etching, inlaying, sharpening, and enamelling or painting.
- Other items could be beaten, boiled, embroidered, engraved, carved, painted, smoked, cured, glazed, deco-

rated, upholstered, tempered, lacquered, cooled, or heated in some way. Take a look at the appropriate proficiency descriptions for an idea of some of the processes involved.

Common processes could include chasing, engraving, marking, or finishing in any of the manners described above. *Rare* processes would add a hard-to-find material—embroidering with gold thread, boiling in the skull of a wizard, or painting with pigment made from the blood of a cockatrice. *Exotic* processes could include such things as steeping the item or its components in the energies of the Positive Material Plane, smoking it over a fire fueled by branches of Yggdrasil, the World Oak, or forging the item with a hammer touched by the hand of a god.

Potions

Among the easiest of items to make, potions range from simple healing brews to potent mixtures capable of taming dragons or restoring a character to complete health and sanity. Some potions are clerical potions and can only be manufactured by priests. These include: the *elixir of health, potion of extra-healing, potion of fire resistance, potion of healing, potion of sweet water,* and *potion of vitality.*

Level Requirements: Both priests and wizards must be at least 9th level to create potions. Specialists in the school of alchemy may brew potions at 6th level, but must use special procedures to do so. They may use the standard procedure after reaching 9th level or continue to use their special process.

Facilities: Wizards require an alchemical laboratory or a forge to brew potions; priests must have a consecrated altar. (See Chapter 5.) A wizard may need to expand his library in order to obtain the texts and tomes needed for researching the potion's formula.

Research: Before a character can brew a potion, he must discover what processes, materials, and special ingredients are required, and how these must be combined for success. This research requires 1d3+1 weeks at a cost of 100 gp per week, but if the character uses a *commune* or *contact other plane* spell to speed his research, he automatically succeeds in the minimum time.

If the character has a full dose of the potion in question to use as a sample, the research takes only one week and costs nothing. However, he still must have access to a laboratory or an altar in order to conduct the research.

Alchemists may use the research rules above once they reach 9th level, but before that they must follow a lengthier and more expensive process if they take advantage of their ability to create potions before other wizards can. An alchemist of less than 9th level must spend two weeks and 500 gp per potion level to research the formula and then pass a learn spells check. (A potion's equivalent spell level is its experience point value divided by 100, rounded up.)

Once a character has researched a potion's formula, he need not research it again; he can create samples of the potion as often as he wishes, as long as he follows the cost and time requirements.

Processes and Materials: Potions that contain only a single-use require one rare material and one common process; potions that provide several doses with one brewing require an exotic material and a rare process. (See **Special Ingredients** at the end of this chapter.) Potions that normally produce more than one dose include *potion of diminution, elixir of health, potion of extra-healing, potion of fire breath, potion of fire resistance, potion of growth, potion of invisibility, oil of impact,* and *potion of rainbow hues.*

One of the advantages of the alchemist is that he need not obtain special ingredients before creating a potion; his knowledge of chemicals and reagents enables him to simulate these rare materials, whether he is using the alchemical process or the magical process.

Cost and Time: Assuming that the character is able to obtain any special or unusual materials required for the potion, it will cost him a number of gold pieces equal to the potion's experience point value to brew the potion. This process takes one day per 100 gp required.

The alchemical process usually requires one full week and 300 to 1,800 gp (3d6×100) to brew a potion. If the potion's experience point value is *greater* than 700, then the alchemist must spend an extra day per 100 experience points brewing the potion. However, at 9th level, the alchemist may choose to use the normal potion-brewing rules instead.

Success or Failure: The base chance for a successful brewing is 70%, +2% per character level, –1% for every 100 gp the potion costs. For example, a 13th-level wizard brewing a *potion of fire breath* would have a success chance of 96% (70% + 26% for character level), less 4% (400 gp), for a total of 92%. The DM should make this check in secret, since on a natural roll of 96 or higher the process fails, and the potion is *cursed* in some way (typically, it becomes a *potion of poison* or *delusion* instead of what it should be).

Alchemists may instead use a learn spells check, with a +1% bonus per character level, to see if they are successful in brewing the potion. Or, if the alchemist is 9th level or higher, he may produce the potion by magical means, using the normal success check of 70% + 2% per level. If this is the case, the alchemist gains a +5% to his success chance due to his specialist knowledge of potions.

Talghaz the Enchanter, a 9th-level wizard, decides that he needs to produce a philter of love *in order to help a princess fall in love with one of his comrades. Talghaz already possesses a minimal library and arranges to borrow the laboratory of his alchemist friend. As a result, he can begin his research without any additional expense. He uses no special techniques, so the research takes 1d3+1 weeks and costs him 100 gp per week.*

After three weeks, Talghaz finishes his research. He discovers that the potion requires the tears of a dryad as a rare material and, with some grumbling, sets out to find a dryad and convince her to shed a few tears for him. One week (and an interesting adventure) later, Talghaz returns to the laboratory with a vial full of dryad tears and sets about brewing his potion. A philter of love *is worth 200 XP, so it takes Talghaz two days and 200 gp to brew the potion.*

When Talghaz finishes, the DM checks in secret to see if he was successful. The base chance is 70%, plus 18% for Talghaz's level, less 2% for the potion's experience point value. The DM also decides that a philter of love *is right up an enchanter's alley and gives Talghaz the +5% bonus for specialization. His total chance of success is 91%; if the DM rolls a 96 or higher, the failure creates a* cursed potion. *(Wouldn't that be a surprise for Talghaz's friend?)*

Chapter 7



Scrolls

Like potions, scrolls are fairly easy to manufacture and are also accessible to characters of moderate level. Scrolls come in two varieties: spell scrolls and protection scrolls. Spell scrolls are exactly what the name implies—scrolls that store spells that can be cast simply by being read. Protection scrolls are special single-use magical items that provide defense against a number of threats.

While any character may read a protection scroll without the benefit of a *read magic* spell, wizard spells cannot be cast from a scroll or transcribed into a spell book until a *read magic* spell or effect has been employed by the reader. This can be done at the time of the scroll's use, or the reader can prepare ahead of time by using *read magic* in advance; once magically read, a scroll remains intelligible for the character who reads it. Note that only wizards, thieves, and bards may read wizard spells from spell scrolls; thieves and bards can bypass the normal requirement to *read magic* by using their special class abilities.

Priest spells do not require a *read magic* spell in order to be used from a scroll. Priests, thieves, and bards may read priest spells from spell scrolls.

Low-level wizards and priests may be able to read spells from scrolls that are normally beyond their abilities; even a 1st-level wizard has a chance to pronounce the incantation for a *fireball* or *lightning bolt* correctly. Refer to **Scrolls,** in Appendix 3 of the *DUNGEON MASTER® Guide.*

Level Requirements: Wizards may create scrolls when they reach 9th level. Priests may scribe scrolls when they reach 7th level. Any spell the character knows (or has access to, in the case of a priest) can be placed on a scroll, or the character may attempt to create a protection scroll.

Geometers (specialists in the wizard school of geometry) have a special ability to create spell scrolls beginning at 4th level and protection scrolls at 7th level. When a geometer reaches 9th level, he may instead use the normal scroll creation process if he so desires.

Facilities: Wizards require access to any kind of laboratory (alchemical, forge, or research) in order to blend the ink for the scroll, although this is a fairly simple task given the right ingredients. Priests can blend the ink in any reasonable work area, but then must have access to a consecrated altar in order to actually scribe the scroll.

Research: There is no research required for spell scrolls or for protection scrolls that mirror spells available to the character. For example, if a wizard knows how to cast *antimagic shell*, he can write a *scroll of protection from magic* without performing any kind of research. If the scroll has no spell equivalent known to the character, he must research the scroll using the normal spell research rules. To figure out a scrolls's effective spell level, divide the experience point value by 500 and then add 2 (Level = XP/500+2). For example, scrolls worth 1,000 experience points are considered 4th-level spells;

Protection scrolls that have spell equivalents include the following scrolls:

Scroll	Equivalent
Protection from elementals	*dismissal*
Protection from magic	*antimagic shell*
Protection from petrification	*stone to flesh*
Protection from plants	*antiplant shell*
Protection from poison	*neutralize poison*
Protection from possession	*dispel evil*
Protection from undead	*control undead*
Protection from water	*airy water*

Processes and Materials: Scrolls require three components: some form of paper, a specially-blended ink, and a unique quill. Common paper, parchment, or papyrus may be used to create the scroll; paper provides a +5% bonus to the success roll, while papyrus inflicts a –5% penalty. All scrolls require a rare quill of some kind.

Ink for spells of 1st to 3rd level requires a rare ingredient; ink for spells of 4th to 6th level requires an exotic ingredient; and ink for spells of 7th to 9th level requires a rare and an exotic ingredient. (Use the spell level equivalents noted above for protection scrolls.)

Geometers have the special advantage of requiring nothing except common paper or parchment and a rare quill (which can only be used once); the ink is not important for the geometer's scrolls.

Cost and Time: Inscribing a spell onto a scroll takes one day per spell level, while creating a protection scroll takes one full week of uninterrupted work. The only cost incurred is that of obtaining the required materials.

Geometers have the same time requirements, but must pay 100 gp per spell level for their materials for spell scrolls, or 300 to 1,800 gp (3d6×100) for protection scrolls.

Success or Failure: The base chance to successfully create a scroll is 80%, +1% per character level, –1% per spell level (or equivalent spell level, in the case of protection scrolls). If the character fails the success check, the spell he is currently inscribing fails, and he may not add any more spells to that scroll, but any spells previously placed on the scroll remain intact and may still be used.

The DM should make the check in secret, since a natural 96 or higher on the success check creates a *cursed* scroll. The creator of the scroll has no idea that his work is flawed until he tries to use that particular spell.

Geometers use a learn spells check instead of the normal success check if they produce the scroll without any magical ingredients or processes. If a geometer creates a scroll using the usual methods described above, he gains a +5% bonus to his success check due to his familiarity with scrolls.

Milana, an 8th-level priestess, decides to create a scroll of protection from poison, *since she and her fellow adventurers intend to go wyvern-hunting. Because Milana is capable of casting the spell* neutralize poison, *she does not need to do any research. Because the spell equivalent is 4th level, the scroll requires an exotic material for the ink. The DM decides that the ink must include nightshade harvested during the dark of the moon, so Milana spends a week or more locating the deadly mushrooms and waiting for the proper time to collect them. The quill must be a feather steeped in the venom of an adder, and Milana attends to that as well. Fortunately, her temple is near a good-sized town, and she can easily procure paper.*

After gathering the necessary materials, Milana blends the ink (no cost or time) and begins scribing scroll of protection from poison. *This requires one full week, at no particular cost—although the patriarch of her temple suggests that an offering for the use of the altar would be appreciated. Milana's chance of success is 80%, +8% for her level, –4% for the equivalent level of the scroll. The use of paper gives her a +5% bonus, for a total of 89%. Milana passes the check easily, and finishes her scroll.*

Other Items

This broad category includes all other types of magical items, including rings, wands, staves, rods, miscellaneous magical items, and weapons and armor. Player characters can manufacture almost any kind of magical item appearing in the *DMG*, except for magical books, tomes, manuals, librams, grimoires, or artifacts of any kind.

In addition, a player character may be restricted from creating a particular item by his class. Wizards can create *any* magical item that is not specifically reserved for the use of priest characters (i.e., an item such as a *staff of curing*) or limited to certain races (such as *boots of elvenkind*). Racial items are created by priests of that particular race. If the item can be used by other characters as well as priests (for example, *helm of teleportation*), the wizard can manufacture the item. On the other hand, priests and specialist wizards can only create items that they can use. When creating an item, a specialist wizard gains a +5% bonus to his chance of succeeding.

The most important aspect of an item's enchantment has very little to do with its purpose or form. Magical items are divided into several loose classes that are based on the nature of the enchantment: single-use, limited-use, single-function, and multiple-function.

Single-use items are depleted after a single usage. Most potions and scrolls fall into this category, but these have been discussed already. Other single-use magical items include such things as *beads of force, incense of meditation,* or any of *Quaal's feather tokens.*

Limited-use items have a set or variable number of charges that may be used before it is expended. Some limited-use items can be recharged, but only if they are recharged before their last charge has been expended. Other limited-use items may have multiple-functions (see below). Most wands and staves are limited-use items. Other limited-use items include such devices as a *ring of wishes, bag of beans, scarab of protection,* or the special properties of *armor of fear.*

Single-function items have only one power, which functions continuously or on demand. Some single-function items have time limitations, after which they cannot be used until they replenish their magical energy. Some single-function items may feature a limited-use feature, in addition to the persistent powers. Items such as a *ring of shocking grasp, amulet of life protection, boots of speed,* and *wings of flying* are good examples of single-function items.

Multiple-function items have more than one power and may also feature additional limited-use powers. Good examples include the *rod of alertness, ring of elemental command, cloak of arachnida,* or the *helm of brilliance.*

Level Requirements: Both wizards and priests must be at least 11th level to create any kind of magical item other than a potion or a scroll. Wizards are also limited by the spells required to actually create the item—*enchant an item,*

permanency, and any other appropriate spells. Priests, on the other hand, do not cast spells to create items, but instead use a consecrated altar (see Chapter 5).

Facilities: Wizards require a well-equipped forge and may need to expand their personal libraries in order to conduct the necessary research. (Again, refer to Chapter 5.) Priests must have access to a specially consecrated altar. In addition, both wizards and priests may find it very useful to have some skilled assistants nearby.

Research: Before a character can begin work on a magical item, he must first discover the steps necessary to create it! This requires research time and effort. Generally, a character must spend 1d6+1 weeks and 200 gp per week in order to find out how to build the item, although the DM may rule that exceptionally powerful items (5,000 XP value or greater, or any item such as a *girdle of giant strength* that imparts drastic and persistent bonuses to a character) requires consultation with a sage or some special effort on the part of the character to research.

Contact other plane and *commune* spells are particularly useful in this step of item creation, since the successful use of one of these divinations reduces the research time to the minimum required.

Processes and Materials: The exact nature of the processes and materials required varies from item to item depending on its category and type. However, all items require an *enchant an item* spell (or the equivalent priestly ceremony), and many require a *permanency* spell to boot.

Rings require one common process, usually some type of carving, engraving, pouring, shaping, or forging. In addition to this process, magical rings have other requirements based on their type:

- Single-function rings require one exotic material;
- Multiple-function rings require one exotic material and one exotic process per function;
- Limited-use rings require one exotic material and one exotic process per use.

Rings created by wizards must be prepared with an *enchant an item* spell and finished with a *permanency* spell, although charged rings such as the *ring of the ram* do not require the *permanency* spell, since it can be recharged. Naturally, the character must also cast any spells required for spell-like functions.

Rods, staves, and wands are not completed with a *permanency* spell and lose their magic if their charges are ever completely exhausted. Again, the type of item determines what processes and materials are required:

- Single-function wands and staves require one rare material and one rare process;
- Single-use or single-function rods require one exotic material and one rare process;
- Multiple-function rods, staves, or wands require one exotic material, and one exotic process per function;
- Limited-use rods, staves, or wands require one exotic material, and one exotic process per use.

Materials for these devices could include the actual shaft or handle, a special headpiece or crystal, or special heels or caps for the ends. Processes might include carving, engraving, painting, or tempering.

Miscellaneous magical items require an *enchant an item* spell (or the appropriate priestly ceremony), but single-use and limited-use items do not require *permanency* spells.

- Single-use and single-function items require one exotic material and one exotic process;
- Limited-use items require one exotic material per function and two exotic processes per use;
- Multiple-function items require one exotic material per function, one exotic process, and one rare process per function.

Naturally, the materials and processes used will vary widely with the nature of the item in question. Considering that miscellaneous magic includes everything from articles of clothing to boats and decks of cards, the actual construction or creation of the item could include anything imaginable! See **Special Ingredients** for ideas.

Magical weapons and armor require an *enchant an item* and a *permanency* spell or the priestly equivalents (see pages 121–122 in the *DMG*). In addition, devices with expendable charges (*armor of fear*, for example) must be imbued with the appropriate spells. Weapons and armor that have no special properties except for conferring combat bonuses are considered single-function items; items with *blending, command, disruption, throwing, hurling, accuracy, speed, distance, venom, homing, lightning, piercing, sharpness, wounding,* or *vorpal* properties are considered multiple-function items. Armors that have special but expendable properties (*fear* and *etherealness*) are limited-use items; and expendable items such as magical arrows or javelins are single-use items.

- Single-use weapons require one rare material and one common process;
- Single-function weapons and armors require one exotic material, one common process, and one rare process;
- Multiple-function weapons and armors require one exotic material and process, one rare process, and one common process per function;
- Limited-use armors and weapons require one exotic material and process, one rare process, and one common process per use.

Cost and Time: Again, the cost and time required to manufacture magical items varies depending on the category and the type of item. For example, if a mage wishes to create a single-function ring worth 1,000 XP, then he must not only spend 1,000 gp (see the "Cost in XP" column of Table 38: Magical Item Cost and Time Requirements), but he must also spend 10 weeks (one week for every 100 gp spent) constructing the item.

The cost of any special processes or materials is not included in the base cost to create the item, so if a wizard discovers that he must crush one hundred pearls to create his *dust of disappearance*, it's up to him to find the pearls. The time requirements do not include any special quests or processes the character must undertake in order to create the item.

Success or Failure: All magical items that fall into this broad category share the same success roll. Assuming the character follows all the necessary steps, there is a base 60% chance of success, +1% per caster level, –1% per spell or special process required to create the item. (The caster's initial *enchant an item* or finishing *permanency* spells do not

Table 38:

Magical Item Cost and Time Requirements

Item	Cost	Time
Ring, single-function	XP value	1 wk per 100 gp
Ring, all others	2 × XP	1 wk per 100 gp
Rod, single-use	1/5 XP	1 wk per 1,000 gp
Rod, single-function	1/5 XP	1 wk per 100 gp
Rod, multiple-function	1/5 XP	2 wks per 100 gp
Rod, limited-use	1/5 XP	4 wks per 100 gp
Staff/wand, single-function	1/5 XP	1 wk per 100 gp
Staff/wand, multiple-function	1/5 XP	2 wks per 100 gp
Staff/wand, limited-use	1/5 XP	4 wks per 100 gp
Misc. magic, single-use	2 × XP	1 wk per 100 gp
Misc. magic, single-function	3 × XP	1 wk per 100 gp
Misc. magic, multiple-function	4 × XP	1 wk per 100 gp
Misc. magic, limited-use	2 × XP	3 wks per 100 gp
Weapon, single-use	XP value	1 wk per 100 gp
Weapon/armor, single-function	2 × XP	3 wks per 1,000 gp
Weapon/armor, multiple-function	2 × XP	4 wks per 1,000 gp
Weapon/armor, limited-use	2 × XP	2 wks per 1,000 gp

count against his success chance.) While specialist wizards receive a 5% bonus to their success chance when creating an item using abilities from their school of specialization, artificers gain a special 10% bonus to their success chance due to their superior item-crafting skills.

At the DM's option, characters who display exceptional ingenuity or go to extreme lengths to create an item from the very best, most appropriate materials and processes available may receive an additional bonus of +5% to +15% on their success chance.

If the character rolls a 96 or higher on his success check, the item is cursed in some way. For example, a character attempting to produce a *cloak of displacement* might create a *cloak of poisonousness* instead. If for some reason the character was trying to create a cursed item, a roll of 96 or higher is a simple failure—he doesn't create a beneficial device instead!

Thedaric is a 14th-level fire mage who decides to create a wand of fire *for those times when he's low on memorized spells. He easily meets the level requirement and spends a little money refurbishing a laboratory (in this case, a forge) that he found in the ruins of an archmage's tower. The forge comes with a library sufficient for researching the* wand of fire *(it's the first item Thedaric has tried to make). Thedaric uses a* contact other plane *spell to minimize his research effort, so he only requires two weeks and 400 gp to learn how to create the wand.*

As described in the DMG, *the* wand of fire *is a multiple-function item (it has four separate uses), and a limited-use item, since it uses charges. The DM decides that the wand requires one exotic material, and four exotic processes, in addition to the necessary spells, cost, and time. Thedaric discovers that the wand must be forged by a master smith of the azer (a race of fire-dwarves from the Elemental Plane of Fire), from brass smelted in the efreeti City of Brass, tempered by the fiery breath of an adult red dragon, graven while still soft with runes of power, using a fire sapphire (a mythical gemstone the DM just made up on the spot), and finally polished with a mixture containing the ash of a thousand year-old tree destroyed by fire. With a heavy sigh, Thedaric sets out on months of quests, challenges, and adventures, arranging all of the materials and processes.*

Several months later, everything's ready. Thedaric journeys to the elemental plane of fire, obtains the efreeti brass, gets the azer smith to work it into a wand, engraves it with the fire sapphire, tricks a dragon into tempering it, and finally polishes and finishes the item in his own workshop with his special mixture of ash. The construction of the item required an amount of gold equal to one-fifth the wand's XP value (900 gp in this case) and 4 weeks per 100 gp, for a total of 36 weeks of forging, tempering, and polishing!

Thedaric is well-satisfied with his work so far, but now he has to make the wand magical. First, he'll need to use enchant an item *in order to prepare the wand to receive spells. After four days, the* enchant an item *is finished, and Thedaric attempts a saving throw vs. spell to see if it succeeded. His elementalist bonuses to saving throws vs. fire apply, and Thedaric passes with a surprisingly close shave. He then casts* burning hands, pyrotechnics, fireball, *and* wall of fire *into the wand. Each spell requires 2d4 hours per spell level, so this ends up taking several days in and of itself. Since he must check the success of each enchantment and doesn't know if any one spell will take, Thedaric*

casts another battery of the same spells into the wand, just to make sure that he gets all the functions desired—at worst, the wand will have a few extra charges on it, so this is a reasonable precaution against the possibility of failing in one of these steps. Since the wand of fire *is a limited-use item, it does not require a* permanency *spell to complete it; after his second round of spells, Thedaric declares that he is finished. (He's not worried about stocking up on charges right now; he just wants to complete the initial enchantment, and recharge the wand to its maximum potential later.)*

The DM rolled saving throws vs. spells for each spell Thedaric placed into the wand, and as it turns out, the extra four spells were an unnecessary precaution; Thedaric succeeded the first time around. Now the DM checks to see if the overall process was a success or failure. The base chance of success for a wand is 60%, plus 14% for Thedaric's level, –12% for spells and special processes. The DM decides that Thedaric was particularly resourceful, and gives him a +10% bonus, and since Thedaric is a fire specialist, he gains an additional +5% bonus, for a total success chance of 77%. Thedaric succeeds and now has a wand of fire; *the DM decides that the spells he placed into the wand became its first 8 charges (each spell was cast into the wand twice.)*

Now, Thedaric will probably seek to recharge the wand. Recharging items requires another enchant an item *spell, but this one is automatically successful. He can then begin to place spells into the wand to increase the number of charges, up to its maximum of 50. So, after close to a year of adventuring and construction, Thedaric finishes his wand of fire! Considering the immense time and effort this took a 14th-level character, you can see why magical items should be rare and unusual things!*

Qualities

When a wizard or priest creates a magical item, he spends a lot of time and effort seeking a way to impart to his creation the particular qualities and properties he desires. While an exhaustive listing of each standard item's usual components would be beyond the scope of this book (and fairly boring, as well!), we'll take a quick look at some good ideas for components, spells, and processes designed to imbue an item with the powers the character desires.

Qualities are divided into twelve loose categories: control or domination, charm or influence, perception, bodily alteration, bodily augmentation, movement, resistance and defense, attack or offense, summoning, object alteration, healing and restoration, and magical manipulation. Most items fall into at least one, and sometimes two, of these categories.

Control or Charm: Magical devices of this sort exert a compulsion of some kind, forcing compliance from the subject. Unlike items that rely on influence or the power of emotion, control devices allow the caster to dictate commands to the subject, which will then be followed to the letter. Good examples of items that fall into this category include *potions of giant, dragon, or undead control*, or a *ring of mammal control* or *elemental control*.

Materials for these items often include specimens or samples from the creature in question—blood, hair, sweat, or more intangible qualities. Rare or exotic requirements might force the PC to seek out a unique individual among the subject race, such as a frost giant jarl, or a vampire mage.

Rings, rods, and staves of this class might require decorating or engraving with a rune signifying the true, secret name of the subjects to be affected. A substance that is linked to the subject in some way could be included; for example, a *potion of plant control* might require the sap of a treant since treants have the ability to animate other plants, or the potion might have to be prepared in a vessel carved from a treant's heartwood. Similarly, a powdered gem taken from a king's crown might be required for a *potion of human control*.

In many cases, some form of *charm, geas,* or *quest* spell will be required to enchant the item.

Influence or Emotion: Magical devices with these properties enable the wielder to exert unusual influence over the subject or impart an emotional state of some kind without gaining the ability to direct and control his movements. It is a subtler type of enchantment than outright control or domination, with more persistent effects that often highlight a player's role-playing ability. The wielder of the item is not able to actually order the subjects about but instead presents the subject with strong preferences or impulses that the subject is free to pursue as he sees fit. The least subtle of these items simply delivers an overwhelming emotion, such as fear or panic, to send the victims into instant flight. A *ring of human influence, wand of fear,* or *philter of love* all fall into this category.

Unlike the control and charm devices, many devices in this category enhance the caster's Charisma or eloquence, without regard to the subject's race. Materials associated with the emotion required are often incorporated into magical items of this type; for example, a *wand of fear* might require a bone from a lich or the terror of a coward. Items that confer persuasiveness to a character might require something from a creature with natural *charm* or *beguiling* powers, such as a snake's tongue or wood from the tree of a dryad.

Processes could include such things as etching the item with the tears of a liar, engraving it with the secret name of a terrifying fiend, or tempering it on the altar of a deity of love or trickery. Rods, rings, and wands of this type are often chased with metals related to the emotions in question— silver or gold for noble emotions, lead or iron for base ones.

Spells that may prove useful in enchanting these items include such things as *animal friendship, emotion, enthrall, fear, suggestion,* or *mass suggestion*.

Perception: Magical items of this type extend the wearer or user's perceptions in some way, enabling him to detect things he could not detect before, or extending the range of his senses beyond his immediate surroundings. Devices that expand the senses include such things as a *ring of x-ray vision*, a *medallion of ESP*, or a *gem of seeing*; items that extend the senses include *potions of clairaudience* or *clairvoyance, crystal balls*, and similar items.

Materials often include samples or specimens from creatures who naturally possess the sense in question, such as the wit of a thief, the cunning of a fox, or the pick of a dwarf master miner. In addition, gems, glass, or stones of special clarity or color are often incorporated into devices of this nature.

The processes required may involve more specimens of appropriate origin, such as polishing a magical lens with a paste made from the eye of a giant eagle or steeping a *robe of*

eyes in the ichor of an argus. Other processes could include such things as grinding lenses or orbs, sanding items with special mixtures or compounds, magnetizing metal wands, or painting or inscribing an item in a certain design.

All kinds of divination spells—*clairaudience, clairvoyance, ESP, detect lie,* or *true seeing,* for example—may be part of the item creation process.

Movement: A great number of magical items impart some supernatural means of travel. Some merely augment the wearer's natural abilities, while others open up entire new avenues of movement for the character. There are a number of movement-enhancing items, including *potions of flying* and *levitation, boots of speed, boots of striding and springing, carpet of flying, cloak of the bat, wings of flying,* and many others.

Once again, specimens from creatures possessing the desired abilities are often important materials. Feathers from rare or unusual birds are frequently used for flying magic, while creatures such as grells or beholders provide levitation properties. Other materials could be more fantastic, such as the essence of the north wind.

Depending on the nature of the item, the process usually serves to seal the magical power into the item. Boots might be stained with a special mixture or soled by a particular craftsman or a special tool. Cloaks might be cured or waterproofed in some unusual way.

Useful spells for items conferring movement powers include enchantments such as *jump, haste, fly, levitate, teleport, polymorph self, wind walk,* or *plane shift.*

Bodily Alteration: This common category for magical items imparts some ability or power not normally possessed by the wearer. These abilities are not necessarily offensive or defensive, but they can provide the character with unusual resistances or camouflage in certain situations. Magical items that fall into this category include *potions of diminution, growth,* and *gaseous form;* items that confer *invisibility, blending,* or *disguise* abilities; and items that provide the wearer with *water breathing, adaptation,* or the ability to change his own shape. Naturally, this category often overlaps with several others since the alteration of one's form can augment the wearer's powers of movement, attack, or defense.

In addition to materials harvested from creatures with the desired abilities, inert objects with the desired properties can be used as materials for these items. For example, a diamond or crystal of perfect clarity might be useful for invisibility, while the smallest grain of sand on a beach (now there's a challenge!) might be required for diminution. Steam from a certain volcano, or wood from a vampire's coffin, could impart gaseous form.

Since many of the items in this category are potions, any process that is reasonable for creating a potion could be used. Other items might be steeped in special solutions designed to imbue them with the desired powers, or polished or painted with the materials required.

Obviously, most of these items have spells that are immediately applicable to the enchantment. *Enlarge* or its reverse are good for diminution and growth; *invisibility, water breathing, polymorph self,* and *change self* may all be useful for items of this type.

Bodily Augmentation: Items of this type increase abilities or skills that the wielder already possesses by making him stronger and more dexterous, increasing his effective



level, or augmenting his skills in a specific way. Examples include a *potion of giant strength* or *heroism*, a *girdle of giant strength*, *bracers of archery*, or *gauntlets of dexterity*. The chief difference between this category and the previous one is that augmentation changes existing abilities, while alteration provides abilities the character would not otherwise have.

There are three major classes of item that can augment the user's natural abilities: potions, girdles and gauntlets, and books. Potions often feature the hair, blood, or sweat of a creature possessing the desired qualities—a giant of the appropriate type for a *potion of giant strength* or a great hero for a *potion of heroism*. Materials for persistent items might include such things as an arrow carved by a master elf fletcher, leather from the belt of a giant chieftain, or steel worked by the strongest ogre in the land.

The processes required for potions have been described at length already. Belts, gauntlets, and other such things require curing, cutting and shaping, etching or inscribing, piercing, applying metal studs or fasteners, and finishing with various rubs or mixtures.

Spells that the character may find useful include enchantments such as *strength*, *bless*, *prayer*, or *spider climb*.

Resistance or Defense: This large category includes all kinds of devices that provide the user with a resistance, defense, or immunity to some attack form. These can be divided into two subcategories: physical defenses, which protect the user from direct attack, and magical defenses, which negate specific forms of damage. A few items in this class provide some benefits against both physical and magical attack. Examples of items with resistance or defensive powers include all kinds of magical armor, *potions of fire resistance* or *invulnerability*, the various sorts of protection scrolls, *rings of mind shielding*, *sustenance*, or *protection*, *cloaks of protection* or *displacement*, and many others.

Naturally, favored materials include those that are resistant to the type of damage defended against by the item. These can be minerals or substances that possess the qualities desired—diamonds for hardness, special clay or crystal for acid resistance, various metals and alloys for strength and resilience—or samples from a creature known for a certain defense, such as the hide of a displacer beast or blink dog, the scale of a dragon, or the shell of a giant tortoise. Finally, substances inimical to the creature could be used to make a ward; garlic, holy symbols, or holy water could be incorporated into an *amulet versus undead*.

Intangible materials such as a knight's courage, a moonbeam, or the morning mists on a sylvan lake may be required instead of physical substances. A *scarab versus golems* might require the animating spark of a flesh golem, or the pity of an iron golem.

Items of this class take many shapes and forms, but potions, armor, clothing, and jewelry are the most common varieties. The processes involved depend on the exact form of the item. However, processes designed to lend strength—tempering, shellacking or enamelling, or bonding—are frequently used to finish these items. Any number of spells provide defenses or resistances of some kind; these may be useful in the creation process.

Healing and Restoration: Resistances generally prevent injury from taking place, but magic of this category concentrates on the swift repair of damage or adverse conditions. Some types of item instead offer enhanced health or longevity; in general, if an item affects the metabolism of the wearer for the purpose of preserving his health, it falls into this category instead of bodily augmentation. Items in this category include *potions of healing* and *longevity*, *elixirs of health* and *vitality*, *ring of regeneration*, *staff of curing*, and *periapts of health* or *wound closure*.

Many of these devices or brews require herbs, which are special medicines and preparations famed for their healing potency. These herbs may require special harvesting or treatment before they can be incorporated into an item. In addition, animal samples from creatures who enjoy the properties in question can be useful; for example, a *ring of regeneration* may require the heart of a troll, while very long-lived creatures (elves, treants, or dragons) may be useful for magic that prolongs life.

Adventurers are most familiar with potions of this type, and these require the same steps or processes that other potions do—distilling, brewing, aging, purification, and so on. Spells of healing and restoration are often required for creating items of this class, which means that most of these devices are created by priest characters.

Attack or Offense: As the largest single category of magical items, these devices with offensive powers range from simple enchanted weapons to mighty staves with a dazzling array of dreadful powers. Most rods, staves, and wands fall into this category along with almost all weapons and a fair number of rings, potions, and miscellaneous magical items. Just like defensive items, attack devices provide the wielder with either combat bonuses or magical effects, and a few (such as a *staff of power*) provide both.

Weapons and other items designed to strike blows at an enemy usually rely on materials designed to grant extraordinary strength, sharpness, flexibility, or lightness and ease of use. Special minerals for the weapon's alloy are quite common. In addition, weapons with special qualities (*quickness*, *wounding*, *hurling*, and so on) may include samples from creatures that naturally possess these powers; a *sword of life stealing* might require the essence of a wraith, while a *mace of disruption* could incorporate the holy symbol of a patriarch dead 1,000 years.

Devices that project magical attacks at the wielder's enemy often require materials that reflect their nature. A *wand of frost* could be made from an icicle, the bones of a frost giant shaman, or the fang of a white dragon. A *staff of thunder and lightning* might require wood taken from a lightning-struck treant; a *ring of shocking grasp* that is etched with a solution made from the blood of electric eels is also appropriate. Obviously, there is a wonderful variety of ideas to choose from!

The process involved reflects the item in some way. Again, items meant to be employed as weapons will often feature some kind of tempering or strengthening, while other items could be finished in any number of ways. Items of this type that require charges may need certain spells to be cast into them over and over again during the creation process.

Magical Manipulation: Magical items that affect other magical items, provide magical powers to their owners, or somehow augment or enhance the spell capability of their owners belong to this group. These items are among the most potent in the AD&D game system. This category

includes *rings of spell storing, spell turning,* and *wizardry; rods of absorption* and *cancellation; wand of negation; pearl of power; incense of meditation; book of infinite spells;* and the *beaker of plentiful potions.*

Generally, items of this sort require either highly magical or highly antimagical materials since they are designed to manipulate the very stuff of magic itself. Magical materials include special alloys of meteoric or extraplanar minerals, as well as things such as a unicorn's horn, a kirin's hooves, the bones of an archmage, or the holy symbol of a saint. Antimagical materials could consist of specimens from creatures with high magic resistance, iron taken from a nonmagical prime material world, or wood from a tree rooted in a magic-dead area in worlds where such places exist.

Processes suitable for items of this type may involve polishing or etching with a solution of magical or antimagical substances, tempering or engraving it in a place of great magical potential (the extraplanar domain of a god of magic, for example), or bathing it in the raw stuff of magic, such as a wild mage's *wildfire* spell.

Spells suitable for empowering magic-manipulating items include dweomers such as *antimagic shell, dispel magic, Mordenkainen's disjunction,* or *spell turning.* Priests may rely on *imbue with spell ability* or *holy word.*

Matter Manipulation: Items of this sort are designed to have their greatest effects on inanimate objects or substances by transforming, destroying, or otherwise altering something without making a direct attack. Matter-manipulating devices include *potion of sweetwater, oil of timelessness, wand of flame extinguishing, decanter of endless water, maul of the titans,* or the *horn of collapsing.* While many of these devices have obvious applications as weapons in certain situations, in most cases this is an incidental benefit or hazard of their normal function.

Materials for these items often consist of substances that have the effect desired or animal samples from creatures that can perform the intended action. For example, a *wand of flame extinguishing* could incorporate ice or water from the heart of the Elemental Plane of Water, while a *spade of colossal excavation* might require the ground-up claws of a giant badger to be mixed into the alloy for the shovel's blade. In a couple of cases, the item contains some kind of link to one of the elemental planes and produces an endless supply of one substance or another.

The process varies with the type of item; tools may require balancing, sharpening, or tempering of some kind. Spells that may be useful include *dig, move earth, temporal stasis, purify food and drink,* and other spells designed to affect objects.

Summoning: Items that summon monsters, servants, or champions to aid the wielder fall into the class of summoning devices. In addition to the devices which obviously bring creatures from distant locales, *figurines of wondrous power* and other objects that transform into living servitors can be considered summoning devices since the overall effect (i.e., the user gains a useful ally of some kind) is much the same. Other summoning items include a *ring of djinni summoning, staff of swarming insects, brazier commanding fire elementals, pipes of the sewers,* and the *horn of Valhalla.*

Summoning devices almost always include materials that are pleasing to the creatures to be commanded, or at least signify them in some way. For example, a *horn of Valhalla* might require the courage of a berserker, iron from the riven shield of a mighty hero, or gold won from a dragon's hoard. Devices built to summon extraplanar monsters often feature material collected on the subject creature's home plane.

The finishing processes of a summoning device usually reinforce the bond with the particular creature by bathing or steeping the item in the creature's blood or by somehow imbuing it with a substance desired by the monster. Several spells may prove useful in creating these items, including *gate, exaction, entrapment, conjure elemental,* or *binding.*

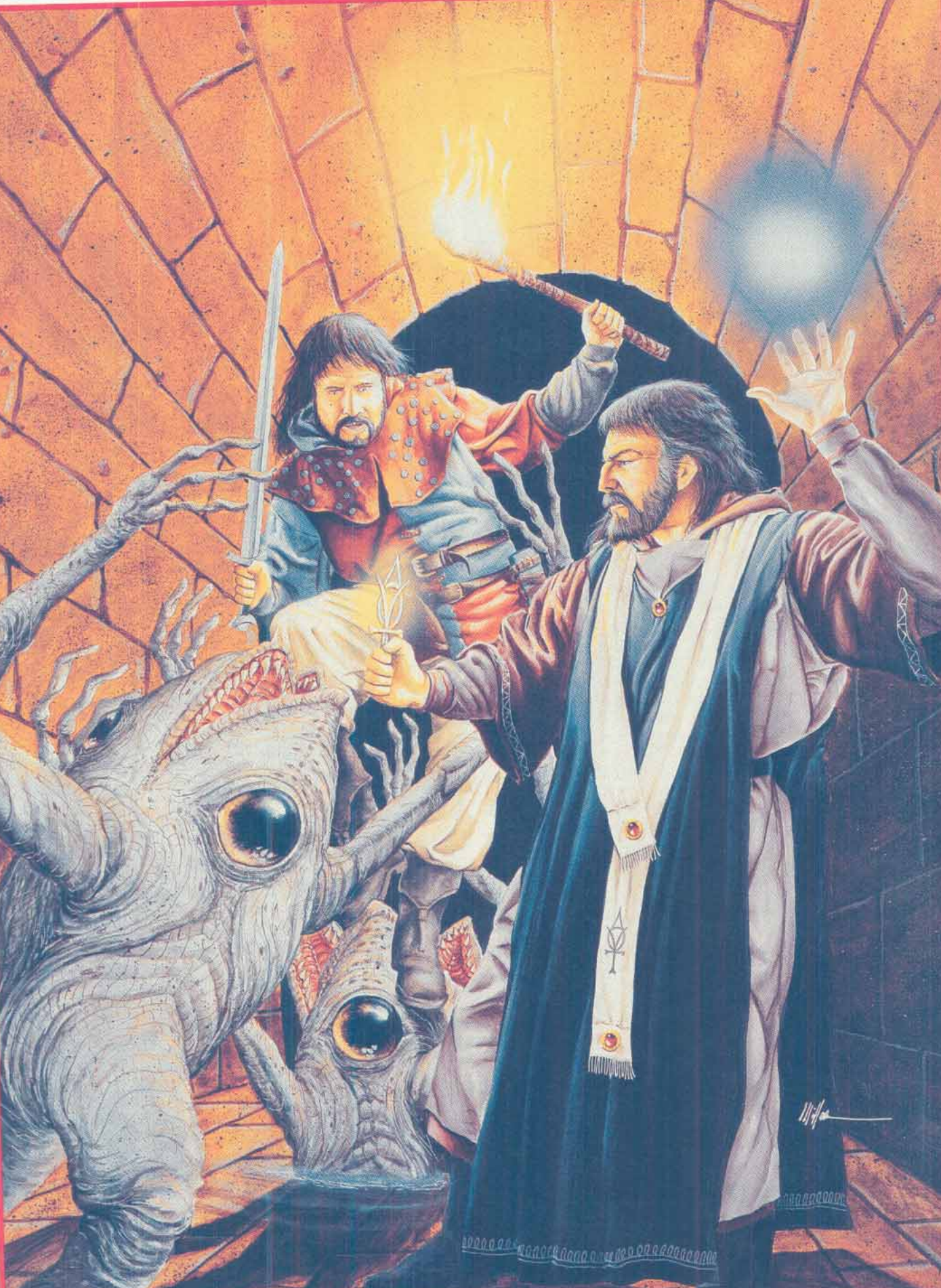
Items That No Player Character Should Create

The rules for creating magical items allow the DM a great amount of latitude in determining just how difficult the creation of any particular item is going to be. After all, the search for a few exotic materials and processes can keep an ambitious PC busy for years! And the rules have been scaled to make the most powerful and deadly items prohibitively expensive and time-consuming. But, despite these safeguards, there are still a few items that are just too powerful for a player character to create.

The first item is actually an entire category—magical books. Books, tomes, librams, manuals, and other such items provide the character with the ability to build himself an instant level gain or quickly enhance his ability scores. In most campaigns, it's safe to assume that magical books are demi-artifacts endowed with a special purpose and a near-sentient talent for skipping out on their present owners. For whatever reasons, powers beyond mortal ken had a hand in the creation of these devices, and the only characters who can duplicate the feat are those who stand on the verge of divine ascension.

The next two items are simply so inexplicably weird that the reasons why a PC would wish to create one or the other is almost impossible to fathom. These are the *deck of many things* and the *sphere of annihilation.* Both have potentially disastrous consequences for a campaign and should be extremely rare in any event. In particular, players seem to have a vindictive streak with regard to *spheres of annihilation,* using them to do things like drain seas and devour





planets. The DM is well advised to prevent PCs from making a few dozen of these to liven up his world. The *deck of many things*, on the other hand, offers instant level gains and other such game-busting benefits. If a group of PCs finds one after an arduous adventure and chooses to experiment with it, they've earned the privilege. But preparing a new *deck* on demand is a privilege too dangerous for most players.

The last category is the least spectacular: special racial magic, such as *cloaks* or *boots of elvenkind*. Unless the character is a member of the race in question, he shouldn't be able to create these items. However, if the character is an elf (for example), and he's a priest that has risen high enough in level to contemplate the manufacture of these devices, there's no reason the DM couldn't allow him to do so as long as he follows the normal rules for item creation.

Recharging Magical Items

Items that possess charges, such as most wands or rods, can be recharged. Some item descriptions name the particular class and level of character that can recharge the item; for example, a *rod of security* can only be recharged by the combined efforts of a wizard and priest of 18th level or higher. If the item description does not specify the level required to recharge it, then it can be recharged by any character who can create an item (i.e., an 11th-level priest, or a wizard with the ability to cast *enchant an item*), as long as the character can also cast the highest-level spell simulated or cast by the item. For example, the highest-level spell incorporated in a *wand of fire* is *wall of fire*, a 4th-level wizard spell, which can be cast by a wizard of 7th level or higher; therefore, if the wizard knows *wall of fire*, it's the requirement to *enchant an item* that is the pressing issue in this case.

If the character can use the appropriate spells, an item can be recharged by simply casting *enchant an item* and then making a saving throw vs. spell to see if the spell takes. (Priests spend a week praying at their consecrated altar to recharge their items.) If the *enchant an item* succeeds, the character may then cast the appropriate spells into the item, taking 1d4 hours per spell. If the preparatory spell fails, then the caster must make another saving throw vs. spell with a –1 penalty this time; failing this save results in the item's ruin. It will never be usable again.

Assuming the character doesn't spoil the item by attempting to recharge it, he may then begin to place spells of the appropriate type into the item. As long as he begins the next spell within 24 hours of finishing the last one, he can pour charges into the item without stopping to use *enchant an item* again. Success is automatic, and the character can place as many (or as few) additional charges into the item as he likes. However, he may never overcharge the item by placing more charges into it than it could have at its maximum. For example, a *ring of the ram* can hold as many as 10 charges at one time, so it can't be recharged past that limit.



Chapter 8:
Spells in Combat



While many spells provide a character with information, influence, or unusual powers of movement, most wizards and priests seem to be interested in spells that bring doom and destruction upon their enemies. Naturally, there are a great number of these enchantments, ranging from spells that annoy or hinder the subjects to awesome strikes that can slay dozens of monsters at once.

In this chapter, we'll examine the use of spells on the battlefield. First of all, we'll take a look at characteristics or properties of combative spells—for example, how far away can a *fireball* be seen? Next, spells with special or unusual effects associated with them will be dealt with—just what does a *fireball* do to the air quality of a small room? For those of our readers who are familiar with the *PLAYER'S OPTION: Combat & Tactics* book, we'll examine the issue of spells that cause knockdowns and the possibility of critical strikes or specific injuries caused by spell damage.

Spells in Combat

Spell Characteristics

If you've played the AD&D game for any amount of time, you are already quite familiar with a number of spell characteristics such as range, duration, area of effect, and other such attributes. Some characteristics are fixed values, while others may vary with the caster's level. *PLAYER'S OPTION: Spells & Magic* introduces the new characteristics of **casting subtlety** and **sensory signature**, which describe the obviousness of a spell's casting or effects.

In addition to perception characteristics, we'll also take a look at spells that may create knockdowns (a concept from the *PLAYER'S OPTION: Combat & Tactics* book), as well as spells that require attack rolls on the part of the caster.

Casting Subtlety

In many situations, a wizard or priest couldn't care less who sees him casting a spell. When an archmage is getting ready to electrocute a band of ogres with his *chain lightning* spell, he usually doesn't take any steps to conceal what he is doing and casts the spell in the most expedient fashion possible. On the other hand, some situations require great delicacy on the part of the character. When a wizard wants to *charm* a guard-captain in front of the captain's detachment of soldiers, he'll have to be very careful not to tip his hand.

Naturally, some spells are more subtle than others. There are a number of factors to take into consideration—the number of components required, the size of the material components, the length of the casting time, and whether or not the spell requires some unusual behavior or speech on the part of the caster.

Noticing Spells: Who notices when spells are being cast? Generally, anyone who is directly observing the caster notices the strange gestures or air of concentration that characterize a spell. Depending on the lighting conditions and the amount of distractions nearby, an observer might be able to notice the spellcaster's actions from as far as 30 to 50 feet away. Casual observers—people who are on the scene, but don't have any particular reason to be watching the spellcaster—rarely notice the spell unless it's unusually obvious. If it's important to know whether or not a particular NPC or monster notices the spellcaster's actions, the DM can make an Intelligence check for that character (Intelligence acts as a measure of a character's perceptiveness).

Subtlety Rating: A spell's subtlety rating is the overall measure of how easily the caster's actions are detected by an observer. In some cases, the spell is automatically detected; any character within 10 feet who *specifically* watches the spellcaster (for example, someone engaged in melee with the caster, or a vigilant guard) will automatically notice that the character is attempting a spell. However, if an Intelligence check is used to determine whether or not a character notices a spell, the subtlety rating is used as a modifier to the character's roll.

The spell's subtlety rating is figured as shown in Table 39: Spell Subtlety Modifiers.

Casting time is an important factor in the subtlety of a spell, since the longer the character is involved in the spell, the more likely it is that someone will notice him. The number of components involved measures how complicated the spell is and how difficult it is to cast. Last but not least, some spells clearly require some unusual actions or behaviors that may be hard to disguise. However, if the caster can



Chapter 8

Table 39:

Spell Subtlety Modifiers

Modifier	Condition
+1	Casting time of 4 or higher
+2	Casting time of 7 or higher
+3	Casting time of one round or more
+5	Casting time of one day or more
+1	Includes verbal component
+1	Includes somatic component
+1	Per three material components included
+1	Spell includes unusual action (singing, clapping, etc.)
+2	Spell requires dramatic action (shattering gem or breaking item, capering and dancing, shouting, etc.)
+4	Spell requires very obvious action (a full religious ritual, drawing a circle on the ground with powder, etc.)
+6	Character going out of his way to be noticed
–2	Poor lighting
–1	Background noise can mask sounds
–2	Distracting activity nearby

mask his actions by performing them in a place or manner that wouldn't be suspicious (for example, dancing or clapping in a street carnival, or shouting on a crowded battlefield) this last modifier can be negated.

The spell's subtlety rating is the total of its modifiers. It is applied to an observer's Intelligence when rolling an Intelligence check to see if he or she notices the physical act of spellcasting. Remember, in many cases an Intelligence check is completely unnecessary—a wizard who casts a spell in a pitch-black room won't be seen by anyone, while a priest who uses magic in a crowded town market is probably going to be noticed by someone nearby.

Vorgaad, a necromancer, is enjoying a stout ale in his favorite taproom when a pushy paladin challenges him over some trifling issue of raising decently buried townsfolk and using them for his own evil ends. Vorgaad sighs and orders his minion Azoth to accept the paladin's challenge. Accompanied by a large number of tavern-goers, all concerned step outside into the torchlit yard of the inn. Vorgaad decides that the paladin will cut Azoth to pieces if he doesn't do something and decides to use stoneskin *on Azoth to even the odds.* Stoneskin *has a casting time of 1 and requires verbal, somatic, and material components. As a result, its total subtlety rating is 4. In addition, the DM rules that the act of sprinkling granite and diamond dust over Azoth is strange enough for an additional +1 bonus, giving anyone nearby a +5 bonus to their chance to detect Vorgaad's spell. However, the light in the courtyard, the din of the crowd, and the spectacle of Azoth taunting the paladin all help Vorgaad remain unnoticed; taken together, these reduce the bonus to 0. Any bystander who succeeds in an Intelligence check sees Vorgaad cast his spell.*

Note that characters can sometimes deceive intelligent enemies by *pretending* to cast spells. The would-be trickster should have some idea of what he's doing; otherwise he's just flailing his arms around and shouting nonsense (which might be a distraction in and of itself!) It also helps a lot if the target of the charade has seen that particular character use magic before since the whole act is much more credible when it follows a *real* spell. Consider how fast a band of trolls might scatter if they'd just been *fireballed* and then observe the same wizard getting ready to cast another spell!

Sensory Signature

Another characteristic of spells is their sensory signature, or just how noticeable the effects of the spell are. A *lightning bolt* includes a blinding flash of light and a deafening clap of thunder; clearly, it is much more noticeable than a *shocking grasp* or an *unseen servant*. Many spell effects are completely undetectable; for example, a *charm person*, *polymorph self*, or *feeblemind* spell may wreak all kinds of havoc with the subject, but outside observers can't see, smell, or hear anything when the spell is cast that lets them know that magic was just employed. Sensory effects fall into (naturally) five major categories: sight, hearing, smell, touch, and taste.

Sight: Spells that create matter, project energy, or create visible changes in the subject have a visual sensory signature. Any creature close enough to see the effect will be aware of the fact that a spell has been cast.

Hearing: Most spells with visible signatures also have an audible signature as well, even if it's a weird hum, buzz, or *ZOTTT!* as the magic affects its target. A few spells have particularly noticeable audible signatures, such as *lightning bolt*, *shout*, and other such deadly enchantments. Very few spells have an audible signature without some form of visual signature as well.

Smell: Enchantments such as *stinking cloud* and *cloudkill* are the obvious offenders in this category, but other spells may leave olfactory signatures behind, particularly spells that start fires. The pungent fumes of a *pyrotechnics* or *incendiary cloud* spell may easily be the first thing an observer notices, even before he sees the smoke.

Touch and Taste: Usually, if a character's close enough to notice a spell's effect by these methods, he's already quite aware of the fact that magic has been used against him. However, in some cases, this might be a character's only way to detect a spell. For example, a character who has been magically *blinded* and *deafened* would still feel the warmth of a distant *fireball* on his face or feel the tremors caused by a priest's *earthquake*.

Strength of Sensory Signatures

All sorts of conditions may influence the obviousness of a spell; a *lightning bolt* may be reduced to a dim, distant flash in a deep fog, but the crack of the thunderbolt will still be quite audible! The number of creatures affected by a spell can be used as a rough measure of the strength of a sensory signature, as shown in Table 40: Sensory Signatures.

For example, a *fireball* normally affects a 20-foot radius, so it would be considered a **huge** signature detectable at a range of 500 feet under good visibility conditions. On the other hand, *polymorph other* affects only one target, so it would be a **medium** signature spotted at a range of 50 feet. Obviously, the DM has a great deal of latitude here; spells break the rules of the game, and many defy classification.

If the visibility is poor, the ranges listed above could be

reduced by as much as 50 to 75 percent. However, simple darkness may not conceal spells with brilliant or fiery effects; if anything, a *fireball* or *lightning bolt* is even more visible at nighttime than it is in daylight!

Spells can usually be heard or smelled at half the range they can be seen and felt at one-tenth the visibility range. The roar of a *fireball* normally carries for 250 feet or so, even if the blast itself is out of sight around a corner or behind a hill. A deafened character who isn't looking at the blast can still feel the heat of the *fireball* from as far as 50 feet away. However, sound and smells may not propagate in a perfect circle from the spell's targeting point—if there's a strong wind blowing, the faint stench of a *stinking cloud* may be noticeable a mile or more downwind, while stone walls and large areas of still water may reflect or bounce sounds to several times their normal carrying distance.

Table 40:

Sensory Signatures

# of Targets Affected	Area Affected	Visible at Range (Size Category)
Self	Caster	20′ (S)
1 Target	5′ sq. or 2′ rad.	50′ (M)
2–9 Targets	30′ sq. or 15′ rad.	200′ (L)
10+ Targets	40′ sq. or 20′ rad.	500′ (H)
40+ Targets	100′ sq. or 40′ rad.	1,000′ (G)

Sensory Signatures by School

While each school of magic includes a variety of different spells, it's possible to make some general observations about each school. Both priest and wizard spells of the listed type share some common sensory signatures.

Abjurations: Spells of this type fall into three loose categories—those that create barriers, those that enhance the recipient's resistance to attack, and those that directly attack the offending creature or object. Barriers include spells such as *protection from evil, minor globe of invulnerability, antimagic shell,* or *prismatic sphere;* generally, these spells have a normal visible signature for their size, but don't produce odd smells or sounds. Spells that enhance resistance include *sanctuary, nondetection,* or *protection from normal missiles.* These enchantments have small signatures or no discernible signatures at all. Abjurations that attack the offending creature include *fire trap, repulsion,* or *banishment;* they may include sight and sound signatures as normal for their area of effect. The following are some specific examples:

- *Protection from evil:* moderate visual;
- *Minor globe of invulnerability:* small visual;
- *Banishment:* small visual, small audio.

Alterations: This broad school includes spells designed to accomplish a multitude of effects. As a gross generalization, all alterations have the signatures derived from their areas of effect with a couple of notable exceptions. Alteration spells that affect other spells (the so-called "metamagic" spells, like *far reaching* or *Rary's mnemonic enhancer*) and spells that imbue the caster with a quality that doesn't change his appearance (*comprehend languages, fly,* or *water breathing,* for example) usually have no signature at all. Specific examples appear below:

- *Burning hands:* moderate visual and audio;
- *Haste:* no signature at all;
- *Animal growth:* moderate visual and audio.

Conjurations: Most conjurations involve visual sensory signatures since people on the scene notice whatever it is that just appeared, but audio signatures are unusual. Instead, olfactory signatures—strange smells and odors—often accompany spells of this school. Also, tactile sensations such as chills, goosebumps, or nausea may come into play when doors to other dimensions are opened in the vicinity. The following are specific examples:

- *Unseen servant:* small audio and tactile;
- *Monster summoning:* moderate visual;
- *Power word:* small audio and tactile.

Divinations: A great number of divinations have no sensory signature at all since they impart information directly to the caster's awareness. However, some divination spells (such as *detect magic*) cause the items or objects in question to glow, so that anyone nearby can see them.

Enchantments: Spells of this type that directly manipulate the subject's mental or emotional state have no signature to speak of, but a few spells of this type that relay compulsions or orders, or affect objects instead of people (*command, bind, ray of enfeeblement, snake charm, trip,* or *snare,* to name a few examples) have normal sensory signatures as appropriate for their areas of effect.

- *Charm person:* no sensory signature;
- *Hold person:* moderate visual/tactile signature;
- *Ray of enfeeblement:* small visual/audio signature.

Illusions: In one sense, illusions are nothing more than sensory signatures with no reality attached to them. The central spells of this school—*phantasmal force* and its various improvements and refinements—are designed to create the largest "signature" possible and may easily be observed from quite a distance away. A few illusion spells work directly on the mind of the subject and have a much smaller sensory effect; these include *misdirection, phantasmal killer,* or *eyebite.* Illusions that mask or conceal something else have no true sensory signature in and of themselves; if an *invisible* wizard was surrounded by a glow or gained a pungent odor, the spell would be worthless!

- *Phantasmal force:* visual signature by area affected;
- *Wraithform:* small visual/tactile signature;
- *Eyebite:* no sensory signature.

Invocations: Without question, the school of invocation/evocation includes the most spectacular spells available to a wizard or priest. Like it or not, a wizard who throws *fireballs* and *lightning bolts* is creating a fireworks show that people can see and hear for quite a distance away. Blinding flashes of light and deafening peals of thunder leave no doubt in the observer's mind that magic is at work here. Here are some classic examples:

- *Magic missile:* moderate visual signature;
- *Fireball:* huge visual, moderate audio/tactile;
- *Cloudkill:* large visual, large olfactory.

Necromancies: While spells of this school can be extremely potent, the flash and bang of a powerful invocation isn't found

in most necromancy spells. Most necromancy spells affect only a single subject at a time. Tactile sensations such as chills, nausea, or disorientation are somewhat more common in necromancy than thunderous detonations or weird haloes of light. The following are some good examples of necromancy spells:

- *Enervation:* small visual/audio/tactile;
- *Animate dead:* moderate visual/tactile;
- *Cure serious wounds:* small visual/tactile.

Spells with Attack Rolls

A small number of spells require the caster to make an attack roll in order to deliver damage or other effects to the victim. Some of these can be very potent, but their power is limited by the requirement to actually touch the subject with a successful attack roll. Generally, the caster can execute a touch attack (or roll an attack roll) as soon as he finishes casting the spell, or he can delay until the end of the current round and then make his attack. However, if the caster doesn't attempt to discharge the spell in the round in which it is cast, it is wasted unless the spell has a duration of more than one round. For example, *cause light wounds* must be used in the same round in which it is cast, but since *chill touch* lasts a minimum of four rounds, the caster doesn't have to "use it or lose it" in the round he casts the spell.

A number of spells don't require the caster to actually injure the target or breach the victim's armor; even a glancing touch will be sufficient to discharge the spell's effects on the target. Spells of this type *ignore the portion of the victim's Armor Class that is derived from wearing armor.* In other words, only Dexterity-based and magical adjustments help a character's Armor Class against some magical attacks.

Oromonos the wizard takes a dislike to an obnoxious guard and decides to teach him a lesson with a shocking grasp. *Since the spell only requires the wizard to make contact with the target, the DM rules that the guard's* plate mail +1 *won't help him. Only the 1-point Armor Class bonus for the armor's enchantment counts for the guard's AC, which makes him AC 9 to Oromonos's attack instead of his usual AC 2.*

Which spells qualify as spells that bypass armor? Basically, this is a judgment call for the DM. In order to gain this advantage, the spell description should clearly imply that the spell would take effect even if it struck the victim on the breastplate instead of requiring the caster's hand to actually touch exposed skin. Another way of looking at it is this: Does the spell emulate the action of a normal weapon, such as a sword, arrow, or dagger? If it does, the spell definitely requires a normal attack roll on the part of the caster, but if the spell affects the victim's life force or achieves its effect from simple contact, the subject's armor is ignored.

Spells that directly affect the subject's life force include most of the necromantic touch spells (*chill touch, vampiric touch, energy drain,* etc.), the various *cause wound* spells and other reversals of healing spells such as *poison, slay living,* and *destruction.* The victim's armor does not help to protect him from these attacks. Spells that somehow change or alter the victim's status, such as *imprisonment, plane shift,* or *dispel evil* also ignore armor.

A second category of spells that can affect the victim through his armor includes spells that produce energy or forces against which armor is useless. For example, *shocking grasp, chromatic orb, watery double, produce flame, fire seeds,* or *crystalbrittle* can affect an armored or unarmored person equally well.

Some spells that use attack rolls but ignore the victim's armor appear in Table 41: Armor-Breaching Spells.

Spells that create physical attacks or emulate the effects of weapons include such enchantments as *ice knife, hovering skull, Mordenkainen's sword,* and *spiritual hammer.* Since these spells manifest as tangible weapons and are wielded in the same way, the subject is allowed the full benefit of his or her armor. See Table 42: Armor-Observing Spells.

Table 41:

Armor-Breaching Spells

Wizard Spells	Priest Spells
chill touch (1st)	*cause light wounds* (1st)
chromatic orb (1st)[1]	*produce flame* (2nd)
shocking grasp (1st)	*cause blindness or deafness* (3rd)
ghoul touch (2nd)[1]	*cause disease* (3rd)
pain touch (3rd)[1]	*curse* (3rd)
vampiric touch (3rd)	*cause serious wounds* (4th)
watery double (3rd)[2]	*chaotic sleep* (4th)[2]
fire aura (4th)[1]	*poison* (4th)
mummy rot (5th)[1]	*cause critical wounds* (5th)
Malec-Keth's flame fist (7th)[2]	*dispel evil* (5th)
Otto's irresistible dance (8th)	*plane shift* (5th)
crystalbrittle (9th)	*slay living* (5th)
energy drain (9th)	*fire seeds* (6th)
imprisonment (9th)	*harm* (6th)
	seclusion (6th)[2]
	Sol's searing orb (6th)[2]
	destruction (7th)

1 From *The Complete Wizard's Handbook*
2 From *Tome of Magic*

Table 42:

Armor-Observing Spells

Wizard Spells

fist of stone (1st)[2]	*snapping teeth* (3rd)[1]
ice knife (2nd)[1]	*turn pebble to boulder* (4th)[2]
Melf's acid arrow (2nd)	*claws of the umber hulk* (6th)[2]
bone club (3rd)[1]	*tentacles* (6th)[1]
hovering skull (3rd)[1]	*Mordenkainen's sword* (7th)
Melf's minute meteors (3rd)	*shadow form* (8th)[1]

Priest Spells

magical stone (1st)	*flame blade* (2nd)
shillelagh (1st)	*spiritual hammer* (2nd)

1 From *The Complete Wizard's Handbook*
2 From *Tome of Magic*

Spells in Combat

Player's Option: Combat & Tactics: In the revised initiative system introduced in the *Combat & Tactics* book, spells that require attack rolls are cast as normal (i.e., on the fast, average, or slow phase, as appropriate for the casting time). After the spell is invoked, the caster may then make his attack for the round in any subsequent phase. For example, a wizard who casts *chill touch*, a fast spell, may then make a touch attack in the average, slow, or very slow phases. Note that the character still receives only one attack per round.

Even though the wizard will often be 'unarmed' when he uses a touch attack spell, he does *not* provoke an attack of opportunity since he's not attempting to initiate unarmed combat. All he needs to do is touch the subject, not land a full-force punch or wrestle with the fellow. However, a victim who is guarding will still be able to make his own attack before the wizard can deliver his touch-based attack.

Knockdowns

The concept of knockdowns was introduced in the *Player's Option: Combat & Tactics* rulebook. Knockdowns are hits that send the victim flying or put him on the ground, knocking him prone. The ability to cause a knockdown varies from weapon to weapon, and the larger the target, the more resistant he is to knockdown results. Very few attacks have the power to put a frost giant flat on his back!

While a club-wielding giant or a powerful barbarian obviously has the potential to take an opponent off his feet, many spells also have the ability to drive a victim to the ground with tremendous force, shock, or concussion. In some cases, spell energy may cause knockdowns through spasms, intense pain, or physiological shock as well as sheer impact energy.

Knockdown Die: The likelihood of a weapon (or a spell) to cause a knockdown is governed by the size of the knockdown die. Any time a character suffers damage from a spell, the caster may roll a knockdown die to see if there is a chance for a knockdown. If the number rolled on the knockdown die is higher than the victim's knockdown number, he must roll a saving throw vs. death magic or fall down.

Usually, being knocked down forces the character to spend his next action or attack standing again. Standing is treated as moving half the character's normal movement rating, so a knocked-down fighter could choose to stand in the following round and still receive his normal allotment of melee attacks, while a knocked-down archer who stood up would have to fire at ½ his normal rate of fire. (See **What You Can Do in One Round**, page 122 of the *PHB*.)

While a character is on the ground, he is especially vulnerable to attack. Anyone attacking the knocked-down character gains a +4 bonus to hit, and the prone character may not apply his Dexterity adjustment (if any) to his Armor Class. Obviously, it's worth the time to stand up again!

Knockdown Number: A character's resistance to knockdowns is measured by his knockdown number. Size is the most important characteristic here, although a character with a good saving throw will avoid many knockdowns regardless of his size. See Table 43: Knockdown Numbers by Size.

Oromonos isn't done with that guard yet. Since the shocking grasp *didn't deter the fellow, Oromonos throws a* lightning bolt *at him at point-blank range. The* lightning bolt *has a knockdown die of d12 (we'll discuss knockdown die sizes for particular spells in a moment), and Oromonos rolls an 8 with the d12 while he's rolling his damage for the spell. Since the guard is a human (size M) and therefore knocked down on a 7 or better, he must now make a saving throw vs. death magic or hit the turf. Although the fellow does save against the* lightning bolt *itself, he blows his knockdown save and winds up on the ground, wondering what hit him.*

Spells and Knockdown Dice

Clearly, not every spell has the potential for a knockdown. Enchantments such as *charm person* or *slow* may create serious difficulties for the victim, but they're not going to throw him to the ground in the process. Other spells cause 'knockdowns' just by their nature; *sleep*, *grease*, and *ice storm* can put creatures on the ground by virtue of their normal effects. Table 44: Spells with Knockdown Effects list spells that actually use the knockdown rules.

For spells from other sources, use your best judgment in assigning a knockdown die. First of all, the spell must deliver energy to the target or cause a physiological reaction that might cause the subject to lose control of his limbs—for example, the agony associated with *Abi-Dalzim's horrid wilting* or *throbbing bones* has a chance to distract even the stoutest warrior, despite the fact that neither spell actually strikes the victim with a tangible blow. You may observe that *lightning bolts* are particularly good for knockdowns, because they strike the target with an immense amount of energy and electrocute the victim at the same time!

Spells that stun, daze, sleep, confuse, charm, hold, trip, fumble, or tangle the opponent don't need a knockdown die; if the spell succeeds, the victim is hindered by the action of the spell itself, and a knockdown would be redundant. Last but not least, spells that simulate weapons (*Mordenkainen's sword*, for example) can use a knockdown die based on the weapon itself; see *Player's Option: Combat & Tactics* for a complete listing of weapons and knockdown ratings.

Collateral Spell Effects

Everyone knows that a *fireball* does 1d6 damage per level of the caster, but have you ever stopped to consider what else a ball of flame 40 feet across might do? First of all, a *fireball* will start a lot of fires, especially in medieval settings with thatch-roofed houses, garments redolent with animal oils and tanning chemicals, and lots of wooden construction. Secondly, the residual fires left by a *fireball* will produce smoke—probably a lot of it, as many fires smoke very heavily just when they're getting started. Next, a *fireball* may foul the air

Table 43:
Knockdown Numbers by Size

Size Category	Knockdown Number
T	3+
S	5+
M	7+
L	9+
H	11+
G	13+

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of a confined space by consuming a great amount of the available oxygen. But, for most players and DMs, the same *fireball* did 17 points of damage, and that was it!

In this section, we'll take a quick look at unusual effects that may accompany the use of many powerful spells. In military terms, these incidental effects are referred to as collateral damage—a PC wizard probably isn't trying to start a three-alarm fire when he torches a city guard with his *burning hands* spell, but it might happen anyway. Depending on the DM's mischievousness, all kinds of mayhem may break loose when wizards start throwing heavy-damage spells around.

The most important characteristic of a spell for purposes of collateral effects is its general type and purpose. There isn't a whole lot of fallout from a *charm person* or *magic missile* spell, but many other spells create environmental effects that may be long-lasting or even permanent.

Fire

A great number of spells employ fire as a weapon. Fires create smoke, foul contained atmospheres, and may spread to nearby flammables.

Visibility: Flames don't produce smoke—burning objects or creatures do. A *fireball* thrown in an unfurnished room of bare stone against a creature that won't burn well (say, an ice elemental) will leave very little in the way of heavy smoke. On the other hand, a *fireball* thrown in a sod house or a wooden building cluttered with greasy old furs and shoddy furniture will create a number of smoky residual fires and quickly cloud up the surroundings. Generally, a fire spell creates a cloud of smoke in its area of effect that persists for 2d4 rounds. This obscures vision, forcing all characters and monsters to suffer a –2 penalty on missile attacks through the smoke. The stink of burning objects may also hinder creatures that rely on scent to detect their enemies.

Environmental Effects: Fire spells naturally cause fires. See **Item Saving Throws** on page 58 of the *DMG*. In addition to the affected characters, the DM can roll an item saving throw for the surrounding area; for example, if a stone room is furnished with tapestries and wooden benches, the DM can use the row for cloth and thin wood.

If an item (or a victim's clothing, for example!) fails its saving throw, it may be *on fire*. People who catch fire suffer 1d4 points of damage in the following round and an additional die of damage in each subsequent round—for example 2d4 in the second round, 3d4 in the third round, and so on—until they extinguish the flames. The victim must pass a saving throw vs. death magic in order to extinguish the flames and may gain a +2 to +8 bonus (DM's discretion) if he uses a sensible method for doing so.

Large fires in confined areas (for example, dungeon rooms) can be especially dangerous since they deplete the oxygen in the air, making it unfit for breathing. If a fire fills more than 50% of an enclosed room or space, it fouls the air. Air-breathing creatures inside the room are affected as if the entire chamber had been targeted with a *stinking cloud* spell. After 1d6 rounds of ventilation (or 1d6 hours in an unventilated area), the atmosphere returns to normal.

One more thing about big fires: they make things hot. Imagine a character's surprise when he goes to open the castle gates just after the wizard's *fireball* goes off! In fact, the DM may rule that metal and stone objects retain enough heat to be affected as if they were struck with a *heat metal* spell, although under most circumstances they will only be heated to the minimal damage level of the spell.

Spells in Combat

Table 44:

Spells with Knockdown Effects

Spell	Knockdown Die	Spell	Knockdown Die
Abi-Dalzim's horrid wilting[2]	d12	*gust of wind*	d6
Bigby's forceful hand	d12	*harm*	d12
Bigby's crushing hand	d12	*holy word*	d12
Bigby's grasping hand	d12	*ice knife*[1]	d6
Bigby's clenched fist	d20	*ice storm* (hailstorms)	d10
blade barrier	d10	*lightning bolt*	d12
bone club	d8	*magic missile*	d6
call lightning	d12	*magical stone*	d6
cause serious wounds	d10	*Melf's acid arrow*	d6
cause light wounds	d8	*meteor swarm*	d20
cause critical wounds	d12	*Mordenkainen's faithful hound*	d10
chain lightning	d12	*Mordenkainen's sword*	d8
chromatic orb[1]	d6	*Otiluke's freezing sphere* (globe)	d10
claws of the umber hulk[2]	d10	*prismatic spray*	d12
cone of cold	d8	*repulsion*	d10
delayed blast fireball	d8	*shocking grasp*	d8
dust devil	d6	*shout*	d8
explosive runes	d10	*spiritual hammer*	d10
fire seeds (missile)	d8	*tentacles*[1]	d8
fire trap	d8	*throbbing bones*[1]	d8
fire storm	d8	*thunder staff*[2]	d10
fireball	d8	*turn pebble to boulder*[2]	d12
fist of stone[2]	d8	*vortex*[2]	d10
flame arrow	d10		
flame strike	d8		

[1] From *The Complete Wizard's Handbook*
[2] From *Tome of Magic*

Cold

Cold-based attacks are rarer than fire-based attacks but are still fairly common among wizard spells. The most obvious examples are *ice storm*, *cone of cold*, and *Otiluke's freezing sphere*.

Visibility: The supernatural temperatures of a cold-based spell can cause some surprisingly thick fog by condensing water vapor in the air. The more humid the setting, the more likely it is for cold-based attacks to leave a residue of fog. Generally, cold spells create a cloud of fog equal in size to the spell's area of effect. The fog persists for 1d6 rounds, and any attacks in or through the mist suffer a –2 attack penalty.

Environmental Effects: Cold spells don't start fires, but they can leave a dangerous coating of ice on the ground; in fact, the *ice storm* spell specializes in this effect. Creatures moving in the area of effect have a 25% chance of risking a slip or fall, which a saving throw vs. death magic (or a Dexterity check, DM's choice) can avert. Note that this is not as dangerous as the sleet application of *ice storm* since that version of the spell is designed to coat the ground with slippery ice.

Objects subjected to intense cold may be weakened or become unusually brittle for a short time afterwards. Even if an item passes the saving throw, for the next 1d6 rounds it is especially vulnerable to normal blows or crushing blows, suffering a –4 penalty on any further item saving throws.

As noted under fires, metal or stone objects subjected to supernaturally cold temperatures may be affected as if struck by a *chill metal* spell.

Electricity and Lightning

The distinction between lightning and electricity is principally one of hitting power. A lightning bolt's immense voltage allows it to overcome the resistance of many things that normally don't conduct electricity at all. In addition, the power of a lightning bolt is so great that the target can blow itself to pieces as its fluids or water content is flashed to steam and then expands. This is why trees hit by lightning bolts split open; the water in the wood bursts the tree from inside as it turns to steam.

In the AD&D magic system, *lightning bolt*, *call lightning*, *chain lightning* and blue dragon breath are lightning attacks. *Shocking grasp*, *glyphs of warding*, and the touch of a volt, shocker, or electric eel are electricity attacks.

Visibility: The bright arc of electricity or the flash of lightning as it strikes can temporarily dazzle people looking right at the bolt or spark, especially when the viewers' eyes are adjusted to darkness or dim light. In this case, the DM may require onlookers to make a saving throw vs. death magic or suffer a –1 attack penalty for 1d3 rounds as their vision clears.

In addition, lightning and electricity may start fires if applied to flammable targets (wood or trees usually, but not people). The smoke from a lightning-struck fire can be just as disorienting as the smoke from a *fireball*.

Environmental Effects: Lightning and electricity leave few lingering effects behind; a stink of ozone (ionized air) may persist for 1d6 rounds, possibly confusing creatures that rely on smell to detect their prey, and objects may be *magnetized* by their exposure to powerful electrical currents. This is not fantasy magnetism capable of picking up an armored warrior and hurling him through the air; this is low-level magnetism capable of skewing compass needles and lodestones.

Flammable items that fail their saving throw vs. lightning or electricity must make a second saving throw vs. normal fire or begin to burn. This may in turn cause smoke and other such effects.

Lightning bolts cast underwater electrocute everything within a 20-foot radius of the bolt's origin. Since the wizard can start the bolt up to 40 feet away from his position, he would be wise to do so when using this spell in an aquatic setting. If a caster out of the water throws a *lightning bolt* into the water, the bolt has its normal effect on any creature in its path until it strikes the surface of the water; at that point, it expands in a 20-foot-radius globe in the water, and goes no further.

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Acid

Another unusual attack form is acid. Very few spells make use of acid as a weapon, although a fair number of monsters have acid-based attacks, including the ankheg, the black dragon, and some slimes, puddings, and oozes.

Visibility: Acid at work tends to give off noxious fumes, usually in an area about 5 to 15 feet in diameter; the more acid, the larger the area affected. The fumes may obscure missile and melee attacks at the DM's option, creating a –1 penalty for any creature trying to attack through the smoke and haze.

Environmental Effects: Acid fumes are unpleasant to be around and may cause severe irritation of a victim's eyes, nose, and throat. If the DM desires, creatures within the cloud of fumes must roll saving throws vs. death magic or suffer a –2 penalty to attack rolls and Armor Class as long as they remain nearby. This means that a character struck by *Melf's acid arrow* may suffer combat penalties as well as damage from the spell.

Wind

Spells or effects that generate powerful gusts of wind can create a number of collateral effects. Enchantments such as *dust devil, gust of wind, wind wall,* and *control wind* are the most common in this group, and monsters such as djinni or aerial servants can create whirlwinds.

Visibility: While a blast of wind doesn't necessarily obscure visibility, a gust on a very dusty or sandy surface is a different story altogether. On a dry, gritty surface, a wind-based spell or attack will create a rolling dust cloud that creates a –2 penalty for people trying to fight or fire missiles into or through the area of effect.

A blast of wind can also make it very difficult to hear anything above the roaring of the air and may carry a character's scent downwind and away from a creature that relies on smell or hearing to locate its enemies.

Environmental Effects: Strong winds can create all kinds of havoc in a dungeon by extinguishing torches and candles and plunging the party into darkness. Above the ground, it can carry the sparks from a campfire farther than normal or blow over a lamp, possibly starting an unexpected fire.

Other Collateral Effects

Magic is astonishing and almost always has effects or uses that are not immediately apparent. Feel free to improvise when a player in your campaign tries something that seems especially clever—or stupid. What happens when a purple worm is *polymorphed* into a puppy dog just after swallowing a still-living character? Or how do the various rays of the *prismatic spray* affect the area around them if they miss their target? What kind of wreckage does an *acid storm* spell leave behind when cast in a forest clearing? Be creative and take your best guess; the AD&D game is made of exceptions and special cases.

Critical Strikes

Sometimes, a spell or a special attack strikes with such devastating effect that even the toughest opponent can be crippled or killed by a single blow. Critical strikes reflect this capability; even a lowly *magic missile* might strike the cyclops in his eye, while a *lightning bolt* that strikes a warrior dead-on can kill him in an instant.

Critical strikes add flavor and pseudo-realism to the AD&D game by increasing the likelihood that the use of a spell will decide a fight one way or the other. An AD&D combat can be reduced to a simple process of attrition, but the use of magic should create the potential for a battle-ending injury. Even if the evil giant has 90 hit points, and the wizard's *fireball* won't do more than 42 points of damage at its very best, a critical strike may allow that spell to severely wound or incapacitate the giant. After all, it's not very heroic to throw six volleys of *magic missiles* into the same evil high priest; it denigrates the value of magic.

Critical strikes can also represent special attack forms common among monsters. Creatures that spit acid, breathe fire, or exhale poison gas are just as likely to kill a hero as a creature that rends him limb from limb with fang and claw. A hell hound may only inflict 4 to 7 points of damage with its fiery breath, but that doesn't mean that a 60-hit point fighter should not be threatened by the monster's attack! Critical strikes help to keep characters honest since *any* attack could result in severe injury or death.

When Do Critical Strikes Occur?

The critical strike system presented here is meant to be an expansion of the critical hit system from *Player's Option: Combat & Tactics*. However, some of the mechanics that work for attack rolls and Armor Class can't be applied directly to saving throws. For a spell or an attack to have the potential for a critical strike, it must do physical damage. While it's easy to imagine a character who is double-*charmed* or double-*held*, it's somewhat hard to extend the effects of such spells past the obvious results. After all, by failing the saving throw, the character already suffered whatever he was going to suffer for being subjected to the spell.

Critical strikes occur when the target rolls a natural 3 or less on his saving throw *and* misses his saving throw by a margin of 5 points or more. If the spell in question does not allow a saving throw, the target still checks for a critical strike by rolling a saving throw versus the attack; this special saving throw has no other purpose than determining whether or not the character suffers a critical strike.

High-level casters or monsters are more likely to cause critical strikes, as shown on Table 45: Critical Strike Chance by Caster Level.

Note that spells written on scrolls are assumed to be scribed at the 6th level of ability or one level higher than the minimum level required to cast them, whichever is higher; for example, a 5th-level wizard spell requires a 9th-level caster, so it is scribed at the 10th level of ability, but a 1st-level spell (requiring only a 1st-level caster) is written at the 6th level of ability.

Monsters with special attacks that may entail critical strikes use the table above, substituting their Hit Dice for caster level. As one might suspect, ancient red dragons of the 20 Hit Dice or higher variety can inflict devastating criticals with their fiery breath!

Beshira the Sorceress, a 4th-level mage, hurls a magic missile *at an unfortunate orog. Normally, a* magic missile *allows no saving throw, but the orog will still roll a d20 for a saving throw vs. spell just to see if he fails critically or not. The orog is a 3 Hit Die*

monster, which means that his saving throw vs. spell is a 16. The orog rolls an 8, which can't be a critical strike, since it's not a natural 3 or less— even though he missed his save by 8 points!

A few levels later, Beshira encounters an angry cloud giant and decides that lightning bolt *is the best way to deal with him. The cloud giant is a 16 Hit Die monster and only needs a 7 to make its saving throw. However, the giant rolls a 4, missing its save! Since Beshira is now an 8th-level sorceress, this natural 4 may be a critical strike—except the giant still didn't miss by 5 points. (He would have had to roll a 1 or 2 to miss his saving throw by a margin of 5 points.)*

Later in the same fight, Beshira exhausts her spells and hauls out a wand of fire *to use against the giant. Against rods, staves, and wands, the giant's saving throw is a 6, so he will only suffer a critical strike on a roll of 1.*

Critical Strikes the Easy Way

If the math of the preceding system seems to be a little too much for your campaign, try this method: the attacker rolls 1d20 when he throws the spell or uses his special ability. If the die comes up an 18 or higher, the victim suffers a critical strike if he fails his saving throw. If the spell or effect doesn't allow a saving throw, the victim may still attempt a saving throw vs. death magic to avoid the critical strike itself, although he still suffers the effects of the spell even if he avoids the critical hit. This system doesn't account for the skill or power of the spellcaster or monster, but it may be a little faster than figuring out how much someone missed their save by.

Types of Critical Strikes

Obviously, the exact nature of the injuries a character suffers from a critical strike will vary with the form of energy or magic that hits him. Different spells or effects can burn, char, dissolve, electrocute, freeze, impale, maul, scorch, or wound the victim in different ways. Therefore, there are ten different critical strike charts, each representing a different attack form.

Readers familiar with the critical hit system from *Player's Option: Combat & Tactics* may observe that the target type (humanoid, monster, or animal) is not a consideration in the critical strike charts. Instead, only one body form or target type is included for each attack. Optional hit location tables for monsters and animals are provided in case you wish to incorporate them in your campaign, but you can use the critical strike tables for any kind of opponent as they are written.

The critical strike tables include acid, cold, constriction, crushing, electricity, fire, impact, slashing, vibration, and wounding.

Acid attacks include *Melf's acid arrow, acid storm,* the breath of a black dragon, the secretions of a black pudding, or the effects of holy water on certain undead.

Cold attacks include *chill touch, cone of cold, Otiluke's freezing sphere,* white dragon or silver dragon breath, and the deathly touch of a lich.

Constriction attacks are the forte of giant snakes, monsters with tentacles, and spells such as *Evard's black tentacles* or *Bigby's crushing hand.* Anything that surrounds and squeezes the victim could fall into this category.

Crushing attacks are mammoth assaults that can smash a person like a bug. *Turn pebble to boulder, Bigby's clenched fist,* or the blow from a *ring of the ram* are crushing attacks. Crushing can also represent the effects of a dangerous fall or the force of an explosion that hurls a character through the air. If the character's whole body is affected by a physical force, it's a crushing injury.

Electricity includes various forms of magical *lightning, shocking grasp,* and the breath of a behir or blue or bronze dragon. There is no distinction between electricity and lightning for critical strikes.

Fire is fairly obvious, but note that explosions (a gas spore explosion or the retributive strike of a broken staff) are more accurately described by crushing injuries.

Impact injuries result from concentrated applications of force or small projectiles. *Magic missile, spiritual hammer,* or bullets cause impact injuries. In some cases, impact injuries actually penetrate the victim's body.

Slashing attacks include spells such as *ice knife, Mordenkainen's sword,* and *blade barrier.* This category also includes the mauling action of some mechanical traps.

Vibration attacks are rare, but dangerous, literally shaking the victim to pieces. A few monsters have special vibration or sonic attacks.

Wounding attacks result from *cause light, serious* or *critical wounds,* and can also simulate withering, desiccation, or disease attacks. Wounds appear as gaping sores or destroyed tissue.

Strike Location

In the movies, the hero always manages to get shot in the shoulder, the leg, or just grazed in the side. Regrettably, adventurers aren't always that lucky, and even a fairly minor critical strike—say, a *magic missile*—could be extremely dangerous if it strikes the character in the eye or the throat. The location of a critical strike is determined by rolling a d10 and comparing it to Table 46: Critical Strike Location.

For your convenience, the hit locations are numbered on each subtable in the critical strike charts.

Called Shots: If a spell or special attack uses a normal attack roll, the attacker may choose to use a called shot. A called shot forces the attacker to take a –4 penalty on his attack roll, but if it hits and inflicts a critical strike, the strike

Table 45:

Critical Strike Chance by Caster Level

Caster Level	Critical Strike Occurs on . . .
1–5	Natural 3 or less, save missed by 5 or more
6–10[1]	Natural 4 or less, save missed by 5 or more
11–15[2]	Natural 5 or less, save missed by 5 or more
16–20	Natural 5 or less, save missed by 3 or more
21+	Natural 5 or less

[1] Potions, wands and staves fall into this level range for determining critical strikes.
[2] Rings, rods, and miscellaneous magical items fall into this range for critical strikes.

automatically affects the location the attacker was aiming for. Spells that do not use attack rolls do not permit the caster to attempt a called shot.

Whole-Body Injuries: Unlike most weapons, spells and special attacks create the possibility for whole-body injuries which damage a creature in several places at the same time. This is a function of the spell's size or area of effect.

Huge creatures treat critical strikes as if they were one size smaller, so a frost giant struck by a *fireball* would suffer 1d3 separate critical strikes, not 1d4. Gargantuan creatures reduce the strike by two size categories. Regardless of the size of the strike, the victim always suffers a critical strike in at least one hit location.

Terthan, a human warrior, is struck by a lightning bolt *and blows his save badly enough to qualify for a critical strike. The DM rules that the bolt is a large attack (two to nine targets reasonably approximates a* lightning bolt's *area of effect) so Terthan will suffer 1d3 strikes. He rolls a 2, or two separate hits, and refers to Table 46. Naturally, Terthan is a humanoid; two 1d10 rolls result in a 5 (abdomen) and an 8 (right arm). Now Terthan will go on to determine the strike's severity and see what kind of injuries he suffers.*

Whole-body injuries can be ignored if the DM wishes; one roll on the hit location table should be enough for anybody. Whole-body injuries are a little more "realistic," and they make critical strikes much more deadly, but the game works fine without them.

Severity

Naturally, critical strikes cover a great range of severity. There's a world of difference between a *burning hands* spell cast by a 2nd-level wizard and the awesome blast unleashed by an ancient, fire-breathing dragon. If the whole-body injury rules cover the *size* of the attack, severity measures its *intensity*.

The best approximation for the severity of a critical strike is how much damage the attack can inflict on its target. Figure the maximum damage potential of the spell or effect, compare it to the maximum, unwounded hit point total of the victim, and refer to Table 48: Critical Severity.

Terthan, the warrior from the previous example, has a normal hit point maximum of 35 when unwounded. The lightning bolt *was thrown by a 6th-level wizard with a potential of 6d6 points of damage (a maximum of 36 points). Since this is more than Terthan's hit points, without being* twice *Terthran's total, the severity roll will be 2d6.*

Refer to the appropriate critical strike chart and roll the severity dice indicated for the hit location. The result is the specific injury or effect suffered by the victim for the critical strike. Unlike the critical hits of the *Player's Option: Combat & Tactics* book, critical strikes do *not* inflict doubled damage, and they do not allow the victim a special saving throw to avoid the specific effects. After all, the target already blew one saving throw, or he wouldn't be rolling on the critical strike table.

Lord Nonnach Redoff the Bold, a 20th-level warrior, rides forth to do battle with an adult red dragon. The dragon naturally opens the fray with its best fiery blast. Nonnach must make a saving throw vs. breath weapon, needing only a 4 to succeed. Unfortunately, Nonnach rolls a 1 and misses. Since the dragon has 17 Hit Dice, its victims suffer critical strikes if they miss their save by at least 3 points and roll less than a 5—which Nonnach just did.

Chortling with glee, the DM rules that the dragon's breath is a huge attack, inflicting critical strikes in 1d4 locations; Nonnach rolls a 3, so he'll get three separate rolls on Table 46 and winds up with critical strikes to the abdomen, right leg, and left arm. Now, on to severity: the dragon's damage potential is 126 points, and Nonnach at his best only has 109 hit points, so each strike will be rolled with a severity of 2d6. In addition to the 79 points of damage Nonnach takes from the dragon's breath, he suffers minor injuries to his arm and abdomen, but his leg is burned off at the knee! (And the DM could require him to make a saving throw vs. death magic to check for death from massive damage, as described in the PHB.*) All of a sudden, Nonnach finds himself wishing he were somewhere else entirely.*

Specific Injuries and Effects

Usually, a critical strike results in a specific injury or penalty for the victim. As noted above, the victim does not gain a saving throw to avoid the special effects of a critical strike since he's already failed one pretty badly. However, many creatures can ignore the effects of certain strikes just by their nature. Most undead monsters are immune to cold-based attacks and therefore don't suffer any ill effects from cold critical strikes. Constructs such as golems don't have a real physiology and can ignore the incapacitating effects of internal injuries. Injuries are divided into six degrees of severity: *grazed, struck, injured, broken, shattered* and finally *severed*.

Wounds or injuries are always accompanied by some loss of hit points, and some critical strike results may increase the damage caused by the spell or effect. Many also inflict temporary attack or movement penalties that persist until the character receives medical attention of some kind. The actual damage, or loss of hit points, may be recovered normally, but the injury's effects linger until it is specifically addressed.

Table 46:

Critical Strike Location

d10[1]	Humanoid	d10[1]	Monster/Animal
1–2	Right leg	1	Right foreleg/wing
3–4	Left leg	2	Left foreleg/wing
5	Abdomen	3	Right hind leg
6–7	Torso	4	Left hind leg
8	Right arm	5	Tail[2]
9	Left arm	6–7	Abdomen
10	Head	8–9	Torso/chest
		10	Head

[1] If the defender is two sizes taller or has a height advantage, roll 1d6 for location; if the attacker is two sizes taller or has a height advantage, roll 1d6+4 for location.

[2] Rolls of 1–5 are tail hits for creatures with snake-like or fish-like bodies.

Spells in Combat

Table 47:

Whole-Body Injuries

# of Targets Affected	Area Affected	# of Locations Affected by Strike
1 Target	5′ sq. or 2′ rad.	1 (M)
2–9 Targets	30′ sq. or 15′ rad.	1d3 (L)
10+ Targets	40′ sq. or 20′ rad.	1d4 (H)
40+ Targets	100′ sq. or 40′ rad.	1d6+1 (G)

After a few months of recovering from his battle with the dragon, Nonnach is riddled by a high-level wizard's magic missile *spell and receives a critical strike.* Magic missiles *strike on the impact chart; the location roll is a 10 and the severity roll comes up as a 6, so Nonnach catches a* missile *in the eye. The spell inflicts 16 points of damage, but more importantly, Nonnach is temporarily blinded. He'll suffer a –4 penalty to all attack rolls until his injury is treated in some way, although he can recover the loss of hit points through magical or normal healing.*

Grazed, Singed, Chilled, Bruised: While the nature of the injury varies with the type of critical strike, all of these minor wounds fall under the category of 'grazes.' A graze is not very serious, although it may cause minor bleeding. A *cure light wounds* or any other healing magic capable of restoring 4 hit points will heal a graze. Grazes also heal naturally as if they were a loss of 1d6 hit points; if a graze is the equivalent of a 2-hit point wound, a single day of rest will cure it and eliminate any penalties. If a character receives healing magic, the graze is healed *and* he gets to recover hit points from the same spell or effect.

Struck, Blistered: Slightly more serious than a graze, a 'struck' result usually entails some kind of attack or movement penalties, such as a –2 penalty to attack rolls. Injuries of this type can be healed by a *cure light wounds* spell or other healing magic capable of restoring 5 lost hit points. Struck areas heal naturally as if they were a wound of 2d6 hit points.

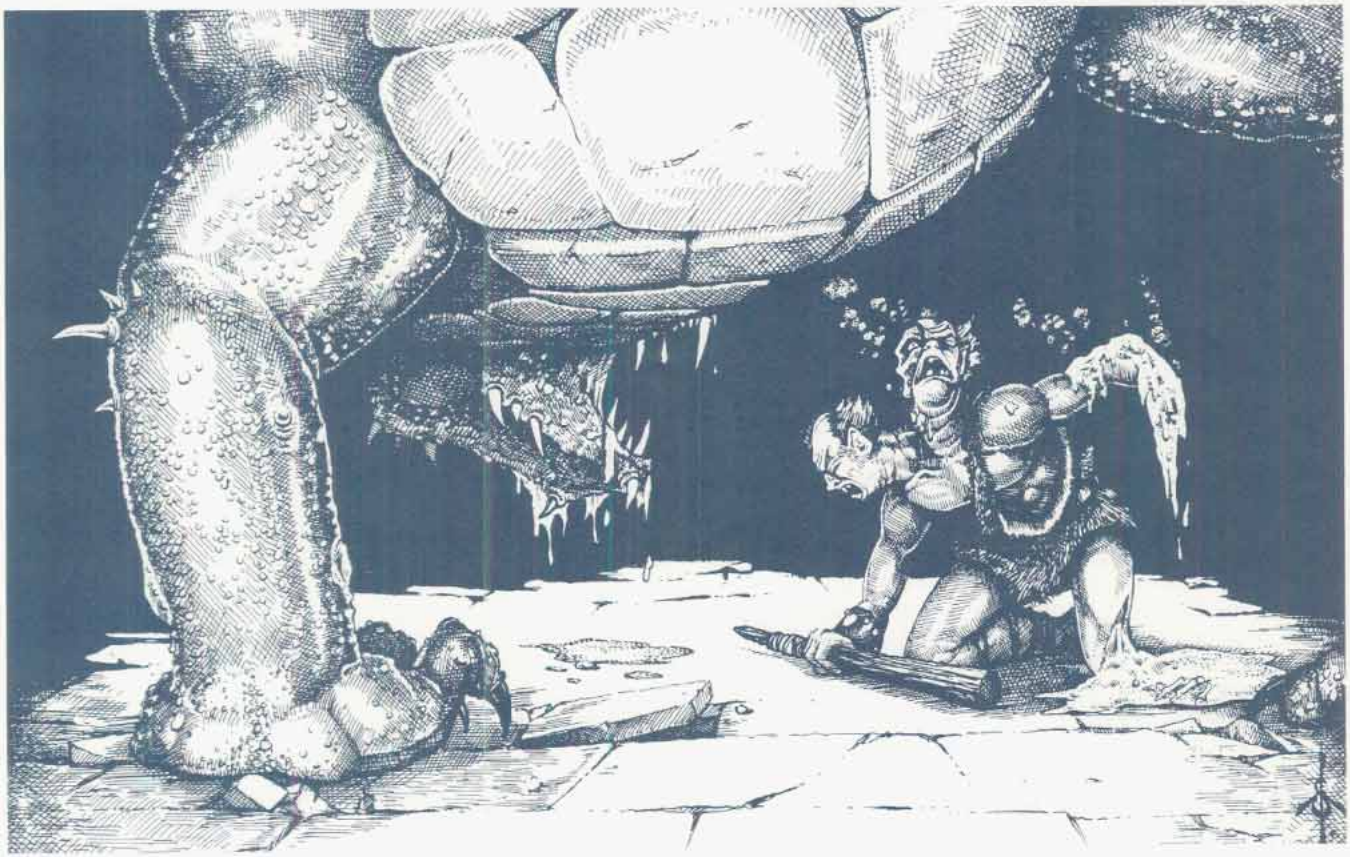
Injured, Burned, Frostbitten: Wounds of this level can trouble a character for many weeks; they heal naturally as if they were a loss of 10d6 hit points. A *cure serious wounds* spell, or any other healing magic capable of restoring 10 hit points or more, can repair the injury.

Injuries almost always entail significant combat penalties for the character and may temporarily reduce a character's

Table 48:

Critical Severity

Damage Potential vs. Target Hit Point Total	Severity Roll
Max. damage is less than ½ target hp	1d6
Max. damage is less than target hp	2d4
Max. damage is less than twice target hp	2d6
Max. damage is twice or more target hp	2d8



maximum number of hit points. Since he's favoring a painful injury, he is more susceptible to attacks. Injured arms, legs, or tails reduce a character to 75% of his normal maximum hit points, while an injury to the torso, abdomen, or head reduces a character to 50% of his normal. (If the damage done by the spell or effect didn't bring the character down to his new maximum, he is reduced to the lower number immediately, but if the damage was severe enough to drop the character beneath his new maximum, he doesn't lose any additional hit points.)

For example, let's take a look at Lord Nonnach again. As noted in the example, Nonnach normally has a maximum of 109 hit points. If he sustained an injury to his torso, he would temporarily be reduced to a maximum of 55 hit points. Even if the torso injury only did 10 or 15 points of damage, Nonnach is still going to lose half his hit points due to the effects of his injury!

Broken: Most minor breaks are assumed to fall into the previous two categories; hairline fractures or chipped bones are painful, but generally minor, injuries. This category is reserved for severe fractures that render the limb in question useless. Broken bones can be mended by a *cure serious wounds* spell that is used only to knit the bone; unlike the *grazed, struck,* or *injured* categories, this healing spell restores no hit points to the character. Broken bones heal naturally as if they were a loss of 20d6 hit points, so a character with a badly broken leg won't be running sprints anytime in the next month or two.

Broken arms reduce a character to 75% of his normal hit points, and broken ribs or legs reduce a character to 50% of his normal hit point maximum. Any other broken bones reduce a character to 25% of his normal hit point maximum. Continuing to adventure with a fractured skull or a few broken vertebrae is never a good idea.

Crushed, Shattered, Frozen, or Destroyed: A critical strike of this magnitude simply destroys the affected tissue or limb, rendering it forever useless. The victim of such a devastating injury *never* recovers his full health, without magical aid. A limb damaged in this way is completely useless, while other areas so affected will leave the victim incapacitated. One to eight months of bed rest will be required before he regains even a semblance of mobility.

An injury of this kind can only be repaired by a *cure critical wounds* spell or any other magic capable of restoring at least 20 hit points to the victim. In addition, any bones in the affected area are assumed to be broken and may require additional magic to knit.

Destroyed shoulders, hips, or limbs reduce a character to 50% of his normal hit point maximum. Any other injuries of this severity reduce the character to 25% of his normal hit point maximum. At the DM's option, appropriate ability scores may be reduced by up to 50%; an acrobat with a ruined hip will never perform again.

Severed, Dissolved, or Incinerated: Obviously, a creature that has a limb severed or completely removed from his body can no longer use that limb for movement or combat. A human with a severed leg can't walk or run and is reduced to crawling until he finds a crutch; a character with a severed shield-arm can no longer employ his shield, and so on. The only way to undo damage of this scale is by use of the *regeneration* spell or similar effects, or a properly worded *wish.*

The shock of losing a limb will prevent a character from moving independently or attacking for 2d10 full weeks, although a character who "only" loses a hand or a foot may be able to perform limited activities within 1d6 rounds of the injury, if he passes a system shock roll. Note that creatures with more than four limbs (especially insects or octopus-like creatures) are slightly more resistant to this sort of trauma and may be able to continue the fight after one or two rounds of being stunned.

The loss of a limb will reduce a character's hit point maximum by 25% for a partial loss, or 50% for a more catastrophic injury. If the character is able to compensate with a prosthesis such as a wooden leg or a hook, the hit point loss may be reduced by one level.

Bleeding

A common effect of many critical strikes is bleeding. Bleeding falls into three categories: minor, major, and severe. In many cases, bleeding may prove more dangerous than the original injury.

Minor bleeding causes the victim to lose 1d2 hit points per full turn until the wound is magically healed or bound. There is a chance that minor bleeding will stop on its own; every time the character suffers damage from the bleeding, he may attempt a saving throw vs. death magic. If he succeeds, the bleeding stops.

Anybody (including the injured character!) can stop minor bleeding by applying a bandage. This requires one round.

Major bleeding is much more dangerous, resulting in a loss of 1d2 hit points per round (not turn) until the injury is healed or bound. In effect, the standard negative 10 rule represents major bleeding; the character loses 1 hit point per round when reduced to negative hit points.

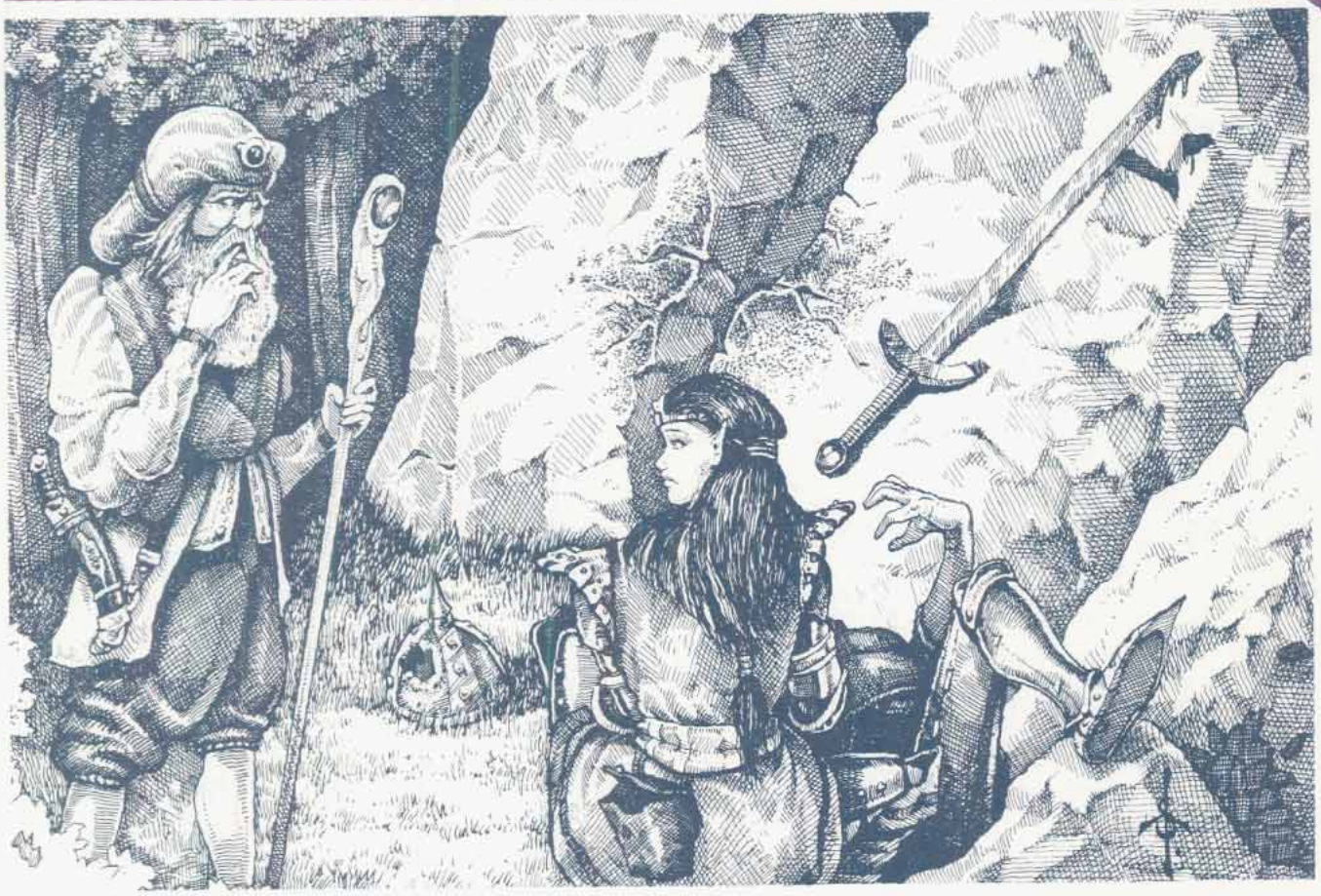
Major bleeding can be stopped by a *cure light wounds* spell or the healing of 5 points of damage by any other means. In addition, the successful use of the healing proficiency halts major bleeding. If the wound is bound by an untrained character, make an Intelligence check for the would-be medic; if he fails, he is unable to help, but if he succeeds, the bleeding is reduced to minor.

Severe bleeding causes the victim to lose 10% to 60% (1d6 × 10%) of his unwounded hit point total every round. For example, a fighter with 43 hit points would lose 4 (10%) to 24 (60%) of his hit points every round. A *cure light wounds* or 5 hit points of healing will reduce severe bleeding to major bleeding; a *cure serious wounds* or 10 hit points of healing reduces it to minor bleeding; and a *cure critical wounds* or 20 hit points of healing stops it altogether.

An untrained character has no chance to bind a torso, abdomen, or head wound with severe bleeding, but a trained healer can attempt a proficiency check with a –4 penalty to reduce severe bleeding to major bleeding in these areas. A trained healer can reduce severe bleeding from a limb to major bleeding with an unpenalized proficiency check, and an untrained character can do the same with a successful Intelligence check at a –4 penalty. Note that once severe bleeding has been reduced to major bleeding, the character may be able to then reduce the major bleeding to minor bleeding.

Bleeding from several wounds is cumulative; a character with three cases of minor bleeding from three separate injuries suffers 3d2 damage every turn. After a character is reduced to 0 hit points by any level of bleeding, the bleeding stops, and he simply loses 1 hit point a round until he reaches –10 and dies.

Spells in Combat



Combat Penalties

Many critical strikes hamper the victim's ability to fight or move by penalizing his attack rolls or reducing his movement rate. A character with reduced movement may not choose to charge, jog, run, sprint, or force-march in order to compensate. A character reduced to no movement may still drag himself along with an effective movement rating of 1 or ride a mount with difficulty.

A few critical strikes may prevent the victim from attacking at all; if this is the case, the character may not engage in spellcasting or performing any other actions except for using magical items or possibly using psionic powers that affect only his own body.

Knockdowns: Some critical strikes may inflict a knockdown on the victim. This is not an automatic result; the victim may still attempt a saving throw vs. death magic to remain on his feet.

Armor, Shield, and Equipment Damage

Acid, fire, lightning, and other lethal energies and substances can quickly destroy a character's armor. Unlike the critical hits introduced in *Player's Option: Combat & Tactics*, every critical strike endangers the victim's armor and equipment since the character already failed a saving throw. However, there's no need to check everything the character may have on his person—instead, only check items on or in the location struck. For example, if a character is struck in the face with a *burning hands* spell, his magical boots are in no real danger of being destroyed, but his helm or his reading spectacles might be ruined.

To check for item damage, refer to Table 29: Item Saving Throws in the *DMG*. Vibration or sonic attacks can be treated as either a crushing blow or disintegration as the DM prefers, although if you decide to use the disintegration column, a +4 bonus is reasonable to reflect the less destructive nature of vibration attacks. Wounding critical strikes do not damage equipment.

Partially Destroyed Armor: If a character loses his armor in one particular location, the most accurate way to reflect his increased vulnerability is to consult the partial armor rules described on pages 128, 146 and 147 of the *Player's Option: Combat & Tactics* book. Basically, the character's overall AC will be worsened by the value of the missing piece, and the character will also have an AC 10 location that can be exploited by a called shot.

If you don't have the *Combat & Tactics* book or don't want to use partial armor rules, simply assign the character a 1-point AC penalty for each piece of missing armor. For example, if a character in chain mail (base AC 5) loses the armor protecting his torso and right arm, his armor is now treated as a base AC of 7. This isn't as realistic, but may be a little easier to use in play.

Acid

Hit Location Chart

d10 roll	Humanoid	d10 roll	Monster/Animal
1–2	Right leg	1	Right foreleg/wing
3–4	Left leg	2	Left foreleg/wing
5	Abdomen	3	Right hind leg
6–7	Torso	4	Left hind leg
8	Right arm	5	Tail
9	Left arm	6–7	Abdomen
10	Head	8–9	Torso/chest
		10	Head

Location: Legs

Severity	Effect
1–3	No unusual effect
4	Acid splash grazes victim; pain distracts character for 1d4 rounds causing a –2 penalty to attack rolls
5	Leg struck, ½ move; pain distracts character for 1d6 rounds, as above, and causes knockdown
6	Foot burned, ½ move, pain distracts character for 1d6 rounds
7	Armor destroyed, acid splash as 4 above; if target has no leg armor, leg burned, ¼ move, victim knocked down and stunned 1d6 rounds
8	Hip/thigh burned, minor bleeding, stunned 1d6 rounds, ¼ move
9	Armor destroyed, leg struck as 5 above; if target has no leg armor, acid burns to bone causing major bleeding, no move or attack
10	Foot dissolved; minor bleeding, victim stunned 1d6 rounds, then no movement and –2 penalty to attacks
11	Leg dissolved at knee, major bleeding, no move or attack
12	Leg dissolved at hip, no move or attack, major bleeding
13	+As 12 above with an additional abdomen hit

Location: Abdomen

Severity	Effect
1–3	No unusual effect
4	Acid splash grazes victim, –2 to attack rolls for 1d6 rounds
5	Abdomen struck, –2 to attack rolls, victim reduced to ½ move
6	Armor destroyed, acid splash as 4 above; if target has no armor, abdomen burned, ½ move, minor bleeding, –2 to attack rolls
7	Abdomen burned, minor bleeding, ½ move, –2 to attack rolls, victim stunned 1d6 rounds by pain
8	Abdomen burned, minor bleeding, ¼ move, –4 to attack rolls
9	Armor damage, abdomen struck, minor bleeding, ½ move and –2 to attacks; if no armor, victim stunned 1d6 rounds, ¼ move, –4 to attack rolls, major bleeding
10	Abdomen burned, no move or attack, major bleeding
11	Abdominal wall dissolved, no move or attack, severe bleeding
12	Abdomen dissolved, victim reduced to 0 hp, severe bleeding
13+	As 12 above with additional torso or leg hit (50% chance of either)

Location: Torso

Severity	Effect
1–3	No unusual effect
4	Acid splash grazes victim, –2 to attack rolls for 1d6 rounds
5	Torso struck; ½ move, –2 to attack rolls, victim stunned 1 round
6	Shield destroyed, acid splash as 4 above; if target has no armor, torso burned, ½ move, minor bleeding, –2 to attack rolls
7	Armor destroyed, torso struck, ½ move, –2 to attacks; if target has no armor, torso burned, victim stunned 1d6 rounds, ½ move, –2 to attacks
8	Torso burned, minor bleeding, ¼ move, –4 to attack rolls
9	Torso burned, minor bleeding, no move or attack
10	Torso burned deeply, major bleeding, no move or attack
11	Torso partially dissolved, victim reduced to 0 hit points with severe bleeding
12	Torso dissolved, victim killed instantly
13+	As 12 above with additional abdomen, arm or head hit (40% abdomen, 20% left arm, 20% right arm, 20% head); it might make a difference when the survivors claim the treasure and possessions left behind by the victim.

Location: Arms

Severity	Effect
1–3	No unusual effect
4	Hand grazed by acid splash, weapon or shield dropped
5	Arm struck, victim distracted by pain (–2 penalty to attack rolls) for 1d4 rounds, shield or weapon damaged by acid
6	Hand burned, –2 to attacks with that hand (or no shield use if shield arm is burned), victim stunned 1d3 rounds by pain
7	Armor destroyed, arm grazed by acid as in 4 above; if victim has no armor, arm burned by acid, –2 penalty to all attacks, victim stunned 1d4 rounds by the pain
8	Arm burned, victim stunned 1d4 rounds, –4 to attacks with affected arm and –2 to all other attacks
9	Deep acid burn renders arm useless, victim stunned 1d6 rounds
10	Hand dissolved, stunned 1d6 rounds, –2 to all attacks, minor bleeding
11	Arm dissolved at elbow, stunned 1d6 rounds, no attack, major bleeding
12	Arm dissolved at shoulder, stunned 1d6 rounds, ½ move, no attacks, major bleeding
13+	As 12 above with an additional torso hit

Location: Head

Severity	Effect
1–3	No unusual effect
4	Acid splash distracts victim for 2d4 rounds, –2 penalty to all attacks
5	Head struck, helm damaged, victim stunned 1d3 rounds; –2 to all attack rolls if victim had no helm
6	Head struck, –2 to attacks, stunned 1d4 rounds by pain
7	Helm destroyed, face burned, stunned 1d6 rounds, –2 to attacks; if victim wears no helm, –4 to all attacks and ½ move
8	Face burned, victim blinded, stunned 2d8 rounds, Charisma reduced by 2d6 points, minor bleeding
9	Scalp and one ear dissolved, victim stunned 2d8 rounds, major bleeding, ½ move and no attacks, Charisma reduced by 2d4 points
10	Face dissolved, victim blinded, no move or attack, major bleeding, Charisma/Appearance reduced to 3
11	Throat dissolved, no move or attack, severe bleeding; if bleeding doesn't kill the victim, he asphyxiates in 1d4+1 rounds
12	Skull dissolved, immediate death
13+	As 12 above with additional torso hit

Location: Tail

Severity	Effect
1–5	No unusual effect
6	Tip of tail burned; if prehensile, any items carried are dropped, –2 penalty to all tail attacks due to pain
7–8	Tail burned, lose any tail attacks; normal animals must roll saving throw vs. death magic or retreat in pain
9–10	Tail burned, lose any tail attacks, ½ move if animal uses tail for movement
11	Tail dissolved at mid-length, victim stunned 1d3 rounds, major bleeding, lose any tail attacks, no movement or attacks if creature uses tail for movement
12	Tail dissolved, victim stunned 1d6 rounds, pain reduces creature to ½ move and –2 penalty on any attack rolls, major bleeding; no move or attack and severe bleeding if creature uses tail for movement
13+	As 12 above with abdomen or torso hit (assign 50% chance to both)

Cold

Hit Location Chart

d10 roll	Humanoid	d10 roll	Monster/Animal
1–2	Right leg	1	Right foreleg/wing
3–4	Left leg	2	Left foreleg/wing
5	Abdomen	3	Right hind leg
6–7	Torso	4	Left hind leg
8	Right arm	5	Tail
9	Left arm	6–7	Abdomen
10	Head	8–9	Torso/chest
		10	Head

Location: Legs

Severity	Effect
1–3	No unusual effect
4	Victim chilled; ½ move and –2 penalty to attacks for 1d6 hours
5	Leg struck, ½ move; victim knocked down and chilled as above
6	Foot frostbitten, ½ move
7	Armor shattered, victim chilled as 4 above; if target has no leg armor, leg frostbitten, ½ move, victim knocked down
8	Hip/thigh frostbitten, stunned 1d3 rounds, ½ move
9	Armor shattered, leg struck as 5 above; if target has no leg armor, bone broken by cold, no move, –2 to attack rolls
10	Foot frozen; victim knocked down, ½ movement, –2 penalty to attacks
11	Leg frozen from knee down, no move, –4 penalty to attacks
12	Leg frozen at hip, no movement or attacks possible
13+	As 12 above with an additional abdomen hit

Location: Abdomen

Severity	Effect
1–3	No unusual effect
4	Victim chilled, –2 to attack rolls for 1d6 hours
5	Abdomen struck, victim reduced to ½ move, chilled 1d6 hours
6	Armor shattered, victim chilled as 4 above; if target has no armor, abdomen frostbitten, ½ move, –2 to attack rolls
7	Abdomen frostbitten, ½ move, –2 to attack rolls; victim *slowed* for 2d6 rounds due to intense cold
8	Abdomen frostbitten, ½ move, –4 to attack rolls; victim *slowed* for 1d6 hours by intense cold
9	Armor shattered, abdomen struck, ½ move and –2 to attacks; if no armor, victim *slowed* 1d6 hours, ½ move, –4 to attack rolls
10	Abdomen partially frozen, no move or attack; victim succumbs in 1d4 days without magical healing
11	Abdomen frozen, no move or attack, victim reduced to 0 hp; victim succumbs in 1d6 hours without magical healing
12	Abdomen frozen, victim reduced to 0 hp and succumbs in 1d6 rounds without magical healing
13+	As 12 above with additional torso or leg hit (50% chance of each)

Location: Torso

Severity	Effect
1–3	No unusual effect
4	Victim chilled, –2 to attack rolls for 1d6 rounds
5	Torso struck; ½ move, –2 to attack rolls, victim chilled 1d6 hours
6	Shield shattered, victim chilled as 4 above; if target has no shield, torso frostbitten, *slowed* 1d6 rounds, ½ move, –2 to attack rolls armor, torso frostbitten, victim *slowed* 1d6 hours, ½ move, –2 attacks
8	Torso frostbitten, ½ move, –4 to attack rolls, victim *slowed* 1d6 hours by intense cold
9	Torso frostbitten, no movement or attacks possible
10	Torso partially frozen, no move or attack, victim perishes in 1d4 hours without magical help
11	Torso frozen, victim reduced to 0 hp, dies in 1d6 rounds
12	Torso frozen, victim dies immediately
13+	As 12 above with additional abdomen, arm or head hit (40% abdomen, 20% left arm, 20% right arm, 20% head)

Location: Arms

Severity	Effect
1–3	No unusual effect
4	Hand chilled, weapon or shield dropped
5	Arm struck, shield or weapon dropped, –2 penalty to attacks with that hand until victim recovers
6	Hand frostbitten, –4 to attacks with that hand (or no shield use if shield arm is struck)
7	Armor shattered, arm chilled as in 4 above; if victim has no armor, arm frostbitten, –2 penalty to all attacks, victim *slowed* 1d4 rounds
8	Arm frostbitten, victim *slowed* 1d4 rounds, –4 to attacks with affected arm and –2 to all other attacks
9	Deep frostbite renders arm useless, victim *slowed* 1d6 hours
10	Hand frozen and useless, stunned 1d6 rounds, –2 to all attacks
11	Arm frozen from elbow down and useless, stunned 1d6 rounds, –4 to all attacks, *slowed* 1d6 hours
12	Arm frozen from shoulder down, stunned 1d6 rounds, ½ move, no attacks, *slowed* 1d6 hours
13+	As 12 above with an additional torso hit

Location: Head

Severity	Effect
1–3	No unusual effect
4	Frost disorients victim for 2d4 rounds, –2 penalty to all attacks
5	Head struck, helm damaged, victim *slowed* 1d6 rounds; –2 to all attack rolls if victim had no helm
6	Head struck, –2 to attacks, *slowed* 1d6 hours
7	Helm shattered, face frostbitten, *slowed* 1d6 hours, –2 to attacks; if victim wears no helm, –4 to all attacks and ½ move
8	Face frostbitten, victim blinded 1d6 hours and *slowed* 1d6 hours
9	Scalp and side of head frozen, victim *slowed* 1d6 hours, ½ move and no attacks
10	Face frozen, victim blinded, no move or attack
11	Throat/nose frozen, no move or attack, asphyxiation in 1d4+1 rounds
12	Skull frozen through, immediate death
13+	As 12 above with additional torso hit

Location: Tail

Severity	Effect
1–5	No unusual effect
6	Tip of tail frostbitten; if prehensile, any items carried are dropped, –2 penalty to all tail attacks
7–8	Tail frostbitten, lose any tail attacks; victim chilled 1d6 hours, suffers a –2 penalty to attacks while chilled
9–10	Tail badly frostbitten, lose any tail attacks, ½ move if animal uses tail for movement
11	Tail frozen at mid-length, victim stunned 1d6 rounds, lose any tail attacks, no movement or attacks if creature uses tail for movement
12	Tail frozen, victim stunned 1d6 rounds, pain reduces creature to ¼ move and –2 penalty on any attack rolls; no move or attack if creature uses tail for movement
13+	As 12 above with abdomen or torso hit (50% chance of either)

Note: A frozen result kills the affected tissue; without access to powerful healing magic, the victim must have a frozen limb removed within 1d3 days to prevent lethal infection or gangrene.

Chapter 8

Constriction

Hit Location Chart

d10 roll	Humanoid	d10 roll	Monster/Animal
1–2	Right leg	1	Right foreleg/wing
3–4	Left leg	2	Left foreleg/wing
5	Abdomen	3	Right hind leg
6–7	Torso	4	Left hind leg
8	Right arm	5	Tail
9	Left arm	6–7	Abdomen
10	Head	8–9	Torso/chest
		10	Head

Location: Legs

Severity	Effect
1–3	No unusual effect
4	Victim knocked down
5	Knee twisted (struck), knockdown, ½ move
6	Foot dislocated (broken), knockdown, ½ move
7	Armor damaged, leg twisted, ½ move; leg injured if target has no plate armor to cover legs, ¼ move
8	Knee dislocated (broken), no move, –2 to all attacks
9	Armor damaged, leg injured, ½ move, –2 to all attacks; leg broken if target has no plate armor to cover legs, no move, –4 to attacks
10	Knee crushed, no move, –4 to attacks, minor bleeding
11	Hip broken and dislocated, minor bleeding, no move or attack
12	Leg crushed, no move or attack, major bleeding from compound fractures
13+	As 12 above with additional abdomen hit

Location: Abdomen

Severity	Effect
1–3	No unusual effect
4	Victim stunned 1d4 rounds
5	Abdomen struck, victim stunned 1 round and reduced to ½ move
6	Armor damaged, victim stunned 1d6 rounds; if victim has no plate armor, abdomen injured, stunned 1d6 rounds, ½ move, –2 penalty to all attacks
7	Abdomen injured, ½ move, –2 to all attacks
8	Abdomen injured, minor internal bleeding, ½ move and –2 to attacks
9	Armor damaged, abdomen injured, minor bleeding, ½ move and –2 to attacks; if victim does not have plate armor, ¼ move, –4 to attacks
10	Abdomen injured, no move or attack, minor internal bleeding
11	Abdomen crushed, no move or attack, major internal bleeding
12	Abdomen crushed, victim reduced to 0 hit points with severe internal bleeding
13+	As 12 above with additional torso or leg hit (50% chance of each)

Location: Torso

Severity	Effect
1–3	No unusual effect
4	Knockdown, stunned 1d4 rounds
5	Torso struck, victim stunned 1 round and reduced to ½ move
6	Shield damaged, torso struck, ½ move
7	Armor damaged, torso struck, ½ move, –2 to attacks; if no plate armor, torso injured, ¼ move, –4 penalty to all attacks
8	Torso injured, minor internal bleeding, ¼ move, –4 to attacks
9	Ribs broken, minor internal bleeding, ½ move, –2 to attacks
10	Ribs broken, major internal bleeding, no move or attack
11	Torso crushed, victim reduced to 0 hit points with severe internal bleeding
12	Torso crushed, victim killed
13+	As 12 above with additional hit in abdomen (40%), left arm, right arm, or head (20% each)

Location: Arms

Severity	Effect
1–3	No unusual effect
4	Hand twisted, weapon/shield dropped
5	Arm twisted, weapon/shield dropped, –2 to attacks
6	Hand broken, –2 to attacks/shield dropped
7	Armor damaged, arm injured, –2 to attacks with that arm; arm broken if victim has no plate armor, arm useless
8	Shield damaged, arm broken and useless, stunned 1 round
9	Arm broken and useless, stunned 1d4 rounds
10	Shoulder dislocated (broken), no attacks, minor bleeding
11	Arm crushed, ½ move, no attacks, minor bleeding
12	Shoulder crushed, no move or attacks, major bleeding
13+	As 12 above with additional torso hit

Location: Head

Severity	Effect
1–3	No unusual effect
4	Victim stunned 1d6 rounds
5	Head twisted (struck), helm removed, victim stunned 1 round; –2 to attack rolls due to pinched nerves in neck
6	Head struck, ½ move, –2 to attacks
7	Helm damaged, face injured, stunned 1d6 rounds, ½ move, –4 to attacks
8	Skull broken, helm damaged, victim reduced to 0 hit points and conscious 1d4 hours; if victim has no helmet, unconscious for 4d6 days, lose 1d3 points of Intelligence permanently
9	Jaw dislocated (broken), minor bleeding, no move or attack
10	Neck broken, reduced to 0 hp, unconscious 1d6 days; victim must roll saving throw vs. death magic or suffer 50–100% paralysis (1d6+4) x 10%. Paralysis caused by this injury can only be cured by *heal*, *regenerate*, or healing magic of similar power
11	Throat crushed, reduced to 0 hit points, major bleeding
12	Skull crushed, immediate death
13+	As 12 above with additional torso hit

Location: Tail

Severity	Effect
1–5	No unusual effect
6	Tip of tail struck; if prehensile, any items carried are dropped, –2 penalty to all tail attacks due to pain
7–8	Tail injured, lose any tail attacks; normal animals must roll saving throw vs. death magic or retreat in pain
9–10	Tail broken, lose any tail attacks, ½ move if animal uses tail for movement
11	Tail crushed, victim stunned 1–3 rounds, lose any tail attacks, no movement or attacks if creature uses tail for movement
12	Tail crushed, pain reduces creature to ½ move and –2 penalty on any attack rolls, minor bleeding; no move or attack if creature uses tail for movement
13+	As 12 above with additional abdomen or torso hit (50% chance each)

Crushing

Hit Location Chart

d10 roll	Humanoid	d10 roll	Monster/Animal
1–2	Right leg	1	Right foreleg/wing
3–4	Left leg	2	Left foreleg/wing
5	Abdomen	3	Right hind leg
6–7	Torso	4	Left hind leg
8	Right arm	5	Tail
9	Left arm	6–7	Abdomen
10	Head	8–9	Torso/chest
		10	Head

Location: Legs

Severity	Effect
1–3	No unusual effect
4	Victim knocked down
5	Leg struck, knockdown, ½ move
6	Foot broken, ½ move
7	Armor damaged, leg struck, ½ move; if target has no armor to cover legs, leg injured, ¼ move, –2 to all attacks
8	Hip broken, minor bleeding, no move, –2 to all attacks
9	Armor destroyed, leg injured, ½ move; leg broken if target has no armor to cover legs, no move, –4 to attacks
10	Knee crushed, no move, –4 to attacks, minor bleeding
11	Hip shattered, minor bleeding, no move or attack
12	Leg crushed, no move or attack, major bleeding from compound fractures
13+	As above with additional abdomen hit

Location: Abdomen

Severity	Effect
1–3	No unusual effect
4	Victim stunned 1d6 rounds
5	Abdomen struck, victim stunned 1 round and reduced to ½ move
6	Armor damaged, victim stunned 1d6 rounds; if target has no armor, abdomen injured, stunned 1d6 rounds, ½ move, –2 penalty to attacks
7	Abdomen injured, stunned 2d6 rounds, ½ move, –2 to hit
8	Abdomen injured, minor internal bleeding, ¼ move and –4 to attacks
9	Armor damaged, abdomen injured, minor bleeding, ½ move and –2 to attacks; if victim has no armor, stunned 2d6 rounds, major internal bleeding, ¼ move, –4 to attacks
10	Abdomen partially crushed, ¼ move, –4 to attacks, major internal bleeding, stunned 2d6 rounds
11	Abdomen crushed, no move or attack, major internal bleeding
12	Abdomen crushed, victim reduced to 0 hit points with severe internal bleeding
13+	As above with additional leg or torso hit (50% each)

Location: Torso

Severity	Effect
1–3	No unusual effect
4	Knockdown, stunned 1d4 rounds
5	Torso struck, victim stunned 1 round and reduced to ½ move
6	Shield destroyed, torso struck, ¼ move, stunned 1d6 rounds
7	Armor destroyed, torso injured, stunned 1d6 rounds, ¼ move, –2 to attacks
8	Ribs broken, stunned 1d6 rounds, ¼ move, –4 to all attacks
9	Ribs broken, stunned 2d6 rounds, minor bleeding, ¼ move, –4 to attacks
10	Ribs crushed, major internal bleeding, no move or attack
11	Torso crushed, victim reduced to 0 hit points with severe internal bleeding
12	Torso crushed, victim killed
13+	As above with additional abdomen (40%), head (20%), or arm (20% each) hit

Location: Arms

Severity	Effect
1–3	No unusual effect
4	Hand struck, weapon/shield dropped
5	Arm struck, –2 to attacks with that arm
6	Hand broken, –2 to all attacks, weapon or shield dropped
7	Armor destroyed, arm injured, –2 to attacks with that arm; if victim has no armor, arm broken, stunned 1 round
8	Shield destroyed, arm broken, stunned 1d3 rounds
9	Hand crushed, stunned 1d4 rounds, minor bleeding
10	Shoulder dislocated (broken), no attacks, minor bleeding
11	Arm crushed to elbow, ¼ move, no attacks, major bleeding
12	Arm crushed to shoulder, no move or attacks, major bleeding
13+	As above with additional torso hit

Location: Head

Severity	Effect
1–3	No unusual effect
4	Victim stunned 1d6 rounds
5	Head struck, helm removed, victim stunned 1d6 rounds; head injured, –2 to attack rolls if victim had no helm
6	Head injured, stunned 2d6 rounds, ¼ move, –2 to all attacks
7	Helm destroyed, face injured, stunned 2d6 rounds, ¼ move, –4 to all attacks; victim must roll saving throw vs. death magic or be blinded as well
8	Skull broken, helm destroyed, victim reduced to 0 hit points and unconscious 2d6 hours
9	Face crushed, minor bleeding, no move or attack, –2 Charisma permanently
10	Skull broken, unconscious 1d6 days, –2 to all attacks, lose 1 point each of Intelligence/Wisdom/Charisma permanently
11	Skull crushed, reduced to 0 hit points, major bleeding; victim loses 1d6 points of Intelligence, Wisdom, and Charisma (a *heal* or *regenerate* spell can restore lost ability points)
12	Skull crushed, immediate death
13+	As 12 above with additional torso hit

Location: Tail

Severity	Effect
1–5	No unusual effect
6	Tip of tail struck; if prehensile, any items carried are dropped, –2 penalty to all tail attacks due to pain
7–8	Tail injured, lose any tail attacks; normal animals must roll saving throw vs. death magic or retreat in pain
9–10	Tail broken, lose any tail attacks, ¼ move if animal uses tail for movement
11	Tail crushed, victim stunned 1d6 rounds, lose any tail attacks, no movement or attacks if creature uses tail for movement
12	Tail crushed, pain reduces creature to ¼ move and –2 penalty on any attack rolls, minor bleeding; no move or attack and major bleeding if creature uses tail for movement
13+	As 12 above with additional abdomen or torso hit

Electricity

Hit Location Chart

d10 roll	Humanoid	d10 roll	Monster/Animal
1–2	Right leg	1	Right foreleg/wing
3–4	Left leg	2	Left foreleg/wing
5	Abdomen	3	Right hind leg
6–7	Torso	4	Left hind leg
8	Right arm	5	Tail
9	Left arm	6–7	Abdomen
10	Head	8–9	Torso/chest
		10	Head

Location: Legs

Severity	Effect
1–3	No unusual effect
4	Victim shocked and knocked down; spasms distract character for 1d4 rounds causing a –2 penalty to attack rolls
5	Leg struck, ½ move; victim knocked down and shocked for 1d6 rounds
6	Foot burned, ½ move, victim knocked down, spasms last 1d6 rounds
7	Armor destroyed, leg burned, ½ move, victim knocked down and stunned 1d6 rounds
8	Hip/thigh burned, knocked down, stunned 1d6 rounds, ¼ move
9	Armor destroyed, leg broken, stunned 1d6 rounds, ¼ move and –4 penalty to all attacks
10	Foot incinerated; minor bleeding, victim stunned 1d6 rounds, then no movement and –4 penalty to all attacks
11	Leg incinerated at knee, major bleeding, no move or attack
12	Leg incinerated at hip, no move or attack, major bleeding
13+	As 12 above with an additional abdomen hit

Location: Abdomen

Severity	Effect
1–3	No unusual effect
4	Victim shocked and knocked down, –2 to attack rolls for 1d6 rounds
5	Abdomen struck, –2 to attack rolls, ½ move, victim knocked down
6	Armor destroyed, abdomen burned, ½ move, –2 to attack rolls, victim stunned 1d6 rounds
7	Abdomen burned, ½ move, –2 to attack rolls, victim stunned 2d8 rounds
8	Abdomen burned, ¼ move, –4 to attack rolls, stunned 2d8 rounds
9	Armor destroyed, abdomen burned, victim stunned 2d8 rounds, ¼ move, –4 to attack rolls
10	Severe internal burns, no move or attack
11	Abdomen partially incinerated, no move or attack, death follows in 1d4 hours if victim is not treated with a *cure critical wounds* or more powerful healing magic
12	Abdomen incinerated, immediate death
13+	As 12 above with additional torso or leg hit (50% chance of each)

Location: Torso

Severity	Effect
1–3	No unusual effect
4	Victim shocked and knocked down, –2 to attack rolls for 1d6 rounds
5	Torso struck; ½ move, –2 to attack rolls, victim knocked down
6	Shield destroyed, torso burned, victim knocked down, ½ move, –2 to attack rolls
7	Armor destroyed, torso burned, victim stunned 1d6 rounds, ½ move, –2 to attacks
8	Torso burned, victim stunned 2d8 rounds, ¼ move, –4 to attack rolls
9	Torso burned, no move or attack
10	Torso burned deeply, no move or attack, possible stopped heart; roll a saving throw vs. death magic or die in 1d3 rounds
11	Torso partially incinerated, victim reduced to 0 hit points and dies in 1d3 turns unless treated by *cure critical wounds* or more powerful healing magic
12	Torso incinerated, victim killed instantly
13+	As 12 above with additional abdomen, arm or head hit (40% abdomen, 20% left arm, 20% right arm, 20% head)

Location: Arms

Severity	Effect
1–3	No unusual effect
4	Hand shocked, weapon or shield dropped
5	Arm struck, victim knocked down, –2 to attacks for 1d6 rounds due to muscle spasms
6	Hand burned, –2 to attacks with that hand (or no shield use if shield arm is burned)
7	Armor destroyed, arm burned, –2 penalty to all attacks, victim stunned 1d6 rounds
8	Arm burned, victim stunned 2d8 rounds, –4 to attacks with affected arm and –2 to all other attacks, current crosses body and may stop heart; roll saving throw vs. death magic or die in 1d3 rounds
9	Arm broken and useless, victim stunned 2d8 rounds
10	Hand incinerated, stunned 1d6 rounds, –2 to all attacks
11	Arm incinerated at elbow, stunned 1d6 rounds, no attacks
12	Arm incinerated at shoulder, stunned 2d8 rounds, ½ move, no attacks
13+	As 12 above with an additional torso hit

Location: Head

Severity	Effect
1–3	No unusual effect
4	Victim shocked, knocked down, –2 penalty to attacks for 1d6 rounds
5	Head struck, helm destroyed, victim stunned 1d6 rounds, –2 to all attack rolls
6	Head struck, –2 to attacks, stunned 2d8 rounds, victim deafened
7	Helm destroyed, face burned, stunned 2d8 rounds, –4 to all attacks and ½ move
8	Face burned, victim blinded, stunned 2d8 rounds
9	Scalp burned, victim stunned 2d8 rounds, ½ move and –4 penalty to attacks; roll saving throw vs. death magic or heart stops, killing character in 1d3 rounds
10	Face burned, victim blinded, no move or attack, unconscious 4d6 days
11	Head burned, victim blinded, deafened, and paralyzed, and remains so until he receives a *regenerate* spell or similar healing magic
12	Skull incinerated, immediate death
13+	As 12 above with additional torso hit

Location: Tail

Severity	Effect
1–5	No unusual effect
6	Tip of tail shocked; if prehensile, any items carried are dropped, –2 penalty to all tail attacks
7–8	Tail burned, lose any tail attacks; normal animals must roll saving throw vs. death magic or retreat
9–10	Tail burned, lose any tail attacks, ½ move if animal uses tail for movement
11	Tail incinerated at mid-length, victim stunned 1d3 rounds, minor bleeding, lose any tail attacks, no movement or attacks if creature uses tail for movement
12	Tail incinerated, victim stunned 1d6 rounds, pain reduces creature to ½ move and –2 penalty on any attack rolls, minor bleeding; no move or attack and major bleeding if creature uses tail for movement
13+	As 12 above with abdomen or torso hit (50% chance of either)

Fire

Hit Location Chart

d10 roll	Humanoid	d10 roll	Monster/Animal
1–2	Right leg	1	Right foreleg/wing
3–4	Left leg	2	Left foreleg/wing
5	Abdomen	3	Right hind leg
6–7	Torso	4	Left hind leg
8	Right arm	5	Tail
9	Left arm	6–7	Abdomen
10	Head	8–9	Torso/chest
		10	Head

Location: Legs

Severity	Effect
1–3	No unusual effect
4	Victim singed, –1 penalty to attack rolls
5	Leg scorched, ½ move, –1 penalty to attack rolls
6	Foot burned, ½ move, –1 penalty to attack rolls
7	Leg burned, ½ move, –2 penalty to attack rolls; if victim is wearing metal armor, hot steel scorches him for an additional 2d4 damage in the following round, and 1d4 damage in the round after that.
8	Hip/thigh burned, ¼ move, –2 to all attacks, victim must roll saving throw vs. death magic or be on fire (see page 122)
9	Leg burned, ½ move and –4 penalty to all attacks; if victim wears metal armor, armor is destroyed and continues to inflict damage as 7 above
10	Foot incinerated; minor bleeding, victim stunned 1d6 rounds, then no movement and –4 penalty to all attacks
11	Leg incinerated at knee, major bleeding, no move or attack
12	Leg incinerated at hip, no move or attack, major bleeding
13+	As 12 above with an additional abdomen hit

Location: Abdomen

Severity	Effect
1–3	No unusual effect
4	Victim singed, –1 to attack rolls
5	Abdomen scorched, –1 to attack rolls, ½ move
6	Abdomen burned, ½ move, –2 to attack rolls; if victim wears metal armor, he is seared as described in 7 for the previous chart
7	Abdomen burned, ½ move, –2 to attack rolls, victim must roll saving throw vs. death magic or catch fire (see page 122)
8	Abdomen burned, ¼ move, –4 to attack rolls, stunned 1d6 rounds
9	Abdomen burned, stunned 1d6 rounds, ¼ move, –4 to attacks; if victim wears metal armor, armor destroyed, victim seared as in 6 above
10	Abdomen burned severely, no move or attack
11	Abdomen partially incinerated, no move or attack, death in 1d4 hours unless victim receives *cure critical wounds* or more powerful magic
12	Abdomen incinerated, immediate death
13+	As 12 above with additional torso or leg hit (50% chance of each)

Location: Torso

Severity	Effect
1–3	No unusual effect
4	Victim singed, –1 to attack rolls, stunned 1 round
5	Torso scorched; ½ move, –2 to attack rolls
6	Torso burned, ½ move, –2 to attack rolls; if victim carries shield, shield destroyed, causing searing damage as described above
7	Torso burned, victim stunned 1d6 rounds, ½ move, –2 to attacks; if victim wears metal armor, he is seared as described above
8	Torso burned, victim stunned 1d6 rounds, ¼ move, –4 to attack rolls; victim must roll saving throw vs. death magic or catch fire (see page 122)
9	Torso burned, no move or attack
10	Torso burned deeply, no move or attack, victim on fire (see page 122)
11	Torso partially incinerated, victim reduced to 0 hit points, dies in 1d3 turns unless treated by *cure critical wounds* or more powerful magic
12	Torso incinerated, victim killed instantly
13+	As 12 above with additional abdomen, arm or head hit (40% abdomen, 20% left arm, 20% right arm, 20% head)

Location: Arms

Severity	Effect
1–3	No unusual effect
4	Hand singed, weapon or shield dropped
5	Arm scorched, –2 to attacks
6	Hand burned, –2 to attacks with that hand (or no shield use if shield arm is burned)
7	Arm burned, –2 penalty to all attacks; if victim wears metal armor, seared for 2d4 damage in next round, 1d4 in round after that
8	Arm burned, victim stunned 1d6 rounds, –4 to attacks with affected arm and –2 to all other attacks; roll saving throw vs. death magic or catch fire
9	Arm burned and useless, victim stunned 1d6 rounds and on fire
10	Hand incinerated, stunned 1d6 rounds, –2 to all attacks
11	Arm incinerated at elbow, stunned 1d6 rounds, no attacks
12	Arm incinerated at shoulder, stunned 1d6 rounds, ½ move, no attacks
13+	As 12 above with an additional torso hit

Location: Head

Severity	Effect
1–3	No unusual effect
4	Victim singed, –1 penalty to attacks
5	Head scorched, –2 to all attack rolls, if victim wears metal helm, hot metal sears him for 2d4 damage next round, 1d4 more the round after
6	Head scorched, –2 to attacks, victim must roll saving throw vs. death magic or catch fire (see page 122)
7	Face burned, stunned 1d6 rounds, –4 to all attacks and ½ move; if victim wears metal helm, seared for additional damage as 5 above
8	Face burned, victim blinded, stunned 1d6 rounds
9	Scalp burned, victim stunned 1d6 rounds, ½ move and –4 penalty to attacks, victim set on fire
10	Face burned, victim blinded, no move or attack
11	Head burned, victim blinded and deafened, and remains so until he receives a *regenerate* spell or similar healing magic
12	Skull incinerated, immediate death
13+	As 12 above with additional torso hit

Location: Tail

Severity	Effect
1–5	No unusual effect
6	Tip of tail singed; if prehensile, any items carried are dropped, –2 penalty to all tail attacks
7–8	Tail burned, lose any tail attacks; normal animals immediately retreat
9–10	Tail burned, lose any tail attacks, ½ move if animal uses tail for movement; roll saving throw vs. death magic or catch fire (see page 122)
11	Tail incinerated at mid-length, victim stunned 1d3 rounds, minor bleeding, lose any tail attacks, no movement or attacks if creature uses tail for movement
12	Tail incinerated, victim stunned 1d6 rounds, pain reduces creature to ½ move and –2 penalty on any attack rolls, minor bleeding; no move or attack and major bleeding if creature uses tail for movement
13+	As 12 above with abdomen or torso hit (50% chance of either)

Impact

Hit Location Chart

d10 roll	Humanoid	d10 roll	Monster/Animal
1–2	Right leg	1	Right foreleg/wing
3–4	Left leg	2	Left foreleg/wing
5	Abdomen	3	Right hind leg
6–7	Torso	4	Left hind leg
8	Right arm	5	Tail
9	Left arm	6–7	Abdomen
10	Head	8–9	Torso/chest
		10	Head

Location: Legs

Severity	Effect
1–3	No unusual effect
4	Victim knocked down
5	Knee struck, victim knocked down, ½ move
6	Foot broken, ½ move, minor bleeding
7	Leg injured, ½ move; if target has no armor to cover legs, ¼ move, –2 to all attacks, and minor bleeding
8	Hip broken, stunned 1d6 rounds, minor bleeding, no move, –4 penalty to all attacks
9	Leg injured, *stunned 1d6 rounds, ½ move, –2 to all attacks;* if victim has no armor, leg broken, no move, –4 to all attacks, major bleeding
10	Knee shattered, minor bleeding, stunned 1d6 rounds, no move, –4 penalty to all attacks
11	*Hip shattered, major bleeding,* stunned 1d6 rounds, no move or attack
12	Leg shattered, stunned 2d6 rounds, no move or attack, major bleeding from compound fractures
13+	As above with additional abdomen hit

Location: Abdomen

Severity	Effect
1–3	No unusual effect
4	Victim stunned 1d6 rounds
5	Abdomen struck, victim stunned 1 round, reduced to ½ move
6	Abdomen struck, ½ move, –2 to all attacks; if victim wears no armor, abdomen injured, stunned 1d6 rounds, ½ move, –2 to all attacks, minor bleeding
7	Abdomen injured, stunned 1d6 rounds, ½ move, –2 to attacks, *major bleeding*
8	Abdomen injured, major bleeding, stunned 1d6 rounds, ¼ move, –4 to all attacks
9	Abdomen injured, stunned 1d6 rounds, major bleeding, ¼ move, –4 to all attack rolls, armor destroyed; if victim wears no armor, no move or attack, major bleeding
10	Abdomen injured, no move or attack, major bleeding
11	Abdomen destroyed, no move or attack, major bleeding
12	Abdomen destroyed, victim reduced to 0 hp, severe bleeding
13+	As above with additional torso (50%) or leg (50%) hit

Location: Torso

Severity	Effect
1–3	No unusual effect
4	Knockdown, stunned 1d4 rounds
5	Torso struck, victim stunned 1 round, ½ move
6	Torso struck, ½ move, shield damaged; if victim has no shield, stunned 1d6 rounds, ½ move, –2 to attacks, minor bleeding
7	Armor damaged, torso injured, ½ move, –2 to attacks; if *victim wears no armor, stunned 1d6 rounds, ribs broken,* minor bleeding, ½ move, –2 penalty to attacks
8	Torso injured, stunned 1d6 rds, major bleeding, ¼ move, –4 to attacks
9	Ribs broken, major bleeding, stunned 1d6 rounds, ¼ move, –4 attacks
10	Ribs broken, major bleeding, no move or attack
11	Torso destroyed, victim reduced to 0 hp, severe bleeding
12	*Torso destroyed, victim killed*
13+	As above with additional abdomen (40%), arm (20% each) or head (20%) hit

Location: Arms

Severity	Effect
1–3	No unusual effect
4	Hand struck, weapon/shield dropped
5	Arm struck, –2 to attacks with that arm
6	Hand broken, minor bleeding, –2 to all attacks
7	Armor damaged, arm injured, –2 to all attacks; if victim has no armor, arm broken, –4 to attacks with that arm, minor bleeding
8	Shield damaged, arm broken, stunned 1 round, minor bleeding
9	Weapon dropped, arm broken, stunned 1d6 rounds, minor bleeding
10	Shoulder injured, no attacks, stunned 1d6 rounds, minor bleeding
11	Arm shattered, ½ move, no attacks, stunned 1d6 rounds, minor bleeding
12	Shoulder shattered, stunned 2d6 rounds, no move or attacks, major bleeding
13+	As 12 above with additional torso hit

Location: Head

Severity	Effect
1–3	No unusual effect
4	Victim stunned 1d6 rounds
5	Head struck, helm removed, victim stunned 1 round, –2 to attack rolls; if victim has no helm, stunned 1d6 rounds, –2 to attacks
6	Head injured, victim stunned 1d6 rounds, –2 to attacks, minor bleeding
7	Helm damaged, face injured, stunned 1d6 rounds, ½ move, –4 to attack rolls; if victim has no helm, unconscious 2d4 hours, minor bleeding, ¼ move, no attacks
8	*Skull broken, helm destroyed, victim reduced to 0 hit* points, unconscious 1d4 hours, minor bleeding; no movement or attacks
9	Jaw/face broken, major bleeding, no movement or attack; victim loses 1d3 points of Charisma/Appearance permanently
10	Head injured, major bleeding, unconscious 1d6 days; victim must roll saving throw vs. death magic or lose 1d3 points of Intelligence, Wisdom, and Charisma permanently
11	Throat destroyed, no move or attack, stunned 2d6 rounds, severe bleeding
12	Skull destroyed, immediate death
13+	As above with additional torso hit

Location: Tail

Severity	Effect
1–5	No unusual effect
6	Tip of tail struck; if prehensile, any items carried are dropped, –2 penalty to all tail attacks due to pain
7–8	Tail injured, minor bleeding, lose any tail attacks; normal animals must roll saving throw vs. death magic or retreat *in pain*
9–10	Tail broken, minor bleeding, lose any tail attacks, ½ move if animal uses tail for movement
11	Tail injured, victim stunned 1d3 rounds, lose any tail attacks, no movement or attacks if creature uses tail for movement
12	Tail destroyed, pain reduces creature to ½ move and –2 penalty on any attack rolls, major bleeding; no move or attack if creature uses tail for movement
13+	As 12 above with additional torso or abdomen hit

Slashing

Hit Location Chart

d10 roll	Humanoid	d10 roll	Monster/Animal
1–2	*Right leg*	1	Right foreleg/wing
3–4	Left leg	2	Left foreleg/wing
5	*Abdomen*	3	Right hind leg
6–7	Torso	4	Left hind leg
8	*Right arm*	5	Tail
9	Left arm	6–7	Abdomen
10	*Head*	8–9	Torso/chest
		10	Head

Location: Legs

Severity	Effect
1–3	No unusual effect
4	Leg struck, minor bleeding, victim knocked down
5	Knee struck, knockdown, minor bleeding, ½ move
6	Leg injured, ½ move, minor bleeding
7	Leg injured, knockdown, ½ move, minor bleeding; if victim has no armor, stunned 1d4 rounds, ½ move, major bleeding
8	Knee injured, stunned 1d4 rounds, minor bleeding, ¼ move, –2 attacks
9	Leg injured, minor bleeding, ¼ move, –2 to attacks; if victim has no armor, leg broken, major bleeding, no move, –4 to all attacks
10	Hip broken, stunned 1d6 rounds, no move or attack, major bleeding
11	Leg severed at knee, stunned 2d6 rounds, major bleeding, no move or attack
12	Leg severed at thigh, stunned 2d6 rounds, no move or attack, severe bleeding
13+	As above with additional abdomen hit

Location: Abdomen

Severity	Effect
1–3	No unusual effect
4	Abdomen grazed, minor bleeding
5	Abdomen struck, victim stunned 1 round, ½ move, minor bleeding
6	Abdomen struck, armor damaged, stunned 1d3 rounds, ½ move, minor bleeding; if victim wears no armor, abdomen injured, stunned 1d6 rounds, ½ move, –2 penalty to all attacks, minor bleeding
7	Abdomen injured, ½ move, –2 to all attacks, major bleeding
8	Abdomen injured, major bleeding, ½ move, –4 to all attacks
9	Abdomen injured, armor destroyed, ¼ move, –4 to all attacks; if victim has no armor, unconscious 1d6 hours, major bleeding
10	Abdomen injured, no move or attack, major internal bleeding
11	Abdominal wall destroyed, stunned 2d6 rounds, no move or attack, severe bleeding
12	Abdomen destroyed, victim killed
13+	As above with additional torso or leg hit (50% of either)

Location: Torso

Severity	Effect
1–3	No unusual effect
4	Torso grazed, minor bleeding
5	Torso struck, stunned 1 round, ½ move, minor bleeding
6	Shield damaged, torso struck, ½ move, minor bleeding
7	Armor damaged, torso injured, ½ move, –2 to all attacks; if victim wears no armor, stunned 1d6 rounds, major bleeding, ½ move, –2 penalty to all attacks
8	Torso injured, major bleeding, stunned 1d6 rounds, ¼ move, –2 attacks
9	Ribs broken, major bleeding, stunned 1d6 rounds, ½ move, –4 attacks
10	Ribs broken, major bleeding, stunned 1d6 rounds, no move or attack
11	Torso destroyed, severe bleeding, unconscious 2d6 days, no move or attack
12	Torso destroyed, victim killed
13+	As above with additional abdomen (40%), arm (20% each), or head (20%) hit

Location: Arms

Severity	Effect
1–3	No unusual effect
4	Hand struck, weapon or shield dropped
5	Arm struck, minor bleeding, shield damage or weapon dropped
6	Hand injured, minor bleeding, –2 to attacks or no shield use
7	Armor damaged, arm injured, minor bleeding, –2 to all attacks; if victim has no armor, arm broken, stunned 1d6 rounds, major bleeding, –2 to all attacks
8	Hand severed, stunned 1d6 rounds, major bleeding
9	Arm broken, and useless, stunned 1d6 rounds, major bleeding, ½ move, –2 to all other attacks
10	Shoulder injured, stunned 1d6 rounds, no attacks, major bleeding
11	Arm severed at elbow, stunned 2d6 rounds, no attacks, major bleeding
12	Arm severed at shoulder, no move or attacks, severe bleeding
13+	As above with additional torso hit

Location: Head

Severity	Effect
1–3	No unusual effect
4	Head grazed, minor bleeding, victim stunned 1d6 rounds
5	Head struck, helm removed, victim stunned 1 round, –2 to attack rolls; if victim has no helm, head injured, stunned 1d6 rounds, ½ move, –2 penalty to all attack rolls
6	Eye destroyed, stunned 2d6 rounds, –2 to all attacks
7	Helm damaged, face injured, stunned 1d6 rounds, ½ move, –4 to all attacks, minor bleeding
8	Skull broken, helm damaged, major bleeding, unconscious 1d6 hours
9	Face injured, victim blinded, major bleeding, no move or attack
10	Skull broken, unconscious 1d6 days, major bleeding, ¼ move, –4 penalty to all attacks
11	Throat destroyed, severe bleeding
12	Skull destroyed, immediate death
13+	As above with additional torso hit

Location: Tail

Severity	Effect
1–5	No unusual effect
6	Tip of tail struck; if prehensile, any items carried are dropped, –2 penalty to tail attacks, minor bleeding
7–8	Tail injured, lose any tail attacks; minor bleeding, normal animals must roll saving throw vs. death magic or retreat in pain
9–10	Tail broken, lose any tail attacks, ½ move if animal uses tail for movement, minor bleeding
11	Tail destroyed, stunned 1d3 rounds, major bleeding, lose any tail attacks, no move or attack if creature uses tail for movement
12	Tail severed, stunned 1d6 rounds, ½ move, –2 penalty on all attacks, major bleeding; no move or attack if creature uses tail for movement
13+	As 12 above with doubled damage dice

Vibration

Hit Location Chart

d10 roll	Humanoid	d10 roll	Monster/Animal
1–2	Right leg	1	Right foreleg/wing
3–4	Left leg	2	Left foreleg/wing
5	Abdomen	3	Right hind leg
6–7	Torso	4	Left hind leg
8	Right arm	5	Tail
9	Left arm	6–7	Abdomen
10	Head	8–9	Torso/chest
		10	Head

Location: Legs

Severity	Effect
1–3	No unusual effect
4	Victim grazed and knocked down
5	Leg struck, ½ move; victim knocked down, stunned 1d4 rounds
6	Foot injured, ½ move, victim knocked down, stunned 1d4 rounds
7	Armor destroyed, leg injured, ½ move, victim stunned 1d4 rounds
8	Hip/thigh injured, knocked down, stunned 2d4 rounds, ¼ move
9	Armor destroyed, leg broken, stunned 2d4 rounds, ¼ move and –4 penalty to all attacks
10	Foot disintegrated; minor bleeding, victim stunned 2d4 rounds, then no movement and –4 penalty to all attacks
11	Leg disintegrated at knee, major bleeding, no move or attack
12	*Leg disintegrated at hip, no move or attack, major bleeding*
13+	As 12 above with an additional abdomen hit

Location: Abdomen

Severity	Effect
1–3	No unusual effect
4	Victim grazed and stunned 1 round
5	Abdomen struck, –2 to attack rolls, ½ move, stunned 1d4 rounds
6	Armor destroyed, abdomen injured, ½ move, –2 to attack rolls, victim stunned 1d4 rounds
7	Abdomen injured, ½ move, –2 to attack rolls, victim stunned 2d4 rounds
8	Abdomen injured, ¼ move, –4 to attack rolls, stunned 2d4 rounds
9	Armor destroyed, abdomen injured, victim stunned 2d4 rounds, ¼ move, –4 to attack rolls, minor bleeding
10	*Abdomen injured internally, no move or attack, major bleeding*
11	Abdomen partially disintegrated, no move or attack, death follows in 1d4 hours if victim is not treated with a *cure critical wounds* or more powerful healing magic
12	Abdomen disintegrated, immediate death
13+	As 12 above with additional torso or leg hit (50% chance of each)

Location: Torso

Severity	Effect
1–3	No unusual effect
4	Victim grazed, stunned 1 round
5	Torso struck; ½ move, –2 to attack rolls, stunned 1d4 rounds
6	Shield destroyed, torso injured, stunned 1d4 rounds, ½ move, –2 to attack rolls
7	Armor destroyed, torso injured, stunned 2d4 rounds, ½ move, –2 penalty to attacks
8	Torso injured, victim stunned 2d4 rounds, ¼ move, –4 to attack rolls
9	*Torso injured, no move or attack, minor bleeding*
10	Ribs broken, no move or attack, major bleeding
11	Torso partially disintegrated, victim reduced to 0 hit points and dies in 1d3 turns unless treated by *cure critical wounds* or more powerful healing magic
12	Torso disintegrated, victim killed instantly
13+	As 12 above with additional abdomen, arm or head hit (40% abdomen, 20% left arm, 20% right arm, 20% head)

Location: Arms

Severity	Effect
1–3	No unusual effect
4	Hand grazed, weapon or shield dropped
5	Arm struck, stunned 1d4 rounds, –2 to attacks with that hand
6	Hand injured, –2 to attacks with that hand (or no shield use if shield arm is burned), minor bleeding
7	Armor destroyed, arm injured, –2 penalty to all attacks, *victim stunned 1d4 rounds*
8	Arm injured, victim stunned 2d4 rounds, –4 to attacks with affected arm and –2 to all other attacks, minor bleeding
9	Arm broken and useless, victim stunned 2d4 rounds
10	Hand disintegrated, stunned 1d4 rounds, –2 to all attacks, minor bleeding
11	Arm disintegrated at elbow, stunned 2d4 rounds, no attacks, major bleeding
12	Arm disintegrated at shoulder, stunned 2d4 rounds, ½ move, no attacks, major bleeding
13+	As 12 above with an additional torso hit

Location: Head

Severity	Effect
1–3	No unusual effect
4	Victim stunned 1 round
5	Head struck, helm destroyed, victim stunned 1d4 rounds, –2 to all attack rolls
6	Head struck, –2 to attacks, stunned 2d4 rounds, victim deafened
7	Helm destroyed, face injured, stunned 2d4 rounds, –4 penalty to all attacks, ½ move, victim deafened
8	Face injured, victim blinded and deafened, stunned 2d4 rounds
9	Skull broken, stunned 2d4 rounds, ½ move and –4 penalty to attacks; roll saving throw vs. death magic or lose 1d3 points of Intelligence
10	Jaw/face broken, no move or attack, unconscious 4d6 days, major bleeding, victim deafened
11	Throat destroyed, stunned 2d4 rounds, severe bleeding
12	Skull disintegrated, immediate death
13+	As 12 above with additional torso hit

Location: Tail

Severity	Effect
1–5	No unusual effect
6	Tip of tail grazed; if prehensile, any items carried are dropped, –2 penalty to all tail attacks
7–8	Tail injured, lose any tail attacks; normal animals must roll saving throw vs. death magic or retreat
9–10	*Tail injured, lose any tail attacks, ½ move* if animal uses tail for movement
11	Tail disintegrated at mid-length, victim stunned 1d4 rounds, minor bleeding, lose any tail attacks, no movement or attacks if creature uses tail for movement
12	Tail disintegrated, victim stunned 2d4 rounds, ½ move and –2 penalty on any attack rolls, major bleeding; no move or attack and severe bleeding if creature uses tail for movement
13+	*As 12 above with abdomen or torso hit* (50% chance of either)

Wounding

Hit Location Chart

d10 roll	Humanoid	d10 roll	Monster/Animal
1–2	Right leg	1	*Right foreleg/wing*
3–4	Left leg	2	Left foreleg/wing
5	Abdomen	3	*Right hind leg*
6–7	Torso	4	Left hind leg
8	Right arm	5	Tail
9	Left arm	6–7	Abdomen
10	*Head*	8–9	Torso/chest
		10	Head

Location: Legs

Severity	Effect
1–3	No unusual effect
4	Victim grazed, –1 penalty to attack rolls
5	Leg struck, ½ move, –1 penalty to attack rolls
6	Foot injured, ½ move, –1 penalty to attack rolls
7	Leg injured, ½ move, –2 penalty to attack rolls, minor bleeding
8	Hip/thigh injured, ¼ move, –2 to all attacks, major bleeding
9	Leg injured, ¼ move and –4 penalty to all attacks, major bleeding
10	Foot withered, victim stunned 1d6 rounds, then no movement and –4 penalty to all attacks
11	Leg withered at knee, minor bleeding, no move or attack
12	Leg withered at hip, no move or attack, minor bleeding
13+	As 12 above with an additional abdomen hit

Location: Abdomen

Severity	Effect
1–3	No unusual effect
4	Victim grazed, –1 to attack rolls
5	Abdomen struck, –1 to attack rolls, ½ move
6	Abdomen injured, ½ move, –2 to attack rolls, minor bleeding
7	Abdomen injured, ½ move, –2 to attack rolls, major bleeding
8	Abdomen injured, ¼ move, –4 to attack rolls, stunned 1d6 rounds
9	Abdomen injured, stunned 1d6 rounds, ¼ move, –4 to attacks, major bleeding
10	Abdomen withered, minor bleeding no move or attack
11	Abdomen withered, no move or attack, death in 1d4 hours unless victim receives *cure critical wounds* or more powerful magic
12	Abdomen destroyed, immediate death
13+	As 12 above with additional torso or leg hit (50% chance of each)

Location: Torso

Severity	Effect
1–3	No unusual effect
4	Victim grazed, –1 to attack rolls, stunned 1 round
5	Torso struck; ½ move, –2 to attack rolls
6	Torso injured, ½ move, –2 to attack rolls
7	Torso injured, victim stunned 1d6 rounds, ½ move, –2 to attacks, minor bleeding
8	Torso injured, victim stunned 1d6 rounds, ¼ move, –4 to attack rolls, minor bleeding
9	Torso injured, no move or attack, major bleeding
10	Torso withered, no move or attack, major bleeding
11	Torso withered, victim reduced to 0 hit points, dies in 1d3 turns unless treated by *cure critical wounds* or more powerful magic
12	Torso destroyed, victim killed instantly
13+	As 12 above with additional abdomen, arm or head hit (40% abdomen, 20% left arm, 20% right arm, 20% head)

Location: Arms

Severity	Effect
1–3	No unusual effect
4	Hand grazed, weapon or shield dropped
5	Arm struck, –2 to attacks with that hand
6	Hand injured, –2 to attacks with that hand (or no shield use if shield hand is injured)
7	Arm injured, –2 penalty to all attacks, minor bleeding
8	Arm injured, stunned 1d6 rounds, –4 to attacks with affected arm, –2 penalty to all other attacks, minor bleeding
9	Arm injured and useless, victim stunned 1d6 rounds, minor bleeding
10	Hand withered, stunned 1d6 rounds, –2 to all attacks
11	Arm withered at elbow, stunned 1d6 rounds, no attacks
12	Arm withered at shoulder, stunned 1d6 rounds, ½ move, no attacks
13+	As 12 above with an additional torso hit

Location: Head

Severity	Effect
1–3	No unusual effect
4	Victim grazed, –1 penalty to attacks
5	Head struck, –2 to all attack rolls
6	Head injured, –2 to attacks, stunned 1d6 rounds
7	Face injured, stunned 1d6 rounds, –4 to all attacks and ½ move
8	Face injured, victim blinded, stunned 1d6 rounds
9	Head partially withered, stunned 1d6 rounds, ½ move and –4 penalty to attacks, minor bleeding
10	Face destroyed, victim blinded, no move or attack, major bleeding
11	Throat destroyed, stunned 1d6 rounds, severe bleeding
12	Skull destroyed, immediate death
13+	As 12 above with additional torso hit

Location: Tail

Severity	Effect
1–5	No unusual effect
6	Tip of tail struck; if prehensile, any items carried are dropped, –2 penalty to all tail attacks
7–8	Tail injured, lose any tail attacks; normal animals must roll saving throw vs. spell or immediately retreat
9–10	Tail injured, lose any tail attacks, ½ move if animal uses tail for movement, minor bleeding
11	Tail withered, stunned 1d3 rounds, minor bleeding, lose tail attacks; no movement or attacks if creature uses tail for movement
12	Tail destroyed, victim stunned 1d6 rounds, ½ move and –2 penalty on any attack rolls, major bleeding; no move or attack and severe bleeding if creature uses tail for movement
13+	As 12 above with abdomen or torso hit (50% chance of either)

Appendix 1

In addition to the usual spell characteristics (range, components, duration, casting time, area of effect, and saving throw), several additional characteristics are included in these new spells. These refer to material discussed in Chapter 8 and include the following items:

Casting Subtlety: This describes how easily the spell may be cast without the caster's action being spotted for what it is. The number given is the base modifier to an observer's Intelligence check based on the physical components and casting time of the spell. However, the DM may apply situational modifiers as he deems appropriate.

Sensory Signature: Spells possess sensory signatures ranging from small to gargantuan describing how spectacular and noticeable the spell's effects are.

Knockdown: If the spell causes a knockdown chance when it strikes a creature, the knockdown die is noted here.

Critical Strikes: If the spell is capable of causing a critical strike check, the spell's size, number of locations hit, and the type of damage is noted here. For example, *lightning bolt* would be noted as large (1d3 hits), electricity. Huge creatures treat spells as if they were one size smaller, and gargantuan creatures treat spells as if they were two sizes smaller.

If you are not using any of these optional spell characteristics in your campaign, simply ignore the information; the basic spell description can be used for play in most campaigns.

First-Level Spells

Detect Phase

(Divination, Dimension)

Range: 0
Duration: 2 rds./level
Area of Effect: 10 × 60 ft.
Subtlety: +2
Sensory: Moderate visual
Components: V, S
Casting Time: 1
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

Detect Secret Passages and Portals

(Divination)

Range: 0
Duration: 1 turn
Area of Effect: 10 × 10 ft. area/level
Subtlety: +2
Sensory: None
Components: V, S
Casting Time: 1
Saving Throw: None
Knockdown: None
Critical: None

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.

Dictation

(Invocation/Evocation, Geometry)

Range: 10-ft. radius
Duration: 1 turn/level
Area of Effect: Special
Subtlety: +2
Sensory: Small audio
Components: V, M
Casting Time: 1
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

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.

New Wizard Spells, 1st Level

Expeditious Retreat

(Alteration)

Range: 0
Duration: 3 rds. + 1 rd./level
Area of Effect: The caster
Subtlety: +2
Sensory: None

Components: V, S
Casting Time: 1
Saving Throw: None
Knockdown: None
Critical: None

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.

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*."

Protection from Vermin

(Abjuration)

Range: Touch
Duration: 2 rds./level
Area of Effect: Creature touched
Subtlety: +3
Sensory: Small visual/olfactory

Components: V, S, M
Casting Time: 1
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

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.



Ray of Fatigue

(Necromancy)

Range: 10 yds. + 5 yds./level
Duration: 1 rd./level
Area of Effect: 1 creature
Subtlety: +2
Sensory: Small visual
Components: V, S
Casting Time: 1
Saving Throw: Neg.
Knockdown: None
Critical: None

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.

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.

Second-Level Spells

Cat's Grace

(Alteration)

Range: Touch
Duration: 1 hr./level
Area of Effect: Creature touched
Subtlety: +3
Sensory: Small tactile
Components: V, S, M
Casting Time: 2
Saving Throw: None
Knockdown: None
Critical: None

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.

Class	Dexterity Gain
Rogue	1d8 points
Warrior	1d6 points
Wizard	1d6 points
Priest	1d4 points

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.

Displace Self

(Alteration, Dimension)

Range: 0
Duration: 1 rd./level
Area of Effect: The caster
Subtlety: +2
Sensory: None
Components: V, M
Casting Time: 2
Saving Throw: None
Knockdown: None
Critical: None

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*.

The material component for this spell is a small strip of leather made from displacer beast hide that is twisted into a loop.

Moon Rune

(Alteration, Geometry, Artifice)

Range: 0
Duration: Permanent
Area of Effect: Up to 1 sq. ft.
Subtlety: +3
Sensory: Small visual
Components: V, S, M
Casting Time: 2
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

A *moon rune* requires a special mixture of pigment including mithral filings or powder worth at least 100 gp.

New Wizard Spells, 3rd Level

Protection from Poison

(Abjuration)

Range: Touch
Duration: 1 rd./level
Area of Effect: Creature touched
Subtlety: +2
Sensory: None
Components: V, S
Casting Time: 2
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

Wall of Gloom

(Conjuration/Summoning, Shadow)

Range: 30 yards
Duration: 2d4 rds. + 1 rd./level
Area of Effect: Two 10-ft. cubes, + one 10-ft. cube/level (max. is 8 cubes)
Subtlety: +3
Sensory: Huge visual, small tactile
Components: V, S, M
Casting Time: 2
Saving Throw: Special
Knockdown: None
Critical: None

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.

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.

Third-Level Spells

Bands of Sirellyn

(Conjuration/Summoning)

Range: 40 yards
Duration: 1 turn + 1 rd./level
Area of Effect: 1 creature
Subtlety: +3
Sensory: Medium visual
Components: V, S, M
Casting Time: 3
Saving Throw: Neg.
Knockdown: None
Critical: None

Once employed by the mysterious 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 elude capture, with a –1 penalty per three caster levels (for example, –1 for a 4th to 6th level caster, –2 for a 7th to 9th level caster, –3 for a 10th to 12th level caster, and so on), since higher-level casters tend to conjure more bands in a denser pattern. Any creature of less than size G (gargantuan) can be snared, but gargantuan monsters are simply too big to be restrained by the bands.

If the victim fails his saving throw vs. spell, he is caught and held immobile by the bands. He may not move his arms and legs, but he is still capable of speech and can employ psionic powers or use worn magical items, such as rings. Subjects with a Strength rating may attempt to burst the bands and free themselves with a bend bars/lift gates roll. If the subject does not have a strength rating, it may make a saving throw vs. petrification with a –4 penalty.

The spell requires three miniature bands of silver that are interlocked so that all three are connected.

Lance of Disruption

(Invocation/Evocation, Elemental Air, Force)

Range: 0
Duration: Instantaneous
Area of Effect: 5 ft. × 60 ft.
Subtlety: +2
Sensory: Huge audio vibration
Components: V, S
Casting Time: 3
Saving Throw: ½
Knockdown: d10
Critical: Medium (1 hit)

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 (maximum damage is 5d4+30); for example, a 6th-level wizard would inflict 5d4+12 damage with the *lance of disruption*. Victims are allowed a saving throw vs. spell for half damage. The lance's energy delivers a powerful blow against inanimate objects and can easily blast light furniture, thin wooden walls, or fragile stonework to flinders. Barred wooden doors can be blasted of their hinges and even sturdy iron-bound doors or heavy stonework can be seriously damaged by the *lance of disruption*.

Creatures with amorphous or nonsolid bodies, such as fire or air elementals and some oozes and slimes, are resis-

tant to the lance's effects and only sustain half damage, or one-quarter damage with a successful save.

Lesser Sign of Sealing

(Abjuration, Geometry)

Range: 0
Duration: Special
Area of Effect: One portal
Subtlety: +2
Sensory: Medium visual
Components: S, M
Casting Time: 1 turn
Saving Throw: ½
Knockdown: d8
Critical: Medium, type varies

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.

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.

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.

Protection from Amorphs

(Abjuration)

Range: 0
Duration: 2 rds./level
Area of Effect: The caster
Subtlety: +3
Sensory: Medium tactile
Components: V, S, M
Casting Time: 3
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

Solvent of Corrosion

(Conjuration/Summoning, Alchemy)

Range: 10 yards
Duration: 3 rounds
Area of Effect: 1 sq. ft./level
Subtlety: +4
Sensory: Medium visual
large olfactory
Components: V, S, M
Casting Time: 3
Saving Throw: ½
Knockdown: None
Critical: Medium (1 hit) acid

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.

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.

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.

Wall of Water

(Invocation/Evocation, Elemental Water)

Range: 30 yards
Duration: Special
Area of Effect: Special
Subtlety: +3
Sensory: Large visual
Components: V, S, M
Casting Time: 3
Saving Throw: None
Knockdown: None
Critical: None

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:

- **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 × 5-foot × 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.
- **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.
- **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.

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.

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.

Fourth-Level Spells

Conjure Elemental-Kin

(Conjuration/Summoning, all Elemental, Geometry)

Range: 60 yards
Duration: 1 turn/level
Area of Effect: Special
Subtlety: +6
Sensory: Medium tactile
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None
Knockdown: None
Critical: None

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.

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:

Air Elemental-kin: Burning incense
Earth Elemental-kin: Soft clay
Fire Elemental-kin: Sulphur and phosphorus
Water Elemental-kin: Water and sand

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.

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.

Improved Strength

(Alteration)

Range: Touch
Duration: 1 rd./level
Area of Effect: Creature touched
Subtlety: +4
Sensory: None
Components: V, S, M
Casting Time: 4
Saving Throw: None
Knockdown: None
Critical: None

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:

Class	Strength Gain*
Warrior	1d8+4 (max 25)
Priest	1d6+4 (max 23)
Rogue	1d6+4 (max 23)
Wizard	1d4+4 (max 21)

* 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.

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:

Strength Score	Equivalent Giant Type	Rock Hurling Range	Damage
19	Hill giant	80 yards	1d6
20	Stone giant	100 yards	1d8
21	Frost giant	100 yards	1d8
22	Fire giant	120 yards	1d8
23	Cloud giant	140 yards	1d10
24	Storm giant	160 yards	1d12
25	Titan	200 yards	1d20

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.

Lesser Geas

(Enchantment/Charm, Song)

Range: 10 yards
Duration: Special
Area of Effect: 1 creature
Subtlety: +1
Sensory: Medium audio
Components: V
Casting Time: 2
Saving Throw: Neg.
Knockdown: None
Critical: None

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.

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.

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,

New Wizard Spells, 4th Level

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.

Mordenkainen's Force Missiles

(Invocation/Evocation, Force)

Range: 30 yds. + 10 yds./level
Duration: Instantaneous
Area of Effect: 1–7 targets
Subtlety: +3
Sensory: Medium visual, large audio
Components: V, S
Casting Time: 4
Saving Throw: Special
Knockdown: d10
Critical: Medium (1 hit) impact

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.

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.

Psychic Protection

(Abjuration, Mentalism)

Range: 0
Duration: 3 rds./level
Area of Effect: The caster
Subtlety: +4
Sensory: None
Components: V, S, M
Casting Time: 4
Saving Throw: None
Knockdown: None
Critical: None

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.

The material component for this spell is a tiny figurine of the wizard, cast in iron.

Ultravision

(Alteration)

Range: Touch
Duration: 2 hrs. + 1 hr./level
Area of Effect: Creature touched
Subtlety: +6
Sensory: None
Components: V, S, M
Casting Time: 1 round
Saving Throw: None
Knockdown: None
Critical: None

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).

The material component for this spell is a black agate worth at least 50 gold pieces.

Vitriolic Sphere

(Conjuration/Summoning, Elemental Water, Alchemy)

Range: 150 yards
Duration: Special
Area of Effect: 5-ft. radius
Subtlety: +4
Sensory: Medium visual, large olfactory
Components: V, S, M
Casting Time: 4
Saving Throw: ½
Knockdown: d8
Critical: Large (1d3 hits) acid

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.

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.

Fifth-Level Spells

Improved Blink

(Alteration, Dimension)

Range: 0
Duration: 1 rd./level
Area of Effect: The caster
Subtlety: +2
Sensory: Medium visual

Components: V, S
Casting Time: 1
Saving Throw: None
Knockdown: None
Critical: None

Naturally, this spell is an improvement of the 3rd-level alteration spell *blink*, allowing the wizard to shift his body to any point within 15 feet of his current location. Unlike the lower-level spell, *improved blink* allows the wizard to choose the exact time of his jump, 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.

If the wizard intends to take any action such as attacking, casting a spell, or using a magical item, he must decide before the round begins if he will do so before or after he blinks. If he acts before he blinks, he may be endangered 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.

A blinking *wizard dueling a fighter decides to blink first, when the fighter attacks and then* lightning bolt *the offensive fellow. The fighter rolls a modified 6 for initiative, so the wizard waits until 6, then* blinks, *making the fighter miss. At that time, he starts his* lightning bolt, *which has a casting time of 3—the spell will go off on 9.*

In the PLAYER'S OPTION: Combat & Tactics *initiative system, the wizard must count 1, 2, or 3 phases from the time of his blink for fast, average, or slow actions. If the fighter above attacked in the average phase, the wizard would blink during the fighter's attack, and then his* lightning bolt *(a fast spell) would go off 1 phase later, with any other slow actions.*

Because the wizard can pick the location he is blinking to, he may not choose to blink into a movable object in order to force it aside—he must blink to an area clear of obstructions or obstacles. If he does attempt to blink into a movable object, he will find himself displaced to a random location (use the *blink* 1d8 rules in the *PHB* for determining where he ends up).

Leomund's Hidden Lodge

(Alteration, Enchantment/Charm)

Range: 20 yards
Duration: 1d4 hrs. + 1 hr./level
Area of Effect: 30 sq. ft./level
Subtlety: +7 to +10
Sensory: None

Components: V, S, M
Casting Time: 2 turns
Saving Throw: None
Knockdown: None
Critical: None

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.

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.)

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.

Proofing versus Combustion

(Abjuration, Elemental Fire)

Range: Touch
Duration: Permanent
Area of Effect: Special
Subtlety: +6
Sensory: None

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

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.

Rusting Grasp

(Alteration, Elemental Water, Alchemy)

Range: 0
Duration: 1 rd./level
Area of Effect: The caster
Subtlety: +4
Sensory: Medium visual/olfactory
Components: V, S, M
Casting Time: 5
Saving Throw: Special
Knockdown: None
Critical: None

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.

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.

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.

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.

Tenser's Destructive Resonance

(Invocation/Evocation, Force)

Range: 60 yds. + 10 yds./level
Duration: Instantaneous
Area of Effect: 1 object
Subtlety: +4
Sensory: Huge audio, large tactile
Components: V, S, M
Casting Time: 5
Saving Throw: Special
Knockdown: d12
Critical: Huge (1–4 hits) crushing

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.

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.

Weight (lb.)	Resonance Time	Base Damage	Explosive Radius
1–5	Instant	1d8	2 ft.
6–25	Instant	1d12	3 ft.
26–100	One rd.	1d20	5 ft.
101–500	Two rds.	2d12	10 ft.
501–2,000	Three rds.	3d12	15 ft.

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.

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.

Prying Eyes

(Divination)

Range: 1 mile
Duration: 1 hr./level
Area of Effect: Creates 1d4+1 eyes/level
Subtlety: +6
Sensory: Tiny visual
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None
Knockdown: None
Critical: None

This spell conjures a small horde of semitangible magical orbs or eyes that can be used to reconnoiter an area at the


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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.

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.

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.

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.

The material component is a handful of crystal marbles.

Vile Venom

(Conjuration/Summoning, Elemental Water, Alchemy)

Range: 30 yards
Duration: 1 hr./level
Area of Effect: Special
Subtlety: +4
Sensory: Small visual
Components: V, S, M
Casting Time: 5
Saving Throw: Special
Knockdown: None
Critical: None

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.

Level	Onset Time	Strength
9th	2–12 rounds	20/1d3
12th	2–5 rounds	25/2d4
15th	1–2 rounds	30/2d6
18th+	Immediate	death/20

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.

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.

The material component is a small vial of venom from a giant snake.

Sixth-Level Spells

Arrow of Bone

(Necromancy, Artifice)

Range: 0
Duration: One day or until triggered
Area of Effect: 1 missile
Subtlety: +4
Sensory: Small visual/tactile
Components: V, S, M
Casting Time: 6
Saving Throw: Special
Knockdown: Varies
Critical: Medium (1 hit) impact

By drawing runes of dire power upon a simple 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 the 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 of half his own level and a +3 bonus to his attack roll; if he gives it to someone else, the *bone arrow* merely confers a +1 bonus to hit. A creature struck by the weapon must make a saving throw vs. death magic or die;

even if successful, the victim sustains normal damage for the missile, plus an additional number of points equal to the weapon's maximum damage (for example, 1d6+6 for an arrow or javelin, or 1d3+3 for a dart). Unlike the *death spell* or *finger of death*, the victim can be raised or resurrected in any expedient manner.

The *arrow of bone* does not destroy undead or nonliving creatures outright. Instead, the arrow inflicts normal damage plus four times the missile's normal maximum (1d6+24 for an arrow, 1d3+12 for a dart, and so on), or half that if the subject creature succeeds in its saving throw.

The material component is a powdered sliver of bone mixed with black dragon blood. The resulting mixture is used to paint runes on the weapon. If the splinter of bone can be taken from the remains of a close blood relative of the subject (a sibling, parent, or grandparent), the victim receives a –4 penalty on his or her saving throw if struck by the *arrow of bone*.

Dimensional Blade

(Invocation/Evocation, Dimension, Artifice)

Range: 0	Components: V, S
Duration: 1 rd./level	Casting Time: 3
Area of Effect: 1 object	Saving Throw: None
Subtlety: +2	Knockdown: None
Sensory: Small visual	Critical: Moderate (1 hit) slashing

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.

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.

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.

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.

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.

Etherealness

(Dimension)

Range: Touch	Components: V, S
Duration: 1 hr./level	Casting Time: 1
Area of Effect: Creature(s) touched	Saving Throw: Neg.
Subtlety: +2	Knockdown: None
Sensory: None	Critical: None

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.

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.

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.

Greater Sign of Sealing

(Abjuration, Geometry)

Range: 0	Components: S, M
Duration: Permanent	Casting Time: 1 turn
Area of Effect: Special	Saving Throw: Special
Subtlety: +5	Knockdown: Special
Sensory: Medium visual	Critical: Special

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.

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.

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.

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.

The material component for a *greater sign* is a powdered diamond worth at least 1,000 gold pieces.

Superior Magnetism

(Alteration)

Range: 30 yds. + 5 yds./level
Duration: 1 rd./5 levels
Area of Effect: Special
Subtlety: +4
Sensory: None
Components: V, S, M
Casting Time: 6
Saving Throw: None
Knockdown: None
Critical: None

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:

Distance to Magnetism	Movement Rate per Round	Effective Strength	Missile Attack Penalty
10 feet or less	40 feet	22 (Garg.)	–40
20 feet or less	20 feet	20 (Huge)	–20
30 feet or less	10 feet	18 (Large)	–10
40 feet or less	5 feet	14 (Medium)	–5
50 feet or less	2 feet	10 (Small)	–2
60 feet or less	1 foot	4 (Tiny)	–1

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.

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.

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.

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.*

If a creature wins its Strength check, it can ignore the spell's effects and move out of the zone of influence normally.

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.

The material component for this spell is a small bar magnet, bent into a U-shape and coated with mithral.

Trollish Fortitude

(Necromancy)

Range: 0
Duration: 1 rd./level
Area of Effect: The caster
Subtlety: +4
Sensory: None
Components: V, S, M
Casting Time: 6
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

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.

Seventh-Level Spells

Descent into Madness

(Enchantment/Charm, Mentalism)

Range: 10 yds./level
Duration: Permanent
Area of Effect: 1 creature
Subtlety: +5
Sensory: Moderate visual
Components: V, S, M
Casting Time: 7
Saving Throw: Negates
Knockdown: None
Critical: None

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:

d%	Insanity Type
01–15	Delirium
16–22	Disorientation
23–34	Phobia
35–40	Paranoia
41–44	Alienation
45–54	Amnesia
55–64	Hallucinatory insanity
65–69	Melancholia
70–74	Dementia praecox
75–83	Mania
84–89	Hebephrenia
90–95	Catatonia
96–00	Homicidal mania

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.

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.

Neutralize Gas

(Abjuration, Elemental Air, Alchemy)

Range: 60 yards
Duration: Instantaneous
Area of Effect: One 10-ft. cube/lvl.
Subtlety: +5
Sensory: Large visual/olfactory
Components: V, S, M
Casting Time: 1
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

Persistence

(Invocation/Evocation)

Range: 0
Duration: 1 day/level
Area of Effect: The caster
Subtlety: +6
Sensory: None
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

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.

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.

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*.

Seven-Eyes

(Abjuration, Conjuration/Summoning)

Range: 0
Duration: 1 rd./level
Area of Effect: Create 7 eyes
Subtlety: +5
Sensory: Medium visual
Components: V, S, M
Casting Time: 7
Saving Throw: Special
Knockdown: Varies
Critical: Varies

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.

- **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.
- **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)
- **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)
- **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.
- **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.
- **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.
- **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*.

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.

The material component is seven *blessed* gemstones worth at least 50 gold pieces each.

Eighth-Level Spells

Analyze Dweomer

(Divination, Artifice)

Range: 10 yards
Duration: 1 rd./2 levels
Area of Effect: 1 object or creature
Subtlety: +7
Sensory: Medium visual/small audio
Components: V, S, M
Casting Time: 8 hours
Saving Throw: None
Knockdown: None
Critical: None

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.

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.*

New Wizard Spells, 8th Level

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.

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.

Heart of Stone

(Necromancy)

Range: 0
Duration: 1 year
Area of Effect: The caster
Subtlety: 8
Sensory: None
Components: V, S, M
Casting Time: 1 day
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

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.

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.

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.

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.

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.

Iron Body

(Alteration, Elemental Earth)

Range: 0
Duration: 1 rd./level
Area of Effect: The caster
Subtlety: +5
Sensory: Medium visual
Components: V, S, M
Casting Time: 8
Saving Throw: None
Knockdown: None
Critical: None

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.

Appendix 1

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.

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.

The material component for this spell is a small piece of iron that once belonged to an iron golem.

Ninth-Level Spells

Programmed Amnesia

(Enchantment/Charm, Mentalism)

Range: 20 yards
Duration: Special
Area of effect: 1 creature
Subtlety: +8
Sensory: None
Components: V, S
Casting Time: Special
Saving Throw: Special
Knockdown: None
Critical: None

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.

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:

- **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.
- **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.
- **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.
- **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.)
- **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.
- **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.

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.

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.

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.

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.

New Wizard Spells, 9th Level

Sphere of Ultimate Destruction

(Conjuration/Summoning, Dimension)

Range: 5 yds./level
Duration: 1 rd./level
Area of Effect: Creates a sphere
Subtlety: +5
Sensory: Small visual
Components: V, S, M
Casting Time: 9
Saving Throw: Special
Knockdown: None
Critical: None

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.

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*.)

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 × 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*.

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.



Appendix 2

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.

First-Level Spells

Astral Celerity

(Alteration)

Sphere: Astral
Range: 0
Duration: 1 hr./level
Area of Effect: The caster
Subtlety: +3
Sensory: None
Components: V, S
Casting Time: 4
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

Battlefate

(Alteration)

Sphere: Chaos
Range: 20 yds.
Duration: 2 rds./level
Area of Effect: 1 creature
Subtlety: +4
Sensory: None
Components: V, S, M
Casting Time: 4
Saving Throw: None
Knockdown: None
Critical: None

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.

d6	Effect
1	Nothing happens
2	Defenses enhanced, apply bonus to subject AC
3	Luck enhanced, apply bonus to saving throws
4	Accuracy enhanced, apply bonus to attack rolls
5	Damage enhanced, apply bonus to damage rolls
6	Lucky opening! Subject gains one extra attack with either enhanced accuracy or damage (subject's choice)

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.

The material component for this spell is an electrum coin tossed by the priest as he casts the spell.

Blessed Watchfulness

(Alteration)

Sphere: Guardian
Range: Touch
Duration: 4 hrs. + 1 hr./level
Area of Effect: Creature touched
Subtlety: +3
Sensory: None
Components: V, S
Casting Time: 4
Saving Throw: None
Knockdown: None
Critical: None

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.

Calculate

(Divination)

Sphere: Numbers
Range: 0
Duration: Instantaneous
Area of Effect: The caster
Subtlety: +3
Sensory: None
Components: S, M
Casting Time: 4
Saving Throw: None
Knockdown: None
Critical: None

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.

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!

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.

Calm Animals

(Enchantment/Charm)

Sphere: Animal
Range: 60 yds.
Duration: 1 turn + 1 rd./level
Area of Effect: Special
Subtlety: +3
Sensory: Moderate audio

Components: V, S
Casting Time: 4
Saving Throw: Special
Knockdown: None
Critical: None

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.

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.

Dispel Fatigue

(Necromancy)

Sphere: Necromantic
Range: 30 yds.
Duration: Instantaneous
Area of Effect: 1 creature
Subtlety: +4
Sensory: None

Components: V, S, M
Casting Time: 4
Saving Throw: None
Knockdown: None
Critical: None

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.

Firelight

(Alteration)

Sphere: Elemental Fire
Range: Touch
Duration: 4 hrs. + 1 hr./2 levels
Area of Effect: 1 object
Subtlety: +4
Sensory: Large visual

Components: V, S, M
Casting Time: 4
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

Appendix 2

Orison

(Various schools)

Sphere: All
Range: 10 yds.
Duration: Special
Area of Effect: Varies
Subtlety: +3
Sensory: Small visual/audio
Components: V, S
Casting Time: 4
Saving Throw: None
Knockdown: None
Critical: None

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.

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:

- **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.
- **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.
- **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*.
- **Courage:** The priest gains a +1 bonus to his next attack roll, as long as the attack is made within the spell's duration.
- **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.
- **Healing:** By his touch, the priest may heal a creature of 1 point of damage.
- **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.
- **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.
- **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.
- **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.

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.

Protection from Chaos

(Abjuration)

Sphere: Law
Range: Touch
Duration: 3 rds./level
Area of Effect: 1 creature
Subtlety: +4
Sensory: Small visual
Components: V, S, M
Casting Time: 4
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

The material component is a small ring of gold or lead tempered by a chaotic smith. Note that this spell is not reversible.

Strength of Stone

(Invocation/Evocation)

Sphere: Elemental Earth
Range: Touch
Duration: 3 rds.+ 1 rd./level
Area of Effect: 1 creature
Subtlety: +4
Sensory: None
Components: V, S, M
Casting Time: 4
Saving Throw: None
Knockdown: None
Critical: None

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

New Priests Spells, 1st Level

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.

The material components are a chip of granite and a hair from a giant.

Sunscorch

(Invocation/Evocation)

Sphere: Sun
Range: 40 yds.
Duration: Instantaneous
Area of Effect: 1 creature
Subtlety: +3
Sensory: Moderate visual, moderate tactile
Components: V, S
Casting Time: 4
Saving Throw: Neg.
Knockdown: d6
Critical: Medium (1 hit) fire

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.

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*.

Wind Column

(Invocation/Evocation)
Sphere: Elemental Air
Range: 0
Duration: 2 rds./level
Area of Effect: The caster
Subtlety: +1
Sensory: Moderate visual
Components: S
Casting Time: 1
Saving Throw: None
Knockdown: None
Critical: None

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.

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.



Appendix 2

Wind Strength	Falling Rate	Damage Sustained
Very strong	±2 ft./sec. (120 ft./rd.)	None
Strong	4 ft./sec. (240 ft./rd.)	None
Moderate	8 ft./sec. (480 ft./rd.)	1 per 10 ft.[1]
Light	16 ft./sec. (960 ft./rd.)	1d2 per 10 ft.[2]
None	32 ft./sec. (2000 ft./rd.)	1d3 per 10 ft.[3]

[1] Maximum of 8 points
[2] Maximum of 10d2
[3] Maximum of 12d3

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.

Second-Level Spells

Astral Awareness

(Divination)

Sphere: Astral
Range: 0
Duration: 1 hr./level
Area of Effect: The caster
Subtlety: +3
Sensory: None
Components: V, S
Casting Time: 5
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

Chaos Ward

(Abjuration)

Sphere: Chaos
Range: Touch
Duration: 2 rds./level
Area of Effect: Creature touched
Subtlety: +4
Sensory: Small visual
Components: V, S, M
Casting Time: 5
Saving Throw: None
Knockdown: None
Critical: None

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:

d%[1]	Effect
01–85	No unusual effect, subject gains normal benefits of *chaos ward*
86–95	Spell or attack automatically defeated
96–99	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
100+	Spell or attack reflected back at originator, normal attack roll or saving throw applies

[1] Add the caster's level to the d% roll.

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.

Cure Moderate Wounds

(Necromancy)
Reversible

Sphere: Healing
Range: Touch
Duration: Instantaneous
Area of Effect: Creature touched
Subtlety: +3
Sensory: Moderate visual wounding when reversed
Components: V, S
Casting Time: 5
Saving Throw: None
Knockdown: d8
Critical: Medium (1 hit)

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.)

Ethereal Barrier

(Abjuration)

Sphere: Astral, Wards
Range: 120 yds.
Duration: 1 turn/level
Area of Effect: Two 10-ft. squares/level
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Subtlety: +6
Sensory: None
Knockdown: None
Critical: None

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.

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.

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.

Iron Vigil

(Alteration)

Sphere: Guardian
Range: 0
Duration: 1 week + 1 day/level
Area of Effect: The caster
Subtlety: +5
Sensory: None
Components: V, S
Casting Time: 1 turn
Saving Throw: None
Knockdown: None
Critical: None

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.)

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.

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.

Resist Acid and Corrosion

(Abjuration)

Sphere: Protection
Range: Touch
Duration: 1 rd./level
Area of Effect: Creature touched
Subtlety: +3
Sensory: None
Components: V, S
Casting Time: 5
Saving Throw: None
Knockdown: None
Critical: None

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.

Restore Strength

(Necromancy)

Sphere: Necromantic
Range: Touch
Duration: Instantaneous
Area of Effect: Creature touched
Subtlety: +3
Sensory: Moderate visual
Components: V, S
Casting Time: 5
Saving Throw: None
Knockdown: None
Critical: None

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.

Soften Earth and Stone

(Alteration)

Sphere: Elemental Earth
Range: 10 yds./level
Duration: Permanent
Area of Effect: 10-ft. square/level
Subtlety: +4
Sensory: Moderate visual
Components: V, S, M
Casting Time: 5
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

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.

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.

Watery Fist

(Conjuration/Summoning)

Sphere: Elemental (Water)
Range: 60 yds.
Duration: 1 rd./level
Area of Effect: Special
Subtlety: +4
Sensory: Moderate visual
Components: V, S, M
Casting Time: 5
Saving Throw: None
Knockdown: d10
Critical: Medium (1 hit) crushing

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.

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.

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.

Caster Level	Striking Damage	Constricting Damage
1–4	1d6	1d3
5–8	1d10	1d6
9–12	1d12	1d8
13+	2d8	1d10

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.

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.

Third-Level Spells

Control Animal

(Enchantment/Charm)

Sphere: Animal
Range: 60 yds. + 10 yds./level
Duration: 1 round/level
Area of Effect: 1 animal
Subtlety: +3
Sensory: Small audio/tactile
Components: V, S
Casting Time: 6
Saving Throw: Neg.
Knockdown: None
Critical: None

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.

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 crea-

New Priests Spells, 3rd Level

ture 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.

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.

Detect Spirits

(Divination)

Sphere: Divination
Range: 0
Duration: 1 turn + 1 turn/level
Area of Effect: 10 × 60 ft. path
Subtlety: +4
Sensory: Moderate visual
Components: V, S, M
Casting Time: 6
Saving Throw: None
Knockdown: None
Critical: None

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.

The material component for this spell is a small pendant of copper wire worth at least 20 gp.

Dictate

(Enchantment/Charm)

Sphere: Charm, Law
Range: 30 yds.
Duration: 1 rd./level
Area of Effect: Up to 6 creatures in a 20-ft. cube
Subtlety: +2
Sensory: Small audio
Components: V
Casting Time: 6
Saving Throw: Neg.
Knockdown: None
Critical: None

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.

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.

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.

Etherealness

(Alteration)

Sphere: Numbers
Range: 0
Duration: 1 turn + 1 rd./level
Area of Effect: The caster
Subtlety: +2
Sensory: None
Components: V, S
Casting Time: 1
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

Fortify

(Alteration)

Sphere: War
Range: 60 yds.
Duration: Permanent
Area of Effect: 10 ft. cube/2 levels
Subtlety: +6
Sensory: Moderate visual
Components: V, S, M
Casting Time: 1 round
Saving Throw: None
Knockdown: None
Critical: None

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*.

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.

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.

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.

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.

Summon Animal Spirit

(Necromancy)

Sphere: Summoning
Range: 10 yds./level
Duration: 1 round/level
Area of Effect: Special
Subtlety: +4
Sensory: Moderate visual
Components: V, S, M
Casting Time: 6
Saving Throw: None
Knockdown: d8
Critical: Medium (1 hit) slashing

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.

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.

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.

The material component is a small whistle carved from a bone taken from the appropriate type of animal.

Hold Poison

(Necromancy)

Sphere: Healing
Range: Touch
Duration: 1 day/level
Area of Effect: Creature touched
Subtlety: +3
Sensory: None
Components: V, S, M
Casting Time: 1
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

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).

Repair Injury

(Necromancy)

Sphere: Healing
Range: Touch
Duration: Instantaneous
Area of Effect: Creature touched
Subtlety: +5
Sensory: None
Components: V, S
Casting Time: 1 turn
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

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.*

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.

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.

Appendix 2

Unfailing Premonition

(Divination)

Sphere: Time
Range: 0
Duration: 1 turn + 2 rds./level
Area of Effect: The caster
Subtlety: +3
Sensory: None
Components: V, S
Casting Time: 6
Saving Throw: None
Knockdown: None
Critical: None

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*.

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.

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.

Weather Prediction

(Divination)

Sphere: Weather
Range: 0
Duration: Instantaneous
Area of Effect: The caster
Subtlety: +5
Sensory: None
Components: V, S
Casting Time: 1 rd.
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

Wind Servant

(Conjuration/Summoning)

Sphere: Elemental (Air)
Range: 20 yds./level
Duration: 1 rd./level
Area of Effect: Special
Subtlety: +3
Sensory: Moderate audio/tactile
Components: V, S
Casting Time: 6
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

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.

Fourth-Level Spells

Adamantite Mace

(Alteration)

Sphere: Elemental (Earth)
Range: Touch
Duration: 1 rd./level
Area of Effect: Caster's weapon
Subtlety: +5
Sensory: Small visual
Components: V, S, M
Casting Time: 7
Saving Throw: None
Knockdown: d12
Critical: Medium (1 hit) impact

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)

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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.

The material component is a special powder made from a diamond worth 100 gp, sprinkled over the weapon.

Dimensional Anchor

(Alteration)

Sphere: Guardian
Range: 10 yds./level
Duration: 1 turn + 1 rd./level
Area of Effect: 1 creature
Subtlety: +2
Sensory: Moderate visual
Components: V, S
Casting Time: 1
Saving Throw: None
Knockdown: None
Critical: None

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.

Entrench

(Alteration, Invocation/Evocation)

Sphere: War
Range: 60 yds.
Duration: Permanent
Area of Effect: 10-ft. cube/2 levels
Subtlety: +3
Sensory: Moderate visual
Components: V, S, M
Casting Time: 3 rds.
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

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.

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.

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.

Omniscient Eye

(Divination)

Sphere: Divination
Range: 0
Duration: 1 turn + 1 rd./level
Area of Effect: The caster
Subtlety: +5
Sensory: None
Components: V, S, M
Casting Time: 7
Saving Throw: None
Knockdown: None
Critical: None

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*.

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.

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.

Appendix 2

Recitation

(Abjuration, Invocation/Evocation)

Sphere: Combat
Range: 0
Duration: 1 rd./level
Area of Effect: 60-ft. radius
Subtlety: +5
Sensory: Moderate audio
Components: V, S, M
Casting Time: 7
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

Suspended Animation

(Necromancy)

Sphere: Necromantic
Range: Touch
Duration: Special
Area of Effect: Creature touched
Subtlety: +8
Sensory: None
Components: V, S, M
Casting Time: 4
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

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.

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.

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.

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.

Unfailing Endurance

(Necromancy)

Sphere: Necromantic
Range: Touch
Duration: 1 day/level
Area of Effect: 1 creature/level
Subtlety: +5
Sensory: None
Components: V, S
Casting Time: 1 round
Saving Throw: None
Knockdown: None
Critical: None

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

New Priests Spells, 5th Level



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.

Windborne

(Conjuration/Summoning)

Sphere: Elemental (Air)
Range: 0
Duration: Special
Area of Effect: The caster
Subtlety: +5
Sensory: Moderate visual

Components: V, S, M
Casting Time: 7
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

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.

The material component for this spell is the feather from a giant eagle .

Fifth-Level Spells

Animate Flame

(Alteration)

Sphere: Elemental (Fire)
Range: 120 yds.
Duration: 1 rd./level
Area of Effect: 1-ft. diameter/level
Subtlety: +4
Sensory: Large visual, moderate tactile/olfactory

Components: V, S
Casting Time: 8
Saving Throw: None
Knockdown: None
Critical: Varies

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.

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:

Size	Diameter	Number of Targets	Damage
Torch or lantern	less than 1 ft.	1	1d3
Small campfire	1–2 ft.	1	1d4
Large campfire	3–5 ft.	2	1d6
Bonfire	6–10 ft.	4	2d6
Conflagration	11–20 ft.	8	3d6
Inferno	21 ft. or more	20	5d6

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.

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.

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!

Dimensional Translocation

(Alteration)

Sphere: Numbers, Summoning
Range: 60 yds.
Duration: 1 rd./level
Area of Effect: 1 creature
Components: S
Casting Time: 3
Saving Throw: Special
Subtlety: +1
Sensory: Small visual
Knockdown: None
Critical: None

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.

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:

- The creature's Armor Class may be reduced by 1d6 points for the duration of the spell.
- 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.
- The creature may suffer permanent death upon the loss of all its hit points.
- Use of 1d6 spell-like powers (such as *gating* in allies) may be limited or negated.
- Undead creatures lose the ability to drain life energy levels.

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.

Impregnable Mind

(Enchantment/Charm)

Sphere: Protection, Thought
Range: Touch
Duration: 1 turn + 1 rd./level
Area of Effect: Creature touched
Components: V, S
Casting Time: 1
Saving Throw: None
Subtlety: +2
Sensory: None
Knockdown: None
Critical: None

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.

New Priests Spells, 5th Level

Othertime

(Alteration)

Sphere: Time
Range: 0
Duration: Special
Area of Effect: The caster
Subtlety: +5
Sensory: Small visual
Components: V, S, M
Casting Time: 7
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

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 doppelgangers, 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.

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.

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.

Produce Ice

(Conjuration/Summoning)

Sphere: Elemental (Water)
Range: 60 yds.
Duration: 2 rds./level
Area of Effect: Cube 1 ft./level
Subtlety: +5
Sensory: Moderate visual, small tactile
Components: V, S, M
Casting Time: 8
Saving Throw: Special
Knockdown: None
Critical: None

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.

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.

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.

The material component is a scale from a white dragon.

Righteous Wrath of the Faithful

(Enchantment/Charm)

Sphere: War
Range: 0
Duration: 1 rd./level
Area of Effect: 30-ft. radius
Subtlety: +5
Sensory: None
Components: V, S, M
Casting Time: 8
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

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.

Sixth-Level Spells

Command Monster

(Enchantment/Charm)

Sphere: Charm
Range: 60 yds.
Duration: 1 rd./2 levels
Area of Effect: 1 creature
Subtlety: +1
Sensory: Small audio
Components: V
Casting Time: 1
Saving Throw: Special
Knockdown: None
Critical: None

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.

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.

Undead creatures are immune to this spell.

Entropy Shield

(Abjuration)

Sphere: Chaos
Range: 0
Duration: 1 rd./level
Area of Effect: The caster
Subtlety: +5
Sensory: Moderate visual/tactile
Components: V, S, M
Casting Time: 9
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

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).

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.

Whirlwind

(Invocation/Evocation)

Sphere: Elemental (Air)
Range: 60 yds. + 10 yds./level
Duration: 1 rd./level
Area of Effect: Cone 10 ft. wide at base and 30 ft. tall
Subtlety: +6
Sensory: Huge visual/audio, large tactile
Components: V, S, M
Casting Time: 9
Saving Throw: Special
Knockdown: d20
Critical: Large (1d3 hits) crushing


ARIYA

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.

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.

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.

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.

Seventh-Level Spells

Antimineral Shell

(Abjuration)

Sphere: Protection, Elemental (Earth)
Range: 0
Duration: 1 turn/level
Area of Effect: 10-ft. radius
Subtlety: +6
Sensory: None
Components: V, S, M
Casting Time: 1 round
Saving Throw: None
Knockdown: None
Critical: None

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.

Conjure Air or Water Elemental

(Conjuration/Summoning)
Reversible

Sphere: Elemental (Air/Water)
Range: 80 yds.
Duration: 1 turn/level
Area of Effect: Special
Subtlety: +5
Sensory: Moderate visual
Components: V, S
Casting Time: 6 rds.
Saving Throw: None
Knockdown: None
Critical: None

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.

Impervious Sanctity of Mind

(Abjuration)

Sphere: Protection, Thought
Range: 0
Duration: 1 turn/level
Area of Effect: The caster
Subtlety: +6
Sensory: None
Components: V, S, M
Casting Time: 1 round
Saving Throw: None
Knockdown: None
Critical: None

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.

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.

New Priests Spells, 7th Level

Tsunami

(Conjuration/Summoning)

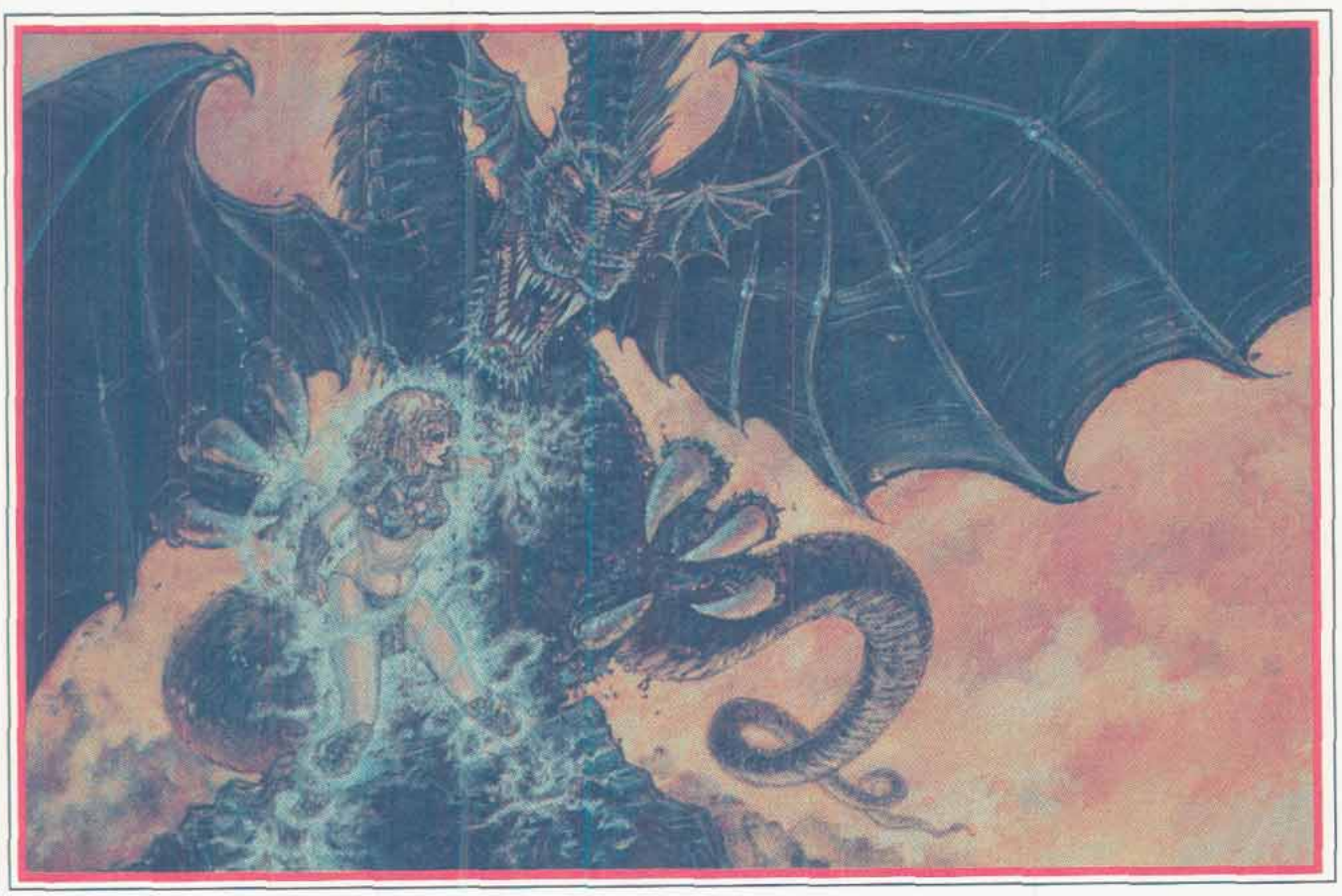
Sphere: Elemental (Water)
Range: 200 yds. + 50 yds./level
Duration: Special
Area of Effect: Wave 2 ft. high and 10 ft. long per level
Subtlety: +6
Sensory: Gargantuan visual, huge audio
Components: V, S, M
Casting Time: 3 rds.
Saving Throw: None
Knockdown: Special
Critical: None

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.

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.

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.

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.



Appendix 3

Italicized spells are reversible. **Boldfaced** spells can be found in the *Tome of Magic*. SMALL CAPITALIZED spells appear in *The Complete Wizard's Handbook*. Underlined spells are introduced in Appendix 1 of this book. As mentioned in Chapter 2, some spells have been reassigned to the school of universal magic.

Universal Magic

Barred: None

Cantrip (1st)
Comprehend Languages/Confuse Languages (1st)
Detect Magic (1st)
Hold Portal (1st)
Identify (1st)
Read Magic (1st)
Wizard Mark (1st)
Knock/Lock (2nd)
Protection from Cantrips (2nd)
Wizard Lock (2nd)
Dispel Magic (3rd)
Remove Curse/Bestow Curse (4th)
Teleport (5th)
Enchant an Item (6th)
Teleport Without Error (7th)
Permanency (8th)
Astral Spell (9th)

Abjuration

Barred: Illusionists, transmuters, shadow mages

Alarm (1st)
Protection from Evil/Protection from Good (1st)
PROTECTION FROM HUNGER AND THIRST (1st)
Protection from Vermin (1st)
FILTER (2nd)
Protection from Cantrips (2nd)
Protection from Paralysis (2nd)
Protection from Poison (2nd)
INVISIBLE MAIL (3rd)
IRON MIND (3rd)
Lesser Sign of Sealing (3rd)
Nondetection (3rd)
Protection from Amorphs (3rd)
Protection from Evil, 10' Radius/Protection from Good, 10' Radius (3rd)
Protection from Normal Missiles (3rd)
FIRE AURA (4th)
Fire Trap (4th)
HALO OF EYES (4th)
Minor Globe of Invulnerability (4th)
Minor Spell Turning (4th)
OTILUKE'S DISPELLING SCREEN (4th)
Psychic Protection (4th)
voidance/Attraction (5th)
Dismissal (5th)
INVULNERABILITY TO NORMAL WEAPONS (5th)
Lower Resistance (5th)
MORDENKAINEN'S PRIVATE SANCTUM (5th)
Proofing vs. Combustion (5th)
Safeguarding (5th)
Von Gasik's Refusal (5th)
Antimagic Shell (6th)
DRAGON SCALES (6th)
Globe of Invulnerability (6th)
Greater Sign of Sealing (4th)
INVULNERABILITY TO MAGICAL WEAPONS (6th)
Repulsion (6th)
Banishment (7th)
Neutralize Gas (7th)
Sequester (7th)
Seven-eyes (7th)
Spell Turning (7th)
FEAR WARD (8th)
Mind Blank (8th)
Serten's Spell Immunity (8th)
Elemental Aura (9th)
Imprisonment/Freedom (9th)
Prismatic Sphere (9th)

Alteration

Barred: Abjurers, force mages

Affect Normal Fires (1st)
Burning Hands (1st)
CHROMATIC ORB (1st)
Color Spray (1st)
Dancing Lights (1st)
Enlarge/Reduce (1st)
Erase (1st)
Expeditious Retreat (1st)
Feather Fall (1st)
Fire Burst (1st)
Fist of Stone (1st)
Gaze Reflection (1st)
Jump (1st)
Lasting Breath (1st)
Light (1st)
Mending (1st)
Message (1st)
Metamorphose Liquids (1st)
Murdock's Feathery Flyer (1st)
Shocking Grasp (1st)
Spider Climb (1st)
Alter Self (2nd)
Cat's Grace (2nd)
Continual Light (2nd)
Darkness, 15' radius (2nd)
Deeppockets (2nd)
Displace Self (3rd)
Fog Cloud (2nd)
Fool's Gold (2nd)
Irritation (2nd)
Levitate (2nd)
Magic Mouth (2nd)
Maximilian's Earthen Grasp (2nd)
Moon Rune (2nd)
Pyrotechnics (2nd)
Ride the Wind (2nd)
Rope Trick (2nd)
Sense Shifting (2nd)
Shatter (2nd)
Strength (2nd)
VOCALIZE (2nd)
Whispering Wind (2nd)
Alacrity (3rd)
Blink (3rd)
Delude (3rd)
Explosive Runes (3rd)
Far Reaching I (3rd)
Fly (3rd)
Gust of Wind (3rd)
Haste (3rd)
Infravision (3rd)
Item (3rd)
Leomund's Tiny Hut (3rd)
Maximilian's Stony Grasp (3rd)
Melf's Minute Meteors (3rd)
Secret Page (3rd)
Slow (3rd)
SNAPPING TEETH (3rd)
Squaring the Circle (3rd)
Tongues/Babble (3rd)
Water Breathing/Air Breathing (3rd)
Wind Wall (3rd)
Wraithform (3rd)
Dilation I (4th)
Dimension Door (4th)
Extension I (4th)
Far Reaching II (4th)
Fire Shield (4th)
Improved Strength (4th)
Leomund's Secure Shelter (4th)
Massmorph (4th)
Mordenkainen's Celerity (4th)
Otiluke's Resilient Sphere (4th)
Plant Growth (4th)
Polymorph Other (4th)
Polymorph Self (4th)
Rainbow Pattern (4th)
Rary's Mnemonic Enhancer (4th)
Solid Fog (4th)
Stoneskin (4th)
Turn Pebble to Boulder/Turn Boulder to Pebble (4th)
Ultravision (4th)
Vacancy (4th)

Wizard Spells by School

Wizard Eye (4th)
Airy Water (5th)
Animal Growth/Shrink Animal (5th)
Avoidance/Attraction (5th)
Distance Distortion (5th)
Extension II (5th)
Fabricate (5th)
Far Reaching III (5th)
Improved Blink (5th)
Leomund's Hidden Lodge (5th)
Leomund's Secret Chest (5th)
Lower Resistance (5th)
MORDENKAINEN'S PRIVATE SANCTUM (5th)
Passwall (5th)
RARY'S TELEPATHIC BOND (5th)
Rusting Grasp (5th)
Stone Shape (5th)
Telekinesis (5th)
Transmute Rock to Mud/Transmute Mud to Rock (5th)
Claws of the Umber Hulk (6th)
Control Weather (6th)
Death Fog (6th)
Dilation II (6th)
Disintegrate (6th)
Extension III (6th)
Glassee (6th)
Guards and Wards (6th)
Lower Water/Raise Water (6th)
Mirage Arcana (6th)
Mordenkainen's Lucubration (6th)
Move Earth (6th)
Otiluke's Freezing Sphere (6th)
Part Water (6th)
Project Image (6th)
Stone to Flesh/Flesh to Stone (6th)
Superior Magnetism (6th)
Tenser's Transformation (6th)
TENTACLES (6th)
Transmute Water to Dust/Improved Create Water (6th)
Duo-dimension (7th)
Hatch the Stone from the Egg (7th)
Mordenkainen's Magnificent Mansion (7th)
Phase Door (7th)
Reverse Gravity (7th)
Statue (7th)
Suffocate (7th)
Vanish (7th)
Abi-Dalzim's Horrid Wilting (8th)
Airboat (8th)
Glassteel (8th)
Incendiary Cloud (8th)
Iron Body (8th)
Otiluke's Telekinetic Sphere (8th)
Polymorph Any Object (8th)
Sink (8th)
Crystalbrittle (8th)
Estate Transference (9th)
Glorious Transmutation (9th)
Mordenkainen's Disjunction (9th)
Shape Change (9th)
Succor/Call (9th)
Temporal Stasis/Temporal Reinstatement (9th)
Time Stop (9th)

Conjuration/Summoning

Barred: Diviners, invokers

Armor (1st)
Conjure Spell Component (1st)
Find Familiar (1st)
Grease (1st)
Mount (1st)
Unseen Servant (1st)
CHOKE (2nd)
Glitterdust (2nd)
Melf's Acid Arrow (2nd)
Summon Swarm (2nd)
Wall of Gloom (2nd)
Bands of Sirellyn (3rd)
Flame Arrow (3rd)
Monster Summoning I (3rd)
Phantom Steed (3rd)
Sepia Snake Sigil (3rd)
SNAPPING TEETH (3rd)
Solvent of Corrosion (3rd)
Watery Double (3rd)
Conjure Elemental-Kin (4th)
DUPLICATE (4th)
Evard's Black Tentacles (4th)
HALO OF EYES (4th)
Monster Summoning II (4th)
Summon Lycanthrope (4th)
Vitriolic Sphere (4th)
Conjure Elemental (5th)
Khazid's Procurement (5th)
Leomund's Secret Chest (5th)
Monster Summoning III (5th)
Mordenkainen's Faithful Hound (5th)
Summon Shadow (5th)
Vile Venom (5th)
WALL OF BONES (5th)
Conjure Animals (6th)
Ensnarement (6th)
Forest's Fiery Constrictor (6th)
Invisible Stalker (6th)
Monster Summoning IV (6th)
TENTACLES (6th)
Drawmij's Instant Summons (7th)
Intensify Summoning (7th)
Limited Wish (7th)
Monster Summoning V (7th)
Mordenkainen's Magnificent Mansion (7th)
Power Word, Stun (7th)
Prismatic Spray (7th)
Seven-eyes (7th)
Maze (8th)
Monster Summoning VI (8th)
Power Word, Blind (8th)
Prismatic Wall (8th)
Symbol (8th)
Trap the Soul (8th)
Gate (9th)
Monster Summoning VII (9th)
Power Word, Kill (9th)
Prismatic Sphere (9th)
Sphere of Ultimate Destruction (9th)
Wish (9th)

Divination

Barred: Conjurers, force mages, song wizards

DETECT DISEASE (1st)
Detect Phase (1st)
Detect Secret Passages & Portals (1st)
Detect Undead (1st)
DIVINING ROD (1st)
DEATH RECALL (2nd)
Detect Evil/Detect Good (2nd)
Detect Invisibility (2nd)
DETECT LIFE (2nd)
ESP (2nd)
Know Alignment/Undetectable Alignment (2nd)
Locate Object/Obscure Object (2nd)
Past Life (2nd)
Alamir's Fundamental Breakdown (3rd)
Clairaudience (3rd)
Clairvoyance (3rd)
Wizard Sight (3rd)
Detect Scrying (4th)
Locate Creature (4th)
Magic Mirror (4th)
Contact Other Plane (5th)
False Vision (5th)
Khazid's Procurement (5th)
KNOW VALUE (5th)
Prying Eyes (5th)
RARY'S TELEPATHIC BOND (5th)
Legend Lore (6th)
True Seeing (6th)
Vision (7th)
Analyze Dweomer (8th)
Screen (8th)
Foresight (9th)

Enchantment/Charm

Barred: Invokers, necromancers, dimensionalists, artificers, geometers

Appendix 3

Charm Person (1st)
DIVINING ROD (1st)
Friends (1st)
Hypnotism (1st)
Sleep (1st)
Taunt (1st)
Bind (2nd)
Deeppockets (2nd)
Forget (2nd)
Insatiable Thirst (2nd)
Ray of Enfeeblement (2nd)
Scare (2nd)
Tasha's Uncontrollable Hideous Laughter (2nd)
BONE CLUB (3rd)
DELAY DEATH (3rd)
Hold Person (3rd)
Minor Malison (3rd)
Suggestion (3rd)
Watery Double (3rd)
Charm Monster (4th)
Confusion (4th)
Emotion (4th)
Enchanted Weapon (4th)
Fire Charm (4th)
Fumble (4th)
Greater Malison (4th)
Leomund's Secure Shelter (4th)
Lesser Geas (4th)
Magic Mirror (4th)
Chaos (5th)
Domination (5th)
Fabricate (5th)
Feeblemind (5th)
Hold Monster (5th)
Leomund's Hidden Lodge (5th)
Leomund's Lamentable Belaborment (5th)
Magic Staff (5th)
Mind Fog (5th)
BLACKMANTLE (6th)
Eyebite (6th)
Geas (6th)
Guards and Wards (6th)
Mass Suggestion (6th)
Charm Plants (7th)
Descent into Madness (7th)
Hatch the Stone from the Egg (7th)
Shadow Walk (7th)
Steal Enchantment (7th)
Airboat (8th)
Antipathy-sympathy (8th)
Binding (8th)
Demand (8th)
Mass Charm (8th)
Otto's Irresistible Dance (8th)
Sink (8th)
Mordenkainen's Disjunction (9th)
Programmed Amnesia (9th)
Succor/Call (9th)

Illusion/Phantasm

Barred: Abjurers, necromancers, alchemists, geometers

Audible Glamer (1st)
Change Self (1st)
CORPSE VISAGE (1st)
Nystul's Magic Aura (1st)
Phantasmal Force (1st)
Spook (1st)
Ventriloquism (1st)
Blindness (2nd)
Blur (2nd)
Deafness (2nd)
Fool's Gold (2nd)
Hypnotic Pattern (2nd)
Improved Phantasmal Force (2nd)
Invisibility (2nd)
Leomund's Trap (2nd)
Mirror Image (2nd)
Misdirection (2nd)
Whispering Wind (2nd)
Illusionary Script (3rd)
Invisibility, 10' Radius (3rd)
Lorloveim's Creeping Shadow (3rd)
Phantom Steed (3rd)
Spectral Force (3rd)
Wraithform (3rd)
Fear (4th)
Hallucinatory Terrain (4th)
Illusionary Wall (4th)
Improved Invisibility (4th)
Minor Creation (4th)
Phantasmal Killer (4th)
Rainbow Pattern (4th)
Shadow Monsters (4th)
Vacancy (4th)
Advanced Illusion (5th)
Demishadow Monsters (5th)
Dream/Nightmare (5th)
Major Creation (5th)
Seeming (5th)
Shadow Door (5th)
Shadow Magic (5th)
Demishadow Magic (6th)
Eyebite (6th)
Lorloveim's Shadowy Transformation (6th)
Mirage Arcana (6th)
Mislead (6th)
Permanent Illusion (6th)
Programmed Illusion (6th)
Project Image (6th)
Shades (6th)
Veil (6th)
Mass Invisibility (7th)
Sequester (7th)
Shadow Walk (7th)
Shadowcat (7th)
Simulacrum (7th)
Screen (8th)
Weird (9th)

Invocation/Evocation

Barred: Conjurers, enchanters, illusionists, mentalists, shadow mages, song wizards

Alarm (1st)
COPY (1st)
CHROMATIC ORB (1st)
Dictation (1st)
Fire Burst (1st)
Magic Missile (1st)
Shield (1st)
Tenser's Floating Disc (1st)
Wall of Fog (1st)
Flaming Sphere (2nd)
ICE KNIFE (2nd)
Stinking Cloud (2nd)
Web (2nd)
Augmentation I (3rd)
Fireball (3rd)
INVISIBLE MAIL (3rd)
Lance of Disruption (3rd)
Lightning Bolt (3rd)
Melf's Minute Meteors (3rd)
Wall of Water (3rd)
Dig (4th)
Divination Enhancement (4th)
Fire Shield (4th)
Fire Trap (4th)
Ice Storm (4th)
Mordenkainen's Celerity (4th)
Mordenkainen's Force Missiles (4th)
OTILUKE'S DISPELLING SCREEN (4th)
Otiluke's Resilient Sphere (4th)
Shout (4th)
Thunder Staff (4th)
Wall of Fire (4th)
Wall of Ice (4th)
WIND BREATH (4th)
Bigby's Interposing Hand (5th)
Cloudkill (5th)
Cone of Cold (5th)
Dream (5th)
Leomund's Lamentable Belaborment (5th)
Sending (5th)
Tenser's Destructive Resonance (5th)
Wall of Force (5th)
Wall of Iron (5th)
Wall of Stone (5th)

Wizard Spells by School

Augmentation II (6th)
Bigby's Forceful Hand (6th)
Chain Lightning (6th)
Contingency (6th)
Death Fog (6th)
Dimensional Blade (6th)
Guards and Wards (6th)
Otiluke's Freezing Sphere (6th)
Tenser's Transformation (6th)
Acid Storm (7th)
Bigby's Grasping Hand (7th)
Delayed Blast Fireball (7th)
Forcecage (7th)
Hatch the Stone from the Egg (7th)
Limited Wish (7th)
Malec-Keth's Flame Fist (7th)
Mordenkainen's Sword (7th)
Persistence (7th)
Bigby's Clenched Fist (8th)
Binding (8th)
Demand (8th)
Gunther's Kaleidoscopic Strike (8th)
Homunculus Shield (8th)
Incendiary Cloud (8th
Otiluke's Telekinetic Sphere (8th)
Bigby's Crushing Hand (9th)
Chain Contingency (9th)
Elemental Aura (9th)
Energy Drain (9th)
Meteor Swarm (9th)

Necromancy

Barred: Enchanters, illusionists, transmuters, dimensionalists, mentalists, alchemists, artificers, song wizards

Chill Touch (1st)
Corpse Visage (1st)
Detect Undead (1st)
Ray of Fatigue (1st)
Choke (2nd)
Death Recall (2nd)
Ghoul Touch (2nd)
Spectral Hand (2nd)
Bone Club (3rd)
Delay Death (3rd)
Feign Death (3rd)
Hold Undead (3rd)
Hovering Skull (3rd)
Pain Touch (3rd)
Spirit Armor (3rd)
Vampiric Touch (3rd)
Contagion (4th)
Enervation (4th)
Mask of Death (4th)
Animate Dead (5th)
Force Shapechange (5th)
Magic Jar (5th)
Mummy Rot (5th)
Summon Shadow (5th)
Throbbing Bones (5th)
Wall of Bones (5th)
Arrow of Bone (6th)
Blackmantle (6th)
Bloodstone's Spectral Steed (6th)
Dead Man's Eyes (6th)
Death Spell (6th)
Reincarnation (6th)
Trollish Fortitude (6th)
Bloodstone's Frightful Joining (7th)
Control Undead (7th)
Finger of Death (7th)
Intensify Summoning (7th)
Suffocate (7th)
Zombie Double (7th)
Abi-Dalzim's Horrid Wilting (8th)
Clone (8th)
Defoliate (8th)
Heart of Stone (8th)
Homunculus Shield (8th)
Shadow Form (8th)
Energy Drain (9th)
Wail of the Banshee (9th)

Elemental Air

Barred: Earth elementalists

Feather Fall (1st)
Lasting Breath (1st)
Wall of Fog (1st)
Fog Cloud (2nd)
Ride the Wind (2nd)
Stinking Cloud (2nd)
Whispering Wind (2nd)
Alamir's Fundamental Breakdown (3rd)
Gust of Wind (3rd)
Lance of Disruption (3rd)
Water Breathing/Air Breathing (3rd)
Wind Wall (3rd)
Conjure Elemental-Kin (4th)
Solid Fog (4th)
Airy Water (5th)
Cloudkill (5th)
Conjure Elemental (5th)
Control Weather (6th)
Death Fog (6th)
Neutralize Gas (7th)
Suffocate (7th)
Airboat (8th)
Incendiary Cloud (8th)
Elemental Aura (9th)

Elemental Earth

Barred: Air elementalists
Fist of Stone (1st)
Fool's Gold (2nd)
Maximilian's Earthen Grasp (2nd)
Alamir's Fundamental Breakdown (3rd)
Maximilian's Stony Grasp (3rd)
Conjure Elemental-Kin (4th)
Dig (4th)
Stoneskin (4th)
Turn Pebble to Boulder/Turn Boulder to Pebble (4th)
Conjure Elemental (5th)
Distance Distortion (5th)
Passwall (5th)
Stone Shape (5th)
Transmute Rock to Mud/Transmute Mud to Rock (5th)
Wall of Iron (5th)
Wall of Stone (5th)
Glassee (6th)
Move Earth (6th)
Stone to Flesh/Flesh to Stone (6th)
Transmute Water to Dust/Improved Create Water (6th)
Hatch the Stone from the Egg (7th)
Statue (7th)
Glassteel (8th)
Iron Body (8th)
Sink (8th)
Crystalbrittle (9th)
Elemental Aura (9th)

Elemental Fire

Barred: Water elementalists

Affect Normal Fires (1st)
Burning Hands (1st)
Dancing Lights (1st)
Fire Burst (1st)
Flaming Sphere (2nd)
Pyrotechnics (2nd)
Alamir's Fundamental Breakdown (3rd)
Fireball (3rd)
Flame Arrow (3rd)
Melf's Minute Meteors (3rd)
Conjure Elemental-Kin (4th)
Fire Charm (4th)
Fire Shield (4th)
Fire Trap (4th)
Wall of Fire (4th)
Conjure Elemental (5th)
Proofing vs. Combustion (5th)
Forest's Fiery Constrictor (6th)
Delayed Blast Fireball (7th)
Malec-Keth's Flame Fist (7th)
Incendiary Cloud (8th)
Elemental Aura (9th)
Meteor Swarm (9th)

Appendix 3

Elemental Water
Barred: Fire elementalists

Metamorphose Liquids (1st)
Insatiable Thirst (2nd)
Alamir's Fundamental Breakdown (3rd)
Wall of Water (3rd)
Water Breathing/Air Breathing (3rd)
Watery Double (3rd)
Conjure Elemental-Kin (4th)
Ice Storm (4th)
Vitriolic Sphere (4th)
Wall of Ice (4th)
Airy Water (5th)
Cone of Cold (5th)
Conjure Elemental (5th)
Rusting Grasp (5th)
Transmute Rock to Mud/Transmute Mud to Rock (5th)
Vile Venom (5th)
Lower Water (6th)
Otiluke's Freezing Sphere (6th)
Part Water (6th)
Transmute Water to Dust/Improved Create Water (6th)
Acid Storm (7th)
Abi-Dalzim's Horrid Wilting (8th)
Elemental Aura (9th)

Dimension
Barred: by philosophy

Detect Phase (1st)
Enlarge/Reduce (1st)
Gaze Reflection (1st)
Deeppockets (2nd)
Displace Self (2nd)
Rope Trick (2nd)
Blink (3rd)
Dimension Door (4th)
Distance Distortion (5th)
Improved Blink (5th)
Leomund's Secret Chest (5th)
Dimensional Blade (6th)
Etherealness (6th)
Drawmij's Instant Summons (7th)
Duo-dimension (7th)
Mordenkainen's Magnificent Mansion (7th)
Phase Door (7th)
Shadow Walk (7th)
Maze (8th)
Gate (9th)
Sphere of Ultimate Destruction (9th)
Time Stop (9th)

Force
Barred: by philosophy

Armor (1st)
Magic Missile (1st)
Shield (1st)
Tenser's Floating Disc (1st)
Levitate (2nd)
INVISIBLE MAIL (3rd)
Lance of Disruption (3rd)
Mordenkainen's Force Missiles (4th)
Otiluke's Resilient Sphere (4th)
Bigby's Interposing Hand (5th)
Telekinesis (5th)
Tenser's Destructive Resonance (5th)
Wall of Force (5th)
Bigby's Forceful Hand (6th)
Repulsion (6th)
Bigby's Grasping Hand (7th)
Forcecage (7th)
Mordenkainen's Sword (7th)
Bigby's Clenched Fist (8th)
Otiluke's Telekinetic Sphere (8th)
Bigby's Crushing Hand (9th)

Mentalism
Barred: by philosophy

Charm Person (1st)
Hypnotism (1st)
Spook (1st)
ESP (2nd)
Forget (2nd)
Clairaudience (3rd)
Clairvoyance (3rd)
IRON MIND (3rd)
Suggestion (3rd)
Charm Monster (4th)
Phantasmal Killer (4th)
Psychic Protection (4th)
Rary's Mnemonic Enhancer (4th)
Domination (5th)
Feeblemind (5th)
Magic Jar (5th)
Sending (5th)
Eyebite (6th)
Geas (6th)
Mass Suggestion (6th)
Tower of Mental Resistance (6th)
Descent into Madness (7th)
Demand (8th)
Mind Blank (8th)
Programmed Amnesia (9th)

Shadow
Barred: by philosophy

Chill Touch (1st)
Sleep (1st)
Spook (1st)
Blur (2nd)
Continual Darkness (2nd)
Darkness, 15' Radius (2nd)
Ray of Enfeeblement (2nd)
Scare (2nd)
Spectral Hand (2nd)
Wall of Gloom (2nd)
Lorloveim's Creeping Shadow (3rd)
Nondetection (3rd)
Phantom Steed (3rd)
SPIRIT ARMOR (3rd)
Wraithform (3rd)
Dimension Door (4th)
Enervation (4th)
Evard's Black Tentacles (4th)
Fear (4th)
Minor Creation (4th)
Shadow Monsters (4th)
Demishadow Monsters (5th)
Major Creation (5th)
Mordenkainen's Faithful Hound (5th)
Passwall (5th)
Shadow Door (5th)
Shadow Magic (5th)
BLACKMANTLE (6th)
Bloodstone's Spectral Steed (6th)
Demishadow Magic (6th)
Lorloveim's Shadowy Transformation (6th)
Shades (6th)
Duo-dimension (7th)
Phase Door (7th)
Shadowcat (7th)
Shadow Walk (7th)
Maze (8th)
SHADOWFORM (8th)
Energy Drain (9th)

Alchemy
Barred: by philosophy

Affect Normal Fires (1st)
Fire Burst (1st)
Grease (1st)
Metamorphose Liquids (1st)
Patternweave (1st)
Protection from Evil/Protection from Good (1st)
Fool's Gold (2nd)
Glitterdust (2nd)
Melf's Acid Arrow (2nd)
Pyrotechnics (2nd)
Sense Shifting (2nd)
Stinking Cloud (2nd)
Alamir's Fundamental Breakdown (3rd)
Flame Arrow (3rd)
Melf's Minute Meteors (3rd)
Protection from Evil, 10' Radius/Protection from Good, 10' Radius (3rd)

Wizard Spells by School

Solvent of Corrosion (3rd)
Enchanted Weapon (4th)
Fire Charm (4th)
Fire Trap (4th)
Vitriolic Sphere (4th)
Cloudkill (5th)
Fabricate (5th)
Rusting Grasp (5th)
Transmute Rock to Mud/Transmute Mud to Rock (5th)
Vile Venom (5th)
Death Fog (6th)
Glassee (6th)
Stone to Flesh/Flesh to Stone (6th)
Transmute Water to Dust/Improved Create Water (6th)
Acid Storm (7th)
Hatch the Stone from the Egg (7th)
Neutralize Gas (7th)
Statue (7th)
Glassteel (8th)
Incendiary Cloud (8th)
Crystalbrittle (9th)
Glorious Transmutation (9th)

Artifice

Barred: by philosophy

Chromatic Orb (1st)
Divining Rod (1st)
Mending (1st)
Bind (2nd)
Ice Knife (2nd)
Leomund's Trap (2nd)
Moon Rune (2nd)
Bone Club (3rd)
Explosive Runes (3rd)
Flame Arrow (3rd)
Item (3rd)
Melf's Minute Meteors (3rd)
Snapping Teeth (3rd)
Enchanted Weapon (4th)
Magic Mirror (4th)
Thunder Staff (4th)
Magic Staff (5th)
Arrow of Bone (6th)
Dimensional Blade (6th)
Steal Enchantment (7th)
Analyze Dweomer (8th)
Antipathy-sympathy (8th)
Shape Change (9th)

Geometry

Barred: by philosophy

Alarm (1st)
Copy (1st)
Dictation (1st)
Erase (1st)
Shield (1st)
Hornung's Baneful Deflector (1st)
Hypnotic Pattern (2nd)
Moon Rune (2nd)
Bone Club (3rd)
Explosive Runes (3rd)
Lesser Sign of Sealing (3rd)
Secret Page (3rd)
Sepia Snake Sigil (3rd)
Conjure Elemental-Kin (4th)
Fire Trap (4th)
Minor Globe of Invulnerability (4th)
Rainbow Pattern (4th)
There/Not There (4th)
Thunder Staff (4th)
Animate Dead (5th)
Avoidance (5th)
Conjure Elemental (5th)
Invulnerability to Normal Weapons (5th)
Khazid's Procurement (5th)
Mordenkainen's Private Sanctum (5th)
Von Gasik's Refusal (5th)
Ensnarement (6th)
Globe of Invulnerability (6th)
Greater Sign of Sealing (6th)
Guards and Wards (6th)
Invulnerability to Magical Weapons (6th)
Fear Ward (7th)
Phase Door (7th)
Sequester (7th)
Vanish (7th)
Binding (8th)
Maze (8th)
Symbol (8th)
Trap the Soul (8th)
Gate (9th)
Shape Change (9th)

Song

Barred: by philosophy

Audible Glamer (1st)
Charm Person (1st)
Find Familiar (1st)
Friends (1st)
Sleep (1st)
Taunt (1st)
Forget (2nd)
Summon Swarm (2nd)
Tasha's Uncontrollable Hideous Laughter (2nd)
Whispering Wind (2nd)
Fireflow (3rd)
Hold Person (3rd)
Monster Summoning I (3rd)
Suggestion (3rd)
Charm Monster (4th)
Confusion (4th)
Emotion (4th)
Lesser Geas (4th)
Monster Summoning II (4th)
Shout (4th)
Summon Lycanthrope (4th)
Chaos (5th)
Dismissal (5th)
Hold Monster (5th)
Leomund's Lamentable Belaborment (5th)
Monster Summoning III (5th)
Control Weather (6th)
Mass Suggestion (6th)
Monster Summoning IV (6th)
Banishment (7th)
Charm Plants (7th)
Monster Summoning V (7th)
Power Word, Stun (7th)
Spell Shape (7th)
Binding (8th)
Mass Charm (8th)
Monster Summoning VI (8th)
Otto's Irresistible Dance (8th)
Power Word, Blind (8th)
Monster Summoning VII (8th)
Power Word, Kill (9th)
Wail of the Banshee (9th)

Wild Magic

Barred: All except wild mages
Hornung's Guess (1st)
Nahal's Reckless Dweomer (1st)
Patternweave (1st)
Chaos Shield (2nd)
Hornung's Baneful Deflector (2nd)
Nahal's Nonsensical Nullifier (2nd)
Alternate Reality (3rd)
Fireflow (3rd)
Fool's Speech (3rd)
There/Not There (4th)
Unluck (4th)
Vortex (5th)
Waveform (5th)
Wildshield (6th)
Wildstrike (6th)
Hornung's Surge Selector (7th)
Spell Shape (7th)
Hornung's Random Dispatcher (8th)
Wildzone (8th)
Stabilize (9th)
Wildfire (9th)
Wildwind (9th)

Appendix 4

In the PHB, clerics have major access to all, astral, charm, combat, creation, divination, guardian, healing, necromantic, protection, summoning, sun, and minor access to elemental.

Revision: Clerics lose access to sun, elemental air, and elemental fire. They retain minor access to elemental water and elemental earth.

Previously, druids had major access to all, animal, elemental, healing, plant, weather, and minor access to divination.

Revision: Druids lose access to the sphere of divination. They gain major access to the sphere of sun.

* Cooperative magic spells. **Bold** spells appear in the *Tome of Magic*. *Italicized* spells are reversible. Underlined spells are introduced in Appendix 2 of this book. As mentioned in Chapter 3, some spells have been added to the sphere of all. Also, other spheres have been reorganized.

All
(Major: any priest)

Bless/Curse (1st)
Combine (1st)
Detect Magic (1st)
Orison (1st)
Purify Food & Drink/Putrefy Food & Drink (1st)
Chant (2nd)
Mystic Transfer* (2nd)
Sanctify/Defile* (2nd)
Dispel Magic (3rd)
Remove Curse/Bestow Curse (3rd)
Focus* (4th)
Tongues (4th)
Uplift* (4th)
Atonement (5th)
Commune (5th)
Meld* (5th)
Quest (5th)
True Seeing/False Seeing (5th)
Speak with Monsters (6th)
Gate (7th)

Animal
(Major: shaman, druid)

Animal Friendship (1st)
Calm Animals (1st)
Invisibility to Animals (1st)
Locate Animals or Plants (1st)
Charm Person or Mammal (2nd)
Messenger (2nd)
Snake Charm (2nd)
Speak with Animals (2nd)
Control Animal (3rd)
Hold Animal (3rd)
Summon Insects (3rd)
Animal Summoning I (4th)
Call Woodland Beings (4th)
Giant Insect (4th)
Repel Insects (4th)
Animal Growth (5th)
Animal Summoning II (5th)
Commune with Nature (5th)
Insect Plague (5th)
Animal Summoning III (6th)
Antianimal Shell (6th)
Creeping Doom (7th)
Reincarnate (7th)

Astral
(Major: cleric)

Astral Celerity (1st)
Speak with Astral Traveler (1st)
Astral Awareness (2nd)
Ethereal Barrier (2nd)
Astral Window (3rd)
Etherealness (3rd)
Join with Astral Traveler (4th)
Plane Shift (5th)
Astral Spell (7th)

Chaos
(Major: chaotic crusaders)

Battlefate (1st)
Mistaken Missive (1st)
Chaos Ward (2nd)
Dissension's Feast (2nd)
Miscast Magic (3rd)
Random Causality (3rd)
Chaotic Combat (4th)
Chaotic Sleep (4th)
Inverted Ethics (4th)
Chaotic Commands (5th)
Entropy Shield (6th)
Uncontrolled Weather (7th)

Charm
(Major: clerics)

Command (1st)
Remove Fear/Cause Fear (1st)
Sanctuary (1st)
Enthrall (2nd)
Hold Person (2nd)
Music of the Spheres (2nd)
Snake Charm (2nd)
Dictate (3rd)
Emotion Control (3rd)
Cloak of Bravery/Cloak of Fear (4th)
Free Action (4th)
Imbue with Spell Ability (4th)
Command Monster (6th)
Confusion (7th)
Exaction (7th)

Combat
(Major: clerics, crusaders; Minor: monks)

Command (1st)
Magical Stone (1st)
Aid (2nd)
Spiritual Hammer (2nd)
Prayer (3rd)
Unearthly Choir* (3rd)
Recitation (4th)
Flame Strike (5th)
Righteous Wrath of the Faithful (5th)
Spiritual Wrath* (6th)
Word of Recall (6th)
Holy Word/Unholy Word (7th)

Creation
(Major: clerics)

Light/Darkness (1st)
Create Holy Symbol (2nd)
Continual Light/Continual Darkness (3rd)
Create Food & Water (3rd)
Blessed Abundance (5th)
Blade Barrier (6th)
Heroes' Feast (6th)
The Great Circle/The Black Circle* (6th)

Divination
(Major: clerics, monks)

Analyze Balance (1st)
Detect Evil/Detect Good (1st)
Detect Poison (1st)
Augury (2nd)
Detect Charm/Undetectable Charm (2nd)
Find Traps (2nd)
Detect Spirits (3rd)
Extradimensional Detection (3rd)
Locate Object/Obscure Object (3rd)
Speak with Dead (3rd)
Detect Lie/Undetectable Lie (4th)
Divination (4th)
Omniscient Eye (4th)
Consequence (5th)
Magic Font (5th)
Find the Path/Lose the Path (6th)
Stone Tell (6th)
Divine Inspiration (7th)

Elemental, Air
(Major: druids)

Wind Column (1st)
Dust Devil (2nd)
Wind Servant (3rd)
Zone of Sweet Air (3rd)
Windborne (4th)
Air Walk (5th)
Cloud of Purification (5th)
Control Winds (5th)

Priest Spells by Sphere

Whirlwind (6th)
Conjure Air Elemental (7th)
Wind Walk (7th)

Elemental, Earth
(Major: druids; Minor: clerics)

Strength of Stone (1st)
Soften Earth and Stone (2nd)
Meld into Stone (3rd)
Stone Shape (3rd)
Adamantite Mace (4th)
Spike Stones (5th)
Transmute Rock to Mud/Transmute Mud to Rock (5th)
Stone Tell (6th)
Animate Rock (7th)
Antimineral Shell (7th)
Conjure Earth Elemental (7th)
Earthquake (7th)
Transmute Metal to Wood (7th)

Elemental, Fire
(Major: druids)

Firelight (1st)
Log of Everburning (1st)
Fire Trap (2nd)
Flame Blade (2nd)
Heat Metal/Chill Metal (2nd)
Produce Flame (2nd)
Flame Walk (3rd)
Protection from Fire (3rd)
Pyrotechnics (3rd)
Produce Fire/Quench Fire (4th)
Animate Flame (5th)
Wall of Fire (5th)
Conjure Fire Elemental (6th)
Fire Seeds (6th)
Chariot of Sustarre (7th)
Fire Storm (7th)

Elemental, Water
(Major: druids; Minor: clerics)

Create Water/Destroy Water (1st)
Watery Fist (2nd)
Water Breathing/Air Breathing (3rd)
Water Walk (3rd)
Lower Water/Raise Water (4th)
Reflecting Pool (4th)
Produce Ice (5th)
Part Water (6th)
Transmute Water to Dust/Improved Create Water (6th)
Conjure Water Elemental (7th)
Tsunami (7th)

Guardian
(Major: clerics, crusaders, monks)

Blessed Watchfulness (1st)
Light/Darkness (1st)
Sacred Guardian (1st)
Iron Vigil (2nd)
Silence, 15' Radius (2nd)
Wyvern Watch (2nd)
Continual Light/Continual Darkness (3rd)
Glyph of Warding (3rd)
Abjure (4th)
Dimensional Anchor (4th)
Dispel Evil/Dispel Good (5th)
Unceasing Vigilance of the Holy Sentinel (5th)
Blade Barrier (6th)
Forbiddance (6th)
Symbol (7th)

Healing
(Major: clerics, crusaders, druids; Minor: monks, shamans)

Cure Light Wounds/Cause Light Wounds (1st)
Cure Moderate Wounds/Cause Moderate Wounds (2nd)
Slow Poison (2nd)
Cure Blindness or Deafness/Cause Blindness or Deafness (3rd)
Cure Disease/Cause Disease (3rd)
Hold Poison (3rd)
Repair Injury (3rd)
Cure Serious Wounds/Cause Serious Wounds (4th)
Fortify* (4th)
Neutralize Poison/Poison (4th)
Cure Critical Wounds/Cause Critical Wounds (5th)
Heal/Harm (6th)
Regenerate (7th)

Law
(Major: lawful crusaders)

Command (1st)
Protection from Chaos (1st)
Calm Chaos (2nd)
Enthrall (2nd)
Hold Person (2nd)
Dictate (3rd)
Rigid Thinking (3rd)
Strength of One (3rd)
Compulsive Order (4th)
Defensive Harmony (4th)
Champion's Strength (5th)
Impeding Permission (5th)
Legal Thoughts (6th)

Necromantic
(Major: clerics; Minor: crusaders, monks)

Dispel Fatigue (1st)
Invisibility to Undead (1st)
Aid (2nd)
Restore Strength (2nd)
Animate Dead (3rd)
Feign Death (3rd)
Negative Plane Protection (3rd)
Remove Paralysis (3rd)
Speak with Dead (3rd)
Suspended Animation (4th)
Unfailing Endurance (4th)
Raise Dead (5th)
Restoration (7th)
Resurrection (7th)

Numbers
(Major: Monks)

Analyze Balance (1st)
Calculate (1st)
Personal Reading (1st)
Moment (2nd)
Music of the Spheres (2nd)
Etherealness (3rd)
Extradimensional Detection (3rd)
Moment Reading (3rd)
Telethaumaturgy (3rd)
Addition (4th)
Dimensional Folding (4th)
Probability Control (4th)
Consequence (5th)
Dimensional Translocation (5th)
Extradimensional Manipulation (5th)
Extradimensional Pocket (5th)
Physical Mirror (6th)
Seclusion (6th)
Spacewarp (7th)
Timelessness (7th)

Plant
(Major: druids; Minor: shamans)

Entangle (1st)
Locate Animals or Plants (1st)
Pass without Trace (1st)
Shillelagh (1st)
Barkskin (2nd)
Detect Snares & Pits (2nd)
Goodberry/Badberry (2nd)
Trip (2nd)
Warp Wood (2nd)
Plant Growth (3rd)
Slow Rot (3rd)
Snare (3rd)
Spike Growth (3rd)
Tree (3rd)
Hallucinatory Forest (4th)
Hold Plant (4th)
Plant Door (4th)
Speak with Plants (4th)
Sticks to Snakes (4th)
Antiplant Shell (5th)
Commune with Nature (5th)
Pass Plant (5th)

Appendix 4

Liveoak (6th)
Transport Via Plants (6th)
Turn Wood (6th)
Wall of Thorns (6th)
Changestaff (7th)

Protection
(Major: clerics, shamans; Minor: crusaders)

Endure Cold/Endure Heat (1st)
Protection from Evil/Protection from Good (1st)
Ring of Hands/Ring of Woe* **(1st)**
Sanctuary (1st)
Resist Acid and Corrosion (2nd)
Resist Fire/Resist Cold (2nd)
Withdraw (2nd)
Line of Protection/Line of Destruction **(3rd)**
Magical Vestment (3rd)
Negative Plane Protection (3rd)
Protection from Evil, 10' Radius/Prot. from Good, 10' Radius (3rd)
Remove Paralysis (3rd)
Spell Immunity (4th)
Antiplant Shell (5th)
Impregnable Mind (5th)
Antianimal Shell (6th)
Antimineral Shell (7th)
Impervious Sanctity of Mind (7th)

Summoning
(Major: clerics, shamans)

Call Upon Faith (1st)
Draw Upon Holy Might (2nd)
Dust Devil (2nd)
Messenger (2nd)
Summon Animal Spirit (3rd)
Abjure (4th)
Dimensional Translocation (5th)
Dispel Evil/Dispel Good (5th)
Aerial Servant (6th)
Animate Object (6th)
Conjure Animals (6th)
Word of Recall (6th)
Exaction (7th)
Mind Tracker (7th)
Spirit of Power (7th)
Succor (7th)

Sun
(Major: druids)

Light/Darkness (1st)
Sunscorch (1st)
Continual Light/Continual Darkness (3rd)
Starshine (3rd)
Blessed Warmth (4th)
Moonbeam (5th)
Rainbow (5th)
Sol's Searing Orb (6th)
Sunray (7th)

Thought
(Major: Monks)

Emotion Read (1st)
Thought Capture (1st)
Idea (2nd)
Mind Read (2nd)
Emotion Control (3rd)
Memory Read (3rd)
Telepathy (3rd)
Genius (4th)
Mental Domination (4th)
Modify Memory (4th)
Rapport (4th)
Solipsism (4th)
Thought Broadcast (4th)
Impregnable Mind (5th)
Memory Wrack (5th)
Mindshatter (5th)
Thoughtwave (5th)
Disbelief (6th)
Group Mind (6th)
Impervious Sanctity of Mind (7th)
Mind Tracker (7th)

Time
(Minor: Monks)

Know Age (1st)
Know Time (1st)
Hesitation (2nd)
Nap (2nd)
Accelerate Healing (3rd)
Choose Future (3rd)
Unfailing Premonition (3rd)
Age Plant (4th)
Body Clock (4th)
Age Object (5th)
Othertime (5th)
Repeat Action (5th)
Time Pool (5th)
Age Creature (6th)
Reverse Time (6th)
Skip Day (6th)
Age Dragon (7th)

Travelers
(Major: Shamans)

Know Direction (1st)
Aura of Comfort (2nd)
Lighten Load (2nd)
Create Campsite (3rd)
Helping Hand (3rd)
Know Customs (3rd)
Circle of Privacy (4th)
Tree Steed (4th)
Clear Path (5th)
Easy March (5th)
Monster Mount (6th)
Hovering Road (7th)

War
(Major: crusaders)

Courage (1st)
Morale (1st)
Emotion Perception (2nd)
Rally (2nd)
Adaptation (3rd)
Caltrops (3rd)
Fortify (3rd)
Entrench (4th)
Leadership/Doubt **(4th)**
Tanglefoot/Selective Passage **(4th)**
Disguise (5th)
Illusory Artillery (5th)
Gravity Variation (6th)
Illusory Fortification (7th)
Shadow Engine (7th)

Wards
(Major: Crusaders, shamans)

Antivermin Barrier (1st)
Weighty Chest (1st)
Ethereal Barrier (2nd)
Frisky Chest (2nd)
Zone of Truth (2nd)
Efficacious Monster Ward (3rd)
Invisibility Purge (3rd)
Squeaking Floor (3rd)
Thief's Lament (3rd)
Zone of Sweet Air (3rd)
Fire Purge (4th)
Weather Stasis (4th)
Barrier of Retention (5th)
Elemental Forbiddance (5th)
Grounding (5th)
Shrieking Walls (5th)
Undead Ward (5th)
Crushing Walls (6th)
Dragonbane (6th)
Land of Stability (6th)
Tentacle Walls (7th)

Weather
(Major: Druids)

Faerie Fire (1st)
Obscurement (1st)
Call Lightning (3rd)
Weather Prediction (3rd)
Control Temperature, 10' Radius (4th)
Protection from Lightning (4th)
Weather Stasis (4th)
Control Winds (5th)
Rainbow (5th)
Weather Summoning (6th)
Control Weather (7th)

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ISBN 0-7869-0394-5
52295>
9 780786 911486
Sug. Retail
$22.95 US $29.95 CAN