

Baldur's
Gate

ENHANCED EDITION

ADVENTURER'S GUIDE



[**BEAMDOG**]

DUNGEONS & DRAGONS

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From the Cover: *In the heart of a ruined temple, a wizard matches power with a terrifying behir in this scene illustrated by Thea Kent.*

CONTENTS

Introduction	5	Magic Resistance.....	42
AD&D Rules.....	5	Lore.....	42
Real-Time and AD&D.....	5	Turning Undead.....	42
Chapter 1: Ability Scores	7	Chapter 6: Adventuring	43
Strength.....	7	Movement.....	43
Dexterity.....	8	Dialogue.....	43
Constitution.....	9	Fighting.....	43
Intelligence.....	10	Resting.....	43
Wisdom.....	10	Fatigue.....	43
Charisma.....	11	Encumbrance.....	44
Chapter 2: Races	13	Intoxication.....	44
Human.....	13	Reputation.....	44
Dwarf.....	13	Experience Points.....	45
Elf.....	13	Chapter 7: Combat	47
Gnome.....	14	Personal Initiative Rounds.....	47
Half-Elf.....	14	Initiative.....	47
Half-Orc.....	14	Speed Factor.....	47
Halfling.....	14	Casting Time.....	47
Chapter 3: Classes	15	THAC0 and Armor Class.....	47
Hit Dice.....	15	Critical Hits and Misses.....	47
Maximum Hit Dice.....	15	Saving Throws.....	48
Primary Abilities.....	15	Improving the Odds.....	48
Multi-Classing.....	15	Morale.....	48
Fighter.....	16	Paralysis.....	49
Ranger.....	18	Poison.....	49
Paladin.....	20	Death and Resurrection.....	49
Cleric.....	22	Healing.....	49
Druid.....	24	Chapter 8: Magic	51
Bard.....	25	Wizard Spells.....	51
Monk.....	26	Priest Spells.....	51
Thief.....	28	Schools of Magic.....	51
Mage.....	30	Range.....	52
Sorcerer.....	33	Duration.....	52
Shaman.....	34	Casting Time.....	52
Multi-Class Characters.....	35	Area of Effect.....	52
Chapter 4: Alignments	37	Saving Throw.....	52
Starting Reputation.....	37	Chapter 9: Spells	53
Lawful Good.....	37	Wizard Spells.....	53
Neutral Good.....	37	Priest Spells.....	54
Chaotic Good.....	37	Chapter 10: High-Level Abilities	105
Lawful Neutral.....	37	Ability Descriptions.....	106
True Neutral.....	37	10th-Level Spells.....	109
Chaotic Neutral.....	38	Quest-Level Spells.....	109
Lawful Evil.....	38	Chapter 11: Equipment	113
Neutral Evil.....	38	Armor and Shields.....	113
Chaotic Evil.....	38	Weapons.....	115
Chapter 5: Skills and Abilities	39	Appendix: Player's Bestiary	121
Weapon Proficiencies.....	39	Creatures by Spell.....	121
Fighting Styles.....	40	Familiars.....	122
Thieving Abilities.....	40	Summoned Monsters.....	124
Detecting Secret Doors.....	42	Spirit Animals.....	135
Infravision.....	42	Appendix: Class Tables	141

Fighter Class Progression.....	142
Paladin Class Progression.....	143
Ranger Class Progression.....	144
Cleric Class Progression.....	145
Druid Class Progression.....	146
Monk Class Progression.....	147
Shaman Class Progression.....	148
Shaman Spells Known.....	149
Sorcerer Class Progression.....	150
Sorcerer Spells Known.....	151
Mage Class Progression.....	152
Thief Class Progression.....	153
Bard Class Progression.....	154

INTRODUCTION

BALDUR'S GATE IS AN ISOMETRIC, PARTY-BASED ROLE-PLAYING game that uses modified Advanced Dungeons & Dragons® rules as its foundation. This book provides information about what that means for you as a player, and how to best make use of the game's rules and mechanics to play the game.

AD&D RULES

The Advanced Dungeons & Dragons game is a system of rules that allows players to explore worlds of fantasy and high adventure. The setting of *Baldur's Gate*, called the Forgotten Realms, is one of these worlds.

The rules of AD&D can be complex at times; thankfully, most of the math is handled by the Infinity Engine so you can focus on immersing yourself in the story. This book explains the underlying mechanics of this system so that you can build your characters and plan your strategies accordingly.

REAL-TIME AND AD&D

Unlike AD&D, *Baldur's Gate* is played in real-time, which means among other things that instead of taking turns, combatants perform actions simultaneously. To maintain a sense of turn-based combat, each character follows their own personal series of initiative rounds. In practical terms, this means that you can't cast a new spell immediately after casting your previous one; you must wait for the start of your character's next round before they will begin casting their next spell. Performing melee and ranged attacks are similarly restricted; once your character makes their allowed attacks for the round, they will not attack again until their next round begins.

Movement is not limited in this way; characters can move at any time, interrupting existing actions to get to a more tactically advantageous location. Be aware that you cannot attack or cast spells and move at the same time; if your character is in the middle of casting a spell, moving that character will cancel the spellcasting.



CHAPTER 1: ABILITY SCORES

Glint's nimble fingers worked the pick into the reinforced oak door's lock. He smiled as he heard the tumblers click, one by one, then turned the handle and peeked around the door's edge. A dozen mercenaries clad in the livery of the Flaming Fist, their

weapons in hand, regarded him with the same interest a tiger shows a gazelle. Glint was a clever gnome, but he wasn't always a smart one. It was only now that he realized that, though successfully breaking into the Flaming Fist headquarters would be an impressive feat, failing to break into it could be impressive in an entirely different way.

A character's ability scores are the six traits that form the foundation for everything they do. The six ability scores are Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each ability is further defined below.

STRENGTH

Strength measures a character's muscle, endurance, and stamina.

A high Strength allows a character to hit more often and deal more damage with melee weapons. A high Strength will also allow a character to carry heavier equipment, as well as force open locked doors and chests with a greater degree of success. The specific bonuses and success rates are listed in the table to the right.

EXCEPTIONAL STRENGTH

Warrior classes—Fighters, Rangers, Barbarians, and Paladins—can achieve exceptional feats beyond those of non-warrior classes. With a Strength of 18, these classes also receive an Exceptional Strength value, as noted by a slash on the Character Sheet. Non-warrior classes do not possess Exceptional Strength values, but can still benefit from Strength scores higher than 18.

TO HIT AND DAMAGE

Any attack with a melee weapon receives a bonus if the character's Strength is high enough, or a penalty if it is less than 8. Melee weapons also receive a bonus to damage for high Strength.

In addition, certain ranged weapons also receive the character's Strength bonus to damage, but not to attack rolls.

FORCE LOCK

In the absence of a Thief, any character can attempt to force open a locked door or chest. If it can be forced, the character's Strength score determines the likelihood of success for the attempt.

STRENGTH	TO HIT	DAMAGE	WEIGHT	FORCE
			LIMIT	LOCK
3 or less	-3	-1	5	3%
4-5	-2	-1	15	4%
6-7	-1	-	30	6%
8-9	-	-	50	8%
10-11	-	-	70	10%
12-13	-	-	90	12%
14-15	-	-	120	14%
16	-	+1	150	16%
17	+1	+1	170	18%
18	+1	+2	200	20%
19	+3	+7	500	50%
20	+3	+8	600	55%
21	+4	+9	700	60%
22	+4	+10	800	65%
23	+5	+11	1000	70%
24	+6	+12	1200	75%
25	+7	+14	1600	80%

WEIGHT LIMIT

Although a character can technically fill as many inventory slots as they have with whatever items they like, a character with a low Strength score will be limited in terms of how much weight they can carry before the load interferes with their ability to walk. A character carrying more than the listed Weight Limit has their movement speed halved, and holding more than 10% more than their Weight Limit prevents them from moving at all.

DEXTERITY

Dexterity measures a character's hand-eye coordination, agility, reflexes, and balance.

For anyone without thieving abilities, the primary effect of a high Dexterity is its benefits to ranged attack rolls and Armor Class. For Thieves and other classes with thieving abilities—such as Bards and Rangers—a high Dexterity score also grants a bonus to the success rate of those abilities.

RANGED ATTACKS

When wielding any ranged weapon, a character gains a bonus if that character has a high Dexterity; conversely, a low Dexterity bestows a penalty. Dexterity offers no modifier to damage rolls.

ARMOR CLASS

A high Dexterity protects characters from incoming attacks by enabling them to avoid the attack altogether.

THIEVING ABILITIES

Dexterity also contributes to the success (or failure) of a character's thieving abilities.

DEXTERITY	RANGED TO HIT	ARMOR CLASS	PICK POCKETS	OPEN LOCKS	FIND TRAPS	HIDE IN SHADOWS	MOVE SILENTLY	SET TRAP
3 or less	-3	+3	-15	-10	-10	-20	-10	-10
4	-2	+2	-15	-10	-10	-20	-10	-10
5	-1	+1	-15	-10	-10	-20	-10	-10
6	-	-	-15	-10	-10	-20	-10	-10
7	-	-	-15	-10	-10	-20	-10	-10
8	-	-	-15	-10	-10	-20	-10	-10
9	-	-	-15	-10	-10	-20	-10	-10
10	-	-	-10	-5	-10	-15	-5	-10
11	-	-	-5	0	-5	-10	0	-5
12	-	-	0	0	0	-5	0	0
13	-	-	0	0	0	0	0	0
14	-	-	0	0	0	0	0	0
15	-	-1	0	0	0	0	0	0
16	+1	-2	0	5	0	0	0	0
17	+2	-3	5	10	0	5	5	0
18	+2	-4	10	15	5	10	10	5
19	+3	-4	15	20	10	15	15	10
20	+3	-4	20	25	15	18	18	15
21	+4	-5	25	30	20	20	20	20
22	+4	-5	30	35	25	23	23	25
23	+4	-5	35	40	30	25	25	30
24	+5	-6	40	45	35	30	30	35
25	+5	-6	45	50	40	35	35	40

CONSTITUTION

Constitution measures a character's fitness, health, and physical resistance to hardship, injury, and disease.

As characters gain levels, their Constitution scores determine how many extra Hit Points they gain on top of their Hit Dice. Constitution also determines the significance of Saving Throw bonuses earned by the smaller races. An especially high Constitution can even allow a character to regenerate Hit Points gradually over time, without the need for rest or magical healing.

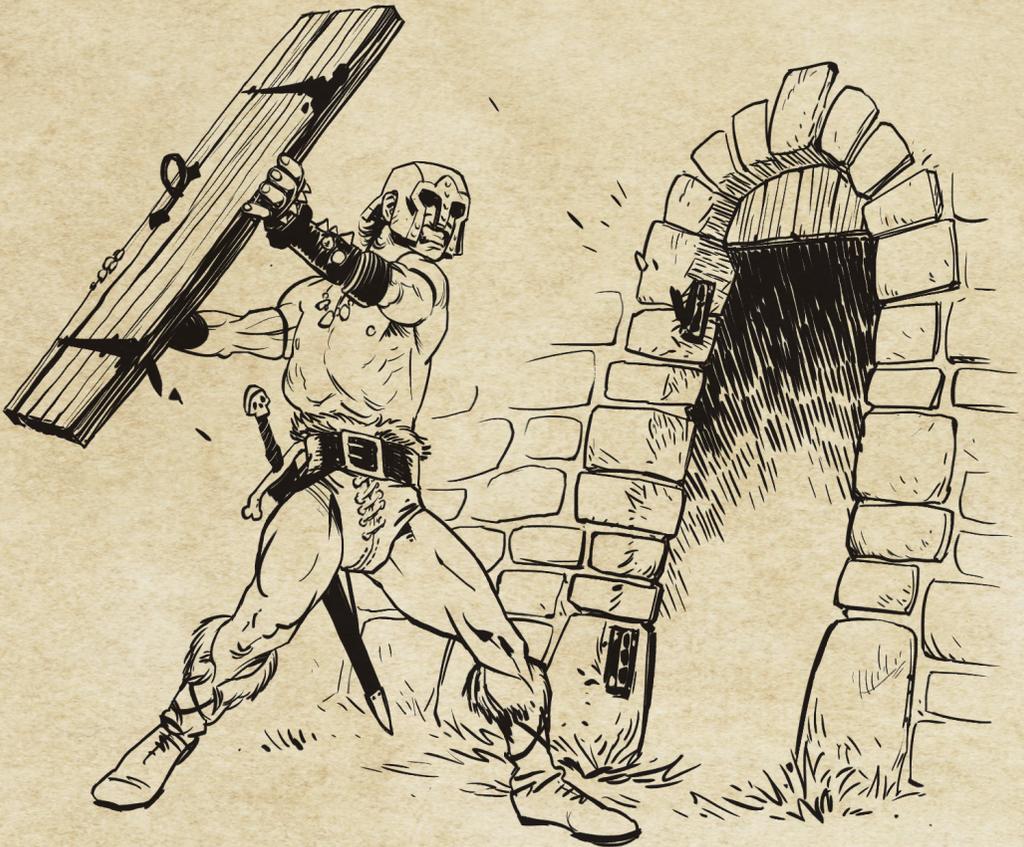
HIT POINTS PER HIT DIE

Depending on your class, you might see greater benefit from a high Constitution. Warrior classes—Barbarians, Fighters, Paladins, and Rangers—can receive as many as seven extra Hit Points for every Hit Die they gain on level-up, while non-warriors can earn a maximum of two.

CONSTITUTION	HIT POINTS PER HIT DIE
--------------	------------------------

3	-2
4-6	-1
7-10	-
11-13	-
14	-
15	+1
16	+2
17	+2 (+3*)
18	+2 (+4*)
19	+2 (+5*)
20	+2 (+5*)
21	+2 (+6*)
22	+2 (+6*)
23	+2 (+6*)
24	+2 (+7*)
25	+2 (+7*)

* Warrior only.



INTELLIGENCE

Intelligence measures a character's memory, reasoning, and learning ability.

A high Intelligence protects characters from the effects of the Maze spell, as well as making them better able to identify magic items they discover during adventures.

MAGES AND INTELLIGENCE

When attempting to write a spell into her spellbook, a Mage uses her Intelligence score to determine the success of the attempt. On a failure, the scroll being used to write the spell is lost and the Mage does not learn the spell. A high Intelligence can minimize or eliminate this risk.

In addition, a Mage can only learn spells up to a level determined by her Intelligence score. Intelligence also determines the maximum number of spells she can write into her spellbook for any given spell level.

INTELLIGENCE	WRITE MAGIC	MAXIMUM SPELL LEVEL	MAXIMUM SPELLS PER LEVEL
8 or lower	0%	0	0
9	35%	4	6
10	40%	5	7
11	45%	5	7
12	50%	6	7
13	55%	6	9
14	60%	7	9
15	65%	7	11
16	70%	8	11
17	75%	8	14
18	85%	9	18
19	95%	9	No Limit
20	96%	9	No Limit
21	97%	9	No Limit
22	98%	9	No Limit
23	99%	9	No Limit
24+	100%	9	No Limit

WISDOM

Wisdom measures a character's enlightenment, judgment, and common sense.

For Clerics and Druids, a high Wisdom grants additional spells per day. For all other characters, Wisdom primarily serves to improve their Lore score.

BONUS SPELLS

Clerics and Druids with exceptionally high Wisdom scores gain extra spell slots with which to cast their spells, as shown on the table to the right.

WISDOM	BONUS SPELLS (CLERIC AND DRUID)						
	1	2	3	4	5	6	7
1-12	-	-	-	-	-	-	-
13	1	-	-	-	-	-	-
14	2	-	-	-	-	-	-
15	2	1	-	-	-	-	-
16	2	2	-	-	-	-	-
17	2	2	1	-	-	-	-
18	2	2	1	1	-	-	-
19	3	2	1	2	-	-	-
20	3	3	1	3	-	-	-
21	3	3	2	3	1	-	-
22	3	3	2	4	2	-	-
23	3	3	2	4	4	-	-
24	3	3	2	4	4	2	-
25	3	3	2	4	4	3	1

INTELLIGENCE, WISDOM, AND LORE

Combined with class levels, Wisdom and Intelligence contribute to a character's total Lore score, which allows them to identify magic items without the need of scrolls or spells.

The bonuses from Intelligence and Wisdom are cumulative: thus, if a character has an 18 in both Intelligence and Wisdom, their total Lore bonus (before class bonuses) will be +20. The bonus received from both Intelligence and Wisdom is listed in the table below.

INTELLIGENCE OR WISDOM	LORE BONUS
1–6	–20
7–9	–10
10–14	-
15	+3
16	+5
17	+7
18	+10
19	+12
20	+15
21	+20
22	+25
23	+30
24	+35
25	+40

CHARISMA

Charisma measures a character's persuasiveness, personal magnetism, and ability to lead. This ability is important to the Druid, Bard, and Paladin, but all characters can benefit from a high Charisma score.

A high Charisma is good for more than just making a good impression: it also can improve prices for buying and selling goods at stores throughout the game. A low Charisma, in turn, can make items more expensive.

ENCOUNTER ADJUSTMENT

When a character speaks to someone in the world, occasionally they will need to make a check to determine that person's disposition toward the character. A high Charisma provides a bonus to this check, as does a good reputation. Similarly, a low Charisma (or a bad reputation) bestows a penalty.

STORE DISCOUNT

If your party leader has a high Charisma, your entire party can enjoy a discount on any goods purchased from stores or temples. Reputation also contributes to your discount, and these discounts are cumulative.

CHARISMA	ENCOUNTER ADJUSTMENT	STORE DISCOUNT
3	–8	-
4	–7	-
5	–6	-
6	–5	-
7	–4	-
8	–2	-
9	–1	-
10–12	-	-
13	+1	-
14	+2	-
15	+3	-
16	+4	5%
17	+4	10%
18	+5	15%
19	+8	20%
20	+9	25%
21	+10	25%
22	+11	25%
23	+12	25%
24	+13	25%
25	+14	25%



CHAPTER 2: RACES

Wyllyk regarded the elf through her slitted yellow eyes. He was slender of frame and fair of skin, with tapered ears and long blonde hair. Were he human, Wyllyk would have felt confident she could snap him like a twig. But there was something about

the elf that gave Wyllyk pause, a strength reflected deep in his ocean blue eyes. Inexplicably flustered, Wyllyk ground her tusks together, waiting for the elf to make the first move. His cheek twitched and a smile slowly appeared on his face, a mocking grin that obliterated whatever momentary fancy had held Wyllyk in its grasp. Her meaty gray fingers tightened around the handle of her battle axe and she charged forward, a bestial roar on her lips.

Race defines the character's species and determines what classes are available to them. In Baldur's Gate there are seven playable races: human, elf, dwarf, gnome, half-elf, half-orc, and halfling. Each race has its own benefits and drawbacks, and there may even be some people in the world that treat you differently because of your heritage.

HUMAN

Humans are the predominant race in Faerûn. Humans rule most of the significant empires and kingdoms in the Forgotten Realms. They are the most social and tolerant of races, excepting perhaps the halflings. The only special ability that humans possess is that they may advance as any class.

HUMAN FEATURES

No Multi-Classing. Humans may not choose any of the multi-class options available to other races.

Dual-Classing. Humans above 1st-level can, as an option, choose to abandon their first class to take up a second one. When a human does this, they stop taking levels in their first class and temporarily forego any abilities they may have gained from it, including spells and proficiencies. These abilities are not recovered until the character's levels in the second class exceed their levels in the first class.

Thieving Abilities. Humans gain a +15 bonus to Pick Pocket, +10 to Open Lock and Move Silently, and +5 to Find Traps and Hide in Shadows.

DWARF

Dwarves are short and stocky, easily identifiable by their size and shape. They have ruddy cheeks, dark eyes, and dark hair. Dwarves tend to be dour and taciturn. They are given to hard work, and care little for most humor. They enjoy beer, ale, and mead, but most of all, they love gold. There are four racial divisions of dwarves within the Realms: shield dwarves, gold dwarves, wild dwarves, and duergar.

DWARF FEATURES

Ability Scores. Dwarves receive a +1 bonus to Constitution, a -1 penalty to Dexterity, and a -2 penalty to Charisma.

Resilient. Dwarves receive a +2 bonus to Saving Throws vs. Paralysis/Poison/Death and Rod/Staff/Wand. Dwarves also receive an additional bonus to these saves based on their Constitution, as shown on the next page.

Infra-vision. Dwarves can see creatures in dark areas. These creatures are shown in red, with increasing intensity depending on the ambient light.

Thieving Abilities. Dwarves receive a +15 bonus to Pick Pockets, +20 to Open Lock and Find Traps, +10 to Move Silently and Set Traps, and +5 to Hide in Shadows and Detect Illusion.

"SHORTY" SAVING THROWS

Gnomes, Halflings, and Dwarves receive bonuses to specific Saving Throws as noted in their descriptions. The magnitude of these bonuses are based on the character's Constitution score, as noted below.

CONSTITUTION	SAVING THROWS
1-3	-
4-6	+1
7-10	+2
11-13	+3
14-17	+4
18-25	+5

ELF

Elves tend to be shorter and slimmer than humans. Their features are finely chiseled and delicate, and they speak in melodic tones. Elves are looked upon as being frivolous and aloof. They concern themselves with natural beauty, dancing, frolicking, and other similar pursuits. Their humor is clever, as are their songs and poetry. There are six racial divisions of elves within the Realms: gold elves, moon elves, wild elves, sea elves, dark elves (drow), and winged elves (avariel).

ELF FEATURES

Ability Scores. Elves receive a +1 bonus to Dexterity and a -1 penalty to Constitution.

Steady Mind. Elves resist 90% of charm and sleep effects that target them.

Infra-vision. Elves can see creatures in dark areas. These creatures are shown in red, with increasing intensity depending on the ambient light.

Elven Training. Elves gain a permanent -1 modifier to THACO with longbows, shortbows, short swords, and long swords.

Thieving Abilities. Elves gain a +20 bonus to Pick Pocket, +5 to Open Lock and Find Traps, and +15 to Move Silently and Hide in Shadows.

GNOME

Kin to dwarves, gnomes are noticeably smaller than their distant cousins. Gnomes, as they proudly maintain, are also less rotund than dwarves. Most have dark tan or brown skin, white hair, and rather large noses. Gnomes have lively and sly senses of humor, especially for practical jokes. They have a love for nature that is only matched by their love for gems and jewelry. There are two racial subdivisions of gnomes within the Realms: rock gnomes and deep gnomes (svirfneblin).

GNOME FEATURES

Ability Scores. Gnomes receive a +1 bonus to Intelligence and a –1 penalty to Wisdom.

Resilient. Gnomes receive a +2 bonus to Saving Throws vs. Spell and Rod/Staff/Wand. Gnomes also receive an additional bonus to these saves based on their Constitution, as shown on the next page.

Infra-vision. Gnomes can see creatures in dark areas. These creatures are shown in red, with increasing intensity depending on the ambient light.

Thieving Abilities. Gnomes receive a +15 bonus to Pick Pockets, Open Lock, Find Traps, and Move Silently. They also receive a +10 bonus to Hide in Shadows and Detect Illusion, as well as a +5 bonus to Set Traps.

Illusion Affinity. Gnomes who wish to be Mages must choose the Illusionist kit; even multi-class gnome Mages are Illusionists.

HALF-ELF

Half-elves are a mix of human and elven blood. They are handsome folk with good features from both parent races. A half-elf possesses the curiosity, inventiveness, and ambition of their human ancestors and the refined senses, love of nature, and artistic tastes of their elven ancestors.

HALF-ELF FEATURES

Steady Mind. Half-elves resist 30% of charm and sleep effects that target them.

Infra-vision. Half-elves can see creatures in dark areas. These creatures are shown in red, with increasing intensity depending on the ambient light.

Thieving Abilities. Half-elves gain a +25 bonus to Pick Pocket and +5 to Find Traps. They also gain a +10 bonus to Open Lock, Move Silently, and Hide in Shadows.

HALF-ORC

Half-ores are born from the union of human and orc parents. They are as tall as humans but a little heavier due to their muscular builds. Their greenish pigmentation, sloping forehead, jutting jaw, prominent teeth and coarse body hair make their lineage plain for all to see. Half-orcs are known for their great strength.

HALF-ORC FEATURES

Ability Scores. Half-orcs receive a +1 bonus to Strength and Constitution and a –1 penalty to Intelligence.

Thieving Abilities. Half-orcs gain a +15 bonus to Pick Pockets, +10 to Open Lock and Move Silently, and +5 to Find Traps and Hide in Shadows.

HALFLING

Halflings are short, generally plump people, very much like small humans. Their faces are round and broad, and often quite florid. Their hair is typically curly, and the tops of their feet are covered with coarse hair. Overall they prefer the comforts of home to dangerous adventuring. There are three racial divisions of halflings within the Realms: hairfoot, tallfellow, and stout.

HALFLING FEATURES

Ability Scores. Halflings receive a +1 bonus to Dexterity and a –1 penalty to Strength and Wisdom.

Resilient. Halflings receive a +2 bonus to Saving Throws vs. Spell, Paralysis/Poison/Death, and Rod/Staff/Wand. Halflings also receive an additional bonus to these saves based on their Constitution, as shown on the table below.

Halfling Training. Halflings gain a permanent –1 THAC0 bonus with slings.

Thieving Abilities. Halflings gain a +20 bonus to Pick Pockets, Move Silently, and Hide in Shadows. Halflings also gain a +15 bonus to Open Lock, as well as a +10 bonus to Find Traps.



CHAPTER 3: CLASSES

J sheira knelt in the tall grass of the clearing. Leaning forward, she dug her fingers through the dirt, listening to the music of nature. The gentle rustle of the wind through the leaves of the trees around her, the trilling of birds in the surrounding woods, the baritone groaning of roots as they dug through the earth seeking sustenance. The city was an aberration, an open sore upon the world that scarred the land and assailed the senses. It was only here, in the untamed wild, that she was free to commune fully with the spirits of nature.

A character's class is similar to a profession or career. It is what your character has worked and trained at while growing up. Most classes also include a number of character kits, which further specialize a character's abilities. These classes and kits are described in greater detail in this chapter.

There are four categories of class: Warrior, Priest, Rogue, and Wizard. Each class falls into one of these categories, as shown in the table below.

HIT DICE

Each time a character gains a level, they add a number of Hit Points to their maximum, based on their class and their Constitution score. At lower levels, this number is based on a roll using the class's Hit Die; so a Fighter would roll a d10 and then add a bonus from Constitution.

MAXIMUM HIT DICE

Each class is limited to a number of Hit Dice as noted in the table below. Once a character has gained this number of Hit Dice, they no longer benefit from additional Hit Dice; instead, they receive a fixed number of Hit Points at each level. This fixed number is not modified by the character's Constitution score.

PRIMARY ABILITIES

Human characters of certain classes can choose to dual-class if they have the requisite Primary Abilities listed for their class, as noted in the table below. The character must have a 15 in each Primary Ability for their starting class, as well as a 17 in each Primary Ability for their desired new class.

If the character has a kit in their first class, it may have additional Primary Abilities that need to be met in order to dual-class.

Dual-class characters are limited to the same combinations as multi-class characters, as described at the end of this chapter.

MULTI-CLASSING

Non-human characters may not dual-class, but they may choose one of the multi-class options described at the end of this chapter. Multi-class characters may not choose kits, although gnomes who multi-class as Mages are automatically given the Illusionist kit.

CLASS	HIT DICE *	MAXIMUM HIT DICE	PRIMARY ABILITIES
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Warrior Classes

Fighter	1d10 (3)	9	Strength
Paladin	1d10 (3)	9	-
Ranger	1d10 (3)	9	Strength, Dexterity, Wisdom

Priest Classes

Cleric	1d8 (2)	9	Wisdom
Druid	1d8 (2)	9	Wisdom, Charisma
Monk	1d8 (2)	9	-
Shaman	1d8 (2)	9	-

Rogue Classes

Bard	1d6 (1)	10	-
Thief	1d6 (1)	10	Dexterity

Wizard Classes

Mage	1d4 (1)	10	Intelligence
Sorcerer	1d4 (1)	10	-

* After reaching the Maximum Hit Dice, characters gain a fixed number of hit points per level, as noted in parentheses. Characters also do not receive bonus hit points for a high Constitution for levels beyond the Maximum Hit Dice.

FIGHTER

Warrior Class

Hit Die d10

Ability for Dual-Classing Strength

The Fighter is a champion, swordsman, soldier, and brawler. He lives or dies by his knowledge of weapons and tactics. Fighters can be found at the front of any battle, contesting toe-to-toe with monsters and villains. A good Fighter needs to be strong and healthy if he hopes to survive.

There are five kits for the Fighter class: Berserker, Kensai, Wizard Slayer, Dwarven Defender, and Barbarian.

FIGHTER FEATURES

Weapons and Armor. The Fighter can wield any weapon and wear any armor or shield. The Fighter can wear helmets.

Grand Mastery. The Fighter may place up to five points in any one weapon, and up to two points in any fighting style (three in Two-Weapon Style).

BERSERKER

This is a warrior who is in tune with his animalistic side and, during combat, can achieve an ecstatic state of mind that will enable him to fight longer, harder, and more savagely than any person has a right to. Berserkers tend to be barbarian-like in nature, but not always. Sometimes it is a conscious choice that a warrior in training makes.

BERSERKER FEATURES

Specialization. The Berserker may only achieve Specialization with ranged weapons.

Rage. The Berserker may become enraged once per day for every four levels in this class. The enraged state lasts for one turn. While enraged, the Berserker gains a +2 bonus to attack rolls, damage rolls, and Armor Class. The Berserker also becomes immune to charm, confusion, fear, feeblemind, hold, imprisonment, level drain, maze, stun, and sleep. The Berserker also gains 15 bonus Hit Points that last until the end of the ability's duration (losing these Hit Points may knock the Berserker unconscious). After the effect ends, the Berserker also becomes winded, suffering a –2 penalty to Armor Class as well as to attack and damage rolls.

WIZARD SLAYER

This warrior has been specially trained by his sect to excel in hunting and combating spellcasters of all kinds.

WIZARD SLAYER FEATURES

Aversion to Magic. The Wizard Slayer may not use or equip any magic items apart from weapons and armor.

Antimagic Attack. Any successful hit the Wizard Slayer makes bestows a cumulative 25% chance of spell failure on the target.

Magic Resistance. The Wizard Slayer gains a cumulative 1% magic resistance every level.

KENSAI

This class's name, which means "sword saint" in the common tongue, refers to a warrior who has been specially trained to be one with his weapon. He is deadly, fast, and trained to fight without the protection of armor. (Note: Despite its common name, a Kensai may use any melee weapon with which he is proficient.)

KENSAI FEATURES

No Armor.

No Missile Weapons.

Unfettered. The Kensai may not wear gauntlets or bracers. However, the Kensai gains a permanent +2 bonus to Armor Class.

Weapon Focus. The Kensai gains a +1 bonus to attack rolls and damage rolls for every three levels in this class, as well as a cumulative –1 modifier to the Speed Factor of any weapon he wields for every four levels in this class.

Kai. The Kensai may activate this ability once per day for every four levels of this class, starting at first level with one use. Once activated, all successful attacks the Kensai makes within the next ten seconds automatically deal maximum damage.



DWARVEN DEFENDER

Dwarf-only

The Dwarven Defender is a formidable warrior that is reputed to be worth two soldiers of any other race. Trained extensively in the art of dwarven warfare, a handful of these stout Fighters can render a defensive line all but unbreakable.

DWARVEN DEFENDER FEATURES

d12 Hit Die. The Dwarven Defender rolls a d12 every time a new Hit Die is gained through levels, instead of a d10.

High Mastery. The Dwarven Defender may achieve only High Mastery with axes and war hammers. The Dwarven Defender may achieve only Specialization with weapons other than axes and war hammers.

Damage Resistance. The Dwarven Defender gains a cumulative 5% resistance to crushing, missile, piercing, and slashing damage for every five levels in this class, up to a maximum of 20% resistance at level 20.

Defensive Stance. Once per day, plus an additional time per day for every four levels in this class, the Dwarven Defender may enter a defensive stance that lasts for one turn. While in this stance, the Dwarven Defender gains an additional +50% resistance to crushing, missile, piercing, and slashing damage, as well as a +2 bonus to all Saving Throws. The Dwarven Defender's movement speed is halved while in this stance.

BARBARIAN

A Barbarian can be an excellent warrior. While not as disciplined or as specialized as a Fighter, the Barbarian can willingly throw himself into a berserker rage, becoming a tougher and stronger opponent.

BARBARIAN FEATURES

d12 Hit Die. The Barbarian rolls a d12 instead of a d10 whenever a new Hit Die is earned.

Armor. The Barbarian may not wear Plate Mail or Full Plate Armor.

Specialization. The Barbarian may achieve, but not exceed, Specialization with any weapon or fighting style, and may achieve Mastery with Two Weapon Style.

Fast Movement. The Barbarian's movement speed is faster than normal.

Backstab Immunity. The Barbarian does not suffer extra damage from Backstab multipliers.

Rage. Once per day, plus an additional time for every four levels in this class, the Barbarian may become enraged for five rounds. While enraged, the Barbarian gains a +4 bonus to Strength and Constitution, a -2 penalty to Armor Class, and a +2 bonus to Saving Throws vs. Spell. The Barbarian also gains immunity to charm, hold, fear, maze, stun, sleep, confusion, and level drain effects.

Damage Resistance. At 11th level, the Barbarian gains a permanent 10% resistance to all crushing, missile, piercing, and slashing damage. This resistance increases by 5% at level 15 and again at level 19.



RANGER

Warrior Class

Hit Die d10

Ability for Dual-Classing Strength, Dexterity, Wisdom

Alignment any good

The Ranger is a warrior and a woodsman. He is skilled with weapons and knowledgeable in the ways of the forest. The Ranger often protects and guides lost travelers and honest peasant-folk. A Ranger needs to be strong and wise to the ways of nature to live a full life.

There are three kits for the Ranger class: Archer, Beast Mather, and Stalker.

RANGER FEATURES

Weapons and Armor. The Ranger may wear any armor (including shields and helmets) and use any weapon.

Specialization. The Ranger may achieve Specialization in any weapon, and may place two proficiency points in any fighting style (three in Two Weapon Style).

Two Weapon Style. The Ranger begins with two free points in Two Weapon Style.

Racial Enemy. The Ranger chooses a single enemy type during character creation, and thereafter receives a +4 bonus on all damage rolls for attacks made against creatures of that type.

Charm Animal. Once per day, plus an additional time for every two levels in this class, the Ranger may cast Charm Animal, as an innate ability. This ability functions like the spell *Charm Person*, except that it can only target animals.

Stealth. The Ranger gains skill points in Hide in Shadows and Move Silently, and can use Stealth to hide from enemies.

Spellcasting. Starting at level 8, the Ranger can cast a limited selection of low-level spells from the Druid list.

STALKER

Stalkers serve as covert intelligence-gatherers, comfortable in both wilderness and urban settings. They are the spies, informants, and interrogators and their mastery of stealth makes them deadly opponents.

STALKER FEATURES

Armor. The Stalker may only wear Leather, Studded Leather, or Hide Armor.

Stealth Bonus. The Stalker gains a permanent +20% bonus to Move Silently and Hide in Shadows.

Wizard Spells. At 12th level, the Stalker learns the following wizard spells: *Haste*, *Protection From Normal Missiles*, *Minor Spell Deflection*.

Backstab. The Stalker gains the benefit of the Thief class's backstab multiplier, which multiplies the weapon damage of any successful attack the Stalker makes by two, if the Stalker is using Stealth and standing behind their target. At 9th level, the multiplier increases to x3. At 17th level, it increases to x4.

ARCHER

The Archer is the epitome of skill with the bow. He is the ultimate marksman, able to make almost any shot, no matter how difficult. To become so skilled with the bow, the archer has had to sacrifice some of his proficiency with melee weapons and armor.

ARCHER FEATURES

Armor. The Archer may only wear Leather, Studded Leather, or Hide Armor.

No Charm Animal. The Archer does not gain any uses of the Charm Animal ability.

Proficiency. The Archer may achieve only Proficiency with melee weapons.

Grand Mastery. The Archer may achieve Grand Mastery in Shortbows, Longbows, and Crossbows.

Marksmanship. The Archer gains a permanent +1 bonus to attack and damage rolls with missile weapons for every three levels in this class.

Called Shot. Once per day, plus an additional time for every four levels in this class, the Archer can take careful aim to debilitate a single target. For the next ten seconds once activated, all successful ranged attacks made by the Archer bestow additional cumulative effects, based on the Archer's level:

ARCHER LEVEL	EFFECT
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4+	-1 penalty to target's THAC0
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8+	-1 penalty to target's Saving Throws vs. Spell
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12+	-1 penalty to the target's Strength score
-----	---

16+	+2 damage
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BEAST MASTER

This Ranger is a wanderer, not entirely at ease in civilized lands. Her natural affinity for animals is so great that she can communicate with them telepathically, albeit in a limited fashion.

BEAST MASTER FEATURES

Weapons. The Beast Master may not wield metal-based weapons such as swords, halberds, war hammers, or morning stars.

Armor. The Beast Master may not wear metal-based armor except for Studded Leather Armor.

Stealth Bonus. The Beast Master gains a permanent +15% bonus to Hide in Shadows and Move Silently.

Find Familiar. The Beast Master may cast *Find Familiar*, as the spell, once per day.

Animal Summoning. Starting at 8th level, the Beast Master may cast *Animal Summoning I* as the spell once per day. At 10th level, the Beast Master may cast *Animal Summoning II* once per day. At 12th level, the Beast Master may cast *Animal Summoning III* once per day. These abilities are cumulative.



PALADIN

Warrior Class

Hit Die d10

Alignment Lawful Good

A Paladin is a warrior bold and pure, the exemplar of everything good and true. Like the Fighter, the Paladin is a person of action and combat. However, the Paladin lives for the ideals of piety, righteousness, justice, honesty, and chivalry. They strive to be a living example of these virtues so that others may learn from them as well as gain by their actions.

There are four kits for the Paladin class: Blackguard, Cavalier, Inquisitor, and Undead Hunter.

PALADIN FEATURES

Weapons and Armor. The Paladin may wear any armor (including shields and helmets) and may wield any weapon.

Specialization. The Paladin may achieve Specialization in any weapon or fighting style, and may achieve Mastery in Two-Weapon Style.

Lay On Hands. Once per day, the Paladin may heal a target creature of 2 points of damage per level in this class.

Detect Evil. Three times per day, plus an additional time for every level in this class beyond the first, the Paladin may cast *Detect Evil* as the spell.

Protection From Evil. Once per day, plus an additional time per day for every level in this class beyond the first, the Paladin may cast *Protection From Evil* as the spell.

Saving Throw Bonus. The Paladin gains a permanent +2 bonus on all Saving Throws.

Turn Undead. Starting at 3rd level, the Paladin may turn and destroy undead as though they were a Cleric two levels lower than their current level in this class.

Spellcasting. Starting at 9th level, the Paladin may cast a limited number of low-level spells from the Cleric list.

UNDEAD HUNTER

This holy avenger has honed her abilities toward the destruction of the undead and other unnatural creatures and is immune to many of their more devastating abilities.

UNDEAD HUNTER FEATURES

No Lay On Hands.

Dangerous Foe. The Undead Hunter gains a permanent +3 bonus on all attack and damage rolls made against undead creatures.

Immunities. Instead of the Paladin's normal set of immunities, the Undead Hunter is immune to only hold and level drain effects.

CAVALIER

This class represents the most common picture of the knight: the chivalrous warrior who epitomizes honor, courage, and loyalty. They specialize in battling "classical" evil monsters such as demons and dragons.

CAVALIER FEATURES

No Missile Weapons.

Dangerous Foe. The Cavalier gains a permanent +3 bonus on all attack and damage rolls against fiendish and draconic creatures.

Remove Fear. Once per day, the Cavalier may cast *Remove Fear*, as the spell.

Immunities. The Cavalier is immune to charm, fear, poison, and morale failure.

Damage Resistances. The Cavalier gains permanent 20% damage resistance against fire and acid.

INQUISITOR

The Inquisitor has dedicated his life to finding and eliminating practitioners of evil magic and defeating the forces of darkness. His god has provided him with special abilities toward that end.

INQUISITOR FEATURES

No Turn Undead.

No Lay On Hands.

No Spellcasting. The Inquisitor does not gain spellcasting.

Dispel Magic. Once per day, plus an additional time for every four levels in this class, the Inquisitor may cast *Dispel Magic* as the spell. For the purposes of this ability, the spell has a Casting Time of 1 and a caster level twice the Inquisitor's current level.

Immunities. Instead of the Paladin's normal set of immunities, the Cavalier is immune to only hold and charm effects.

BLACKGUARD

The Blackguard epitomizes evil. He is nothing short of a mortal fiend. The quintessential black knight, this villain carries a reputation of the foulest sort that is very well deserved. Consorting with demons and devils and serving dark deities, the Blackguard is hated and feared by all. Some call these villains “antiPaladins” due to their completely evil nature.

BLACKGUARD FEATURES

Evil Alignment. The Blackguard must be evil instead of Lawful Good, but may be any evil alignment.

No Detect Evil.

No Protection From Evil.

Immunities. Instead of the Paladin’s normal set of immunities, the Blackguard is immune to only level drain and fear effects.

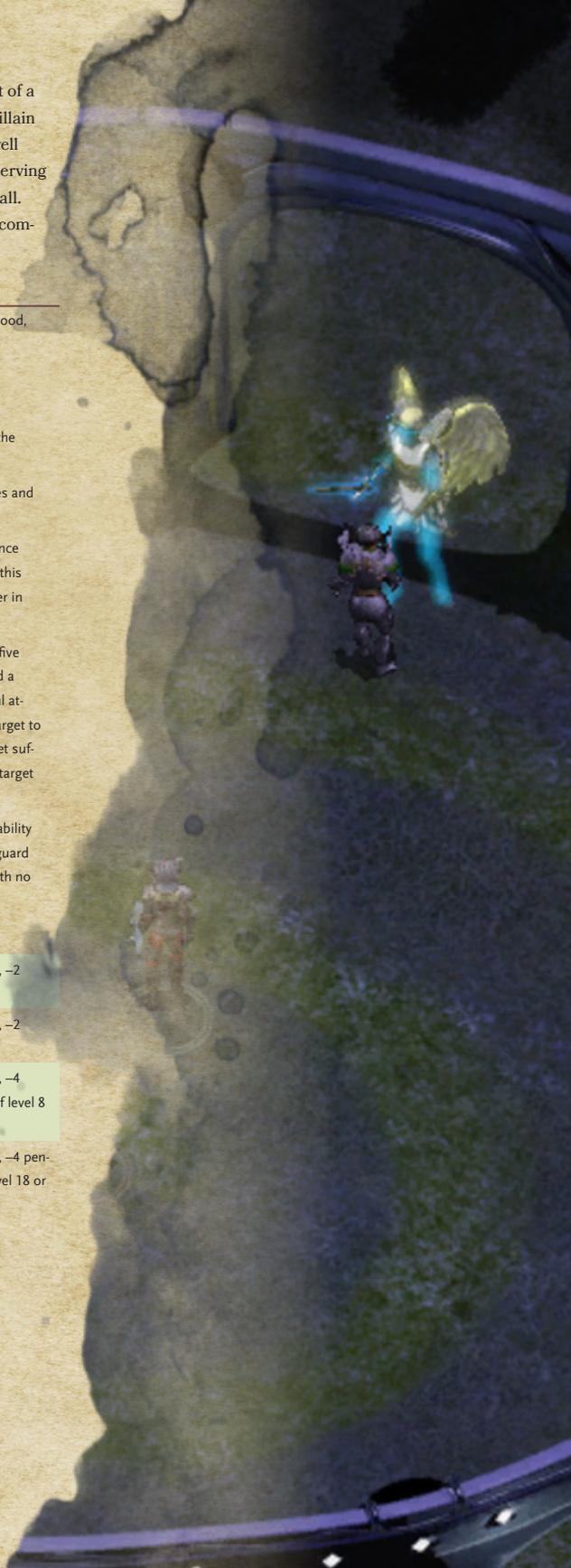
Rebuke Undead. Instead of Turn Undead, the Blackguard rebukes and commands undead in the same way as an evil Cleric.

Absorb Health. Instead of Lay On Hands, the Blackguard can, once per day, target a single creature, inflicting 2 damage per level in this class on the target, and healing the Blackguard the same number in Hit Points.

Poison Weapon. Once per day, plus an additional time for every five levels in this class, the Blackguard can activate this ability to add a poisonous effect to their attack. Once activated, every successful attack the Blackguard makes during the next round requires the target to make a Saving Throw vs. Poison. On a successful save, the target suffers 2 damage per second for six seconds. On a failed save, the target also suffers one point of damage per round for four rounds.

Aura of Despair. Once per day, the Blackguard can activate this ability to demoralize enemies. All creatures within 30 feet of the Blackguard at the time this ability is activated suffer immediate penalties with no Saving Throw, based on the Blackguard’s current level:

BLACKGUARD LEVEL	EFFECT
3–5	–1 penalty to hit and damage rolls, –2 penalty to Armor Class
6–14	–2 penalty to hit and damage rolls, –2 penalty to Armor Class
15–19	–4 penalty to hit and damage rolls, –4 penalty to Armor Class, enemies of level 8 or lower are frightened
20 or higher	–4 penalty to hit and damage rolls, –4 penalty to Armor Class, enemies of level 18 or lower are frightened



CLERIC

Priest Class

Hit Die d8

Ability for Dual-Classing Wisdom

The Cleric is a generic priest (of any mythos) who tends to the spiritual needs of a community. Where there is a need, he is both protector and healer.

He is not purely defensive, however: when evil threatens, the Cleric is well suited to seek it out and destroy it. The opposite is true of evil Clerics as well, and there are many variations in between.

CLERIC FEATURES

Weapons and Armor. The Cleric may wear any type of armor (including shields and helmets). The Cleric may only wield the following weapons: War Hammer, Club, Flail, Mace, Quarterstaff, and Sling.

Proficiency. The Cleric may achieve only Proficiency with any weapon they can wield, as well as any fighting style.

Turn Undead. The Cleric may activate this ability to repel or destroy weaker undead every round.

Spellcasting. The Cleric knows a number of priest spells based on their alignment, and can prepare any of these spells in their available spell slots. The Cleric begins at first level with access to level 1 spells, and eventually learns to cast up to level 7 spells.

PRIEST OF HELM

Followers of the neutral god of watchers and protectors are warriors in their own right and are often seen as defenders of the innocent.

PRIEST OF HELM FEATURES

Alignment. The Priest of Helm must have one of the following alignments: Lawful Good, Lawful Neutral, True Neutral, or Lawful Evil.

True Sight. Once per day, plus an additional time for every five levels in this class, the Priest of Helm can cast True Sight as an innate ability, which functions like the spell of the same name.

Seeking Sword. Once per day, plus an additional time for every ten levels in this class, the Priest of Helm may summon a magical sword that lasts for one round per level in this class. The Priest of Helm cannot cast spells while the sword exists, but the weapon is considered a +4 weapon for the purposes of determining what it can hit and can attack three times per round, dealing 2d4 points of damage on a successful hit.

PRIEST OF LATHANDER

Lathander is the good god of renewal, creativity, and youth, and is celebrated nearly everywhere. His followers are very popular throughout the Realms, and there are numerous wealthy temples devoted to him.

PRIEST OF LATHANDER FEATURES

Alignment. The Priest of Lathander must be one of the following alignments: Lawful Good, Neutral Good, Chaotic Good, or Lawful Neutral.

Hold Undead. Once per day, plus an additional time for every five levels in this class, the Priest of Lathander may cast Hold Undead as an innate ability, which functions like the spell of the same name.

Boon of Lathander. Once per day, plus an additional time for every ten levels in this class, the Priest of Lathander may invoke the power of the Morninglord for one round per level in this class. While the effect is active, the Priest of Lathander gains a +1 bonus on all attack and damage rolls, as well as on all Saving Throws. The Priest of Lathander also may attack one additional time each round, and is immune to level drain effects.

PRIEST OF TALOS

Talos is the evil god of storms, destruction, and rebellion. Clerics of the Stormlord warn that Talos must be appeased or he will rain destruction upon the land.

PRIEST OF TALOS FEATURES

Alignment. The Priest of Talos must have one of the following alignments: Chaotic Neutral, Neutral Evil, or Chaotic Evil.

Lightning Bolt. Once per day, plus an additional time for every five levels in this class, the Priest of Talos may cast Lightning Bolt as an innate ability, which functions like the spell of the same name.

Storm Shield. Once per day, plus an additional time for every ten levels in this class, the Priest of Talos may invoke the power of the Stormlord for one round per level in this class. For the duration of the effect, the Priest of Talos is immune to electricity, fire, cold, and missile damage.

PRIEST OF TYR

Tyr is the deity of law and justice and is primarily concerned with the punishment of wrongdoers and the general furthering of law and good in the world. The belief in justice through (benevolent) force, or at least armed vigilance, is the reason for Tyr's existence.

Tyr holds great prominence in the pantheon due to his position as leader of the Triad, a trio of Lawful Good gods that are collectively devoted to the concepts of courage, justice, perseverance, relief of suffering, duty, obedience, honor, and to some extent, righteous martyrdom.

PRIEST OF TYR FEATURES

Alignment. The Priest of Tyr must have one of the following alignments: Lawful Good, Neutral Good, or Lawful Neutral.

Acclamation. Once per day, plus an additional time for every five levels in this class, the Priest of Tyr may touch one creature and grant that creature the protection of Tyr for one turn. Any fear, sleep, feeblemind, unconsciousness, intoxication, berserk, and confusion effects on the creature are instantly removed, and for the duration of the effect that creature is immune to effects that cause those conditions.

Divine Favor. Once per day, plus an additional time for every ten levels in this class, the Priest of Tyr may invoke the power of Tyr to grant themselves a +1 bonus for every three levels in this class on all attack and damage rolls. The effect lasts for two rounds.



DRUID

Priest Class

Hit Die d8

Ability for Dual-Classing Wisdom and Charisma

Alignment True Neutral

The Druid serves the cause of nature and neutrality; the wilderness is her community. She uses her special powers to protect it and to preserve balance in the world.

DRUID CLASS FEATURES

Weapons and Armor. The Druid may only wear Leather, Studded Leather, or Hide Armor, and may not equip any shield larger than a Buckler. The Druid's weapons are limited to the following: Scimitar, Dagger, Club, Spear, Quarterstaff, Dart, and Sling.

Proficiency. The Druid may achieve but not exceed Proficiency with any weapon they can use, as well as any fighting style.

Spellcasting. The Druid learns a set of nature-themed priest spells, which they can prepare and cast from any of their available spell slots. The Druid begins with knowledge of level 1 spells, and eventually learns to cast up to level 7 spells.

Shapeshift. Beginning at 7th level, the Druid may take the form of a Wolf, Black Bear, or Brown Bear.

Poison Immunity. Beginning at 15th level, the Druid is immune to all poison effects.

Damage Resistance. Beginning at 18th level, the Druid gains 10% resistance to cold, fire, electricity, and acid damage. This resistance increases by an additional 10% at levels 21 and 24.

TOTEMIC DRUID

This Druid closely identifies with animals in particular, learning to communicate with powerful spirits and call them to his aid.

TOTEMIC DRUID FEATURES

No Shapeshift. The Totemic Druid may not use the Shapeshift ability.

Summon Spirit. Once per day, plus an additional time for every five levels in this class, the Totemic Druid may summon a powerful spirit animal, chosen from the following list: Bear, Wolf, Lion, or Snake. The animal fights until defeated or until the Totemic Druid leaves the area. Starting at 3rd level, the animal has 3 Hit Dice; at 5th level, the animal has 5 Hit Dice; at 7th level, the animal has 7 Hit Dice, and at 10th level the animal has 10 Hit Dice.

SHAPESHIFTER

This Druid is not called Shapeshifter because he has access to a greater variety of forms, but rather because of his complete dedication to a single alternate form.

A Shapeshifter has willingly allowed himself to become infected with lycanthropy, but due to intense study and training he has the ability to control his affliction. The Shapeshifter's particular affliction grants him what is perhaps the most well-known of the lycanthropic forms: the Werewolf.

SHAPESHIFTER FEATURES

No Armor. The Shapeshifter may not wear armor of any kind.

Werewolf Shapeshift. The Shapeshifter does not gain access to the Druid's normal list of Shapeshift forms. Instead, the Shapeshifter can assume the form of a Werewolf once per day for every two levels in this class. The Werewolf form is described in greater detail at the end of this book.

Greater Werewolf Shapeshift. Beginning at 13th level, the Shapeshifter may take the form of a Greater Werewolf once per day. The Greater Werewolf form is described in greater detail at the end of this book.

AVENGER

A member of a special sect within the Druidic order, the Avenger is dedicated to fighting those who would defile nature. She has powers the average Druid does not, earned through extensive and physically draining rituals.

AVENGER FEATURES

Armor. The Avenger may only wear Leather or Hide Armor.

Ability Score Penalties. The Avenger's Strength and Constitution scores are reduced by two points during character creation.

Shapeshift. In Addition to the Druid's normal list of Shapeshift forms, the Avenger gains access to the following forms: Sword Spider, Baby Wyvern, and Fire Salamander.

Wizard Spells. The Avenger adds the following spells to their repertoire as though they were Druid spells: *Chromatic Orb*, *Web*, *Lightning Bolt*, *Improved Invisibility*, *Chaos*, and *Chain Lightning*.

BARD

Rogue Class

Hit Die d6

Alignment any neutral

Bards are rogues, but they are very different from Thieves. Their strength is their pleasant and charming personality. Bards are talented musicians and walking storehouses of gossip, tall tales, and lore. They learn a little bit about everything that crosses their path; they are jacks-of-all-trades but masters of none. While many Bards are scoundrels, their stories and songs are welcome almost everywhere.

BARD FEATURES

Weapons and Armor. The Bard may not wear Splint Mail, Plate Mail, or Full Plate Armor, and may not use any shield larger than a Buckler. The Bard's weapons are limited to the following: Long Sword, Short Sword, Katana, Scimitar, Dagger, Club, Quarterstaff, Crossbow, Shortbow, Dart, and Sling.

Proficiency. The Bard may achieve, but not exceed, Proficiency in any weapon they can use.

Pick Pockets. The Bard begins at 1st level with 25 skill points in Pick Pockets, and gains an additional 5 points in this ability every level thereafter (to a maximum of 99 at level 16).

Spellcasting. Starting at 2nd level, the Bard may learn, memorize, and cast wizard spells as though they were a Mage. They begin with the ability to cast level 1 spells, and eventually learn to cast up to level 6 spells.

Bard Song. The Bard may activate a song ability at will. While using this ability, the Bard may not attack or cast spells, and all friendly creatures within 30 feet are immune to fear effects and will not suffer morale failure.

JESTER

Jesters are well-versed in the arts of ridicule and hilarity, and use their abilities to distract and confuse their enemies, cavorting madly during combat. Do not mistake them for true fools, however, as they can also be quite deadly.

JESTER FEATURES

Jester's Song. Instead of the normal Bard Song, the Jester gains an offensive song that targets enemies within 30 feet. The following effects are cumulative: At 1st level, enemies must save vs. Spell with a +2 bonus or be confused. At 15th level, enemies must save vs. Spell or be slowed. At 20th level, enemies must save vs. Spell with a +2 bonus or be knocked unconscious.

BLADE

The Blade is an expert Fighter and adventurer whose Bardic acting abilities make him appear more intimidating and fearsome. His fighting style is flashy and entertaining, but also lethally dangerous.

BLADE FEATURES

Two Weapon Style. The Blade may achieve Mastery in Two Weapon Style.

Offensive Spin. Once per day for every four levels in this class, the Blade may enter a powerful offensive stance for four rounds, doubling their movement rate and gaining a temporary +2 bonus on all attack and damage rolls. The Blade also gains an additional attack every round, and all attacks deal maximum damage. The benefits of this ability do not stack with *Haste* or *Improved Haste*.

Defensive Spin. Once per day for every four levels in this class, the Blade may enter a powerful defensive stance for four rounds, gaining a temporary bonus to Armor Class of +1 per level in this class (up to a maximum of +10). While this ability is active, the Blade cannot move.

Reduced Lore. The Blade's bonus to Lore from levels is half that of a normal Bard.

Reduced Pick Pockets. The Blade's Pick Pockets score is half that of a normal Bard, and they only receive half the number of additional points in this ability at every level.

SKALD

These nordic Bards are also warriors of great strength, skill, and virtue. Their songs are inspiring sagas of battle and valor, and Skalds devote their lives to those pursuits.

SKALD FEATURES

Combat Bonuses. The Skald gains a permanent +1 bonus to attack and damage rolls.

Skald's Song. Instead of the normal Bard Song, the Skald can use a special song to boost their allies' combat effectiveness. At 1st level, allies gain a temporary +2 bonus on attack and damage rolls and to Armor Class. At 15th level, allies gain a temporary +4 bonus to attack and damage rolls and to Armor Class, and are immune to fear effects. At 20th level, allies gain a temporary +4 bonus to attack and damage rolls and to Armor Class, and immunity to fear, stun, and confusion effects.

Reduced Pick Pockets. The Skald's Pick Pockets score is a quarter that of a normal Bard, and they only receive a quarter the number of additional points in this ability at every level.

MONK

Priest Class

Hit Die d8

Alignment any lawful

Monks are warriors who pursue perfection through contemplation as well as action. They are versatile Fighters, especially skilled in combat without weapons or armor.

Though Monks cannot cast spells, they have a unique magic of their own. They channel a subtle energy called *ki*, which allows them to perform amazing feats. The best known of these is the ability to stun an opponent with an unarmed blow.

MONK FEATURES

Weapons and Armor. The Monk may not wear armor of any kind (including shields and helmets). The Monk may use any of the following weapons: Long Sword, Short Sword, Katana, Scimitar, Dagger, Club, Dart, and Sling.

Proficiency. The Monk may achieve but not exceed Proficiency in any weapon they can use, as well as Single Weapon Style.

Fast Movement. The Monk moves faster than normal, and becomes even faster at 5th level and every five levels thereafter.

Saving Throws. The Monk gains a permanent +2 bonus to Saving Throws vs. Spell. Starting at 9th level, the Monk also gains an additional +1 bonus to all Saving Throws.

Armor Class. The Monk's Armor Class is permanently improved by one point at first level and at every odd level thereafter.

Stunning Blow. Once per day for every four levels in this class, the Monk may activate this ability to force all targets of successful Fist attacks in the next round to make a Saving Throw vs. Spell or be stunned for one round.

Enchanted Fists. Starting at 9th level the Monk's fists are treated as +1 magical weapons for the purposes of determining what they can hit and gain a +1 bonus to attack and damage rolls. This effective enchantment, and the bonuses to attack and damage, improve to +2 at 12th level, +3 at 15th level, and +4 at 25th level.

Improved Fist Damage. The Monk's fists deal more damage than normal based on their current level in this class, as described on the table below. Starting at 3rd level, the Monk gains an additional half attack each round for every three levels in this class.

MONK LEVEL	DAMAGE
1–2	1d6
3–5	1d8
6–8	1d10
9–14	1d12
15+	1d20

Immunities. Starting at 5th level, the Monk becomes immune to all diseases, as well as the effects of both *Haste* and *Slow*. At 9th level, the Monk becomes immune to charm effects. At 11th level, the Monk becomes immune to all poison effects. At 20th level, the Monk becomes immune to all non-magical weapons.

Lay On Hands (self only). Starting at 7th level, the Monk may use this ability once per day to heal themselves of 2 points of damage per level in this class.

Speed Factor. Starting at 8th level, the Monk receives a +1 bonus to the Speed Factor of any weapon they wield is improved by 1. At 12th level, this bonus increases to +2.

Magic Resistance. Starting at 14th level, the Monk gains 42% magic resistance, which improves by 3% every level thereafter.

Quivering Palm. Starting at 13th level, the Monk may activate this ability to force a single target to make a Saving Throw vs. Spell or be killed instantly.

DARK MOON MONK

The Order of the Dark Moon is a secretive monastic order that follows the teachings of the dark goddess Shar. Monks of the Dark Moon use physical prowess, dark magic, and many different forms of deception to mask their activities and strike with deadly precision.

DARK MOON MONK FEATURES

Alignment. The Dark Moon Monk must have an alignment of Lawful Evil.

No Lay On Hands. The Dark Moon Monk may not use the Lay On Hands ability.

No Stunning Blow. The Dark Moon Monk may not use the Stunning Blow ability.

Saving Throws. In addition to the Monk's allotment of Saving Throw bonuses, the Dark Moon Monk gains a permanent +2 bonus on all Saving Throws against spells of the Illusion school.

Frozen Fist. Once per day, plus an additional time for every four levels in this class, the Dark Moon Monk may wreath their fists in cold energy, adding 2 cold damage to all attacks for one round per level in this class.

Blindness. The Dark Moon Monk may cast *Blindness*, as the spell, once per day as an innate ability.

Blur. Starting at 3rd level, the Dark Moon Monk may cast *Blur*, as the spell, once per day as an innate ability.

Vampiric Touch. Starting at 7th level, the Dark Moon Monk may cast *Vampiric Touch*, as the spell, once per day as an innate ability.

Mirror Image. Starting at 11th level, the Dark Moon Monk may cast *Mirror Image*, as the spell, once per day as an innate ability.

SUN SOUL MONK

Sun Soul Monks were once worshippers of Amaunator in the time of Netheril, but today their worship is divided between Lathander, Selûne, and Sune. Sun Soul Monks adhere strictly to the law, using their martial arts and magical abilities to drive out darkness and corruption wherever they find it.

SUN SOUL MONK FEATURES

Alignment. The Sun Soul Monk must have an alignment of Lawful Good.

No Stunning Blow. The Sun Soul Monk may not use the Stunning Blow ability.

No Quivering Palm. The Sun Soul Monk may not use the Quivering Palm ability.

Sun Soulray. Starting at 2nd level, once per day, the Sun Soul Monk may launch a blast of solar fire at a single target, dealing 1d8 fire damage for every two levels in this class, plus an additional 6 damage if the target is undead. The Sun Soul Monk gains an additional use of this ability at 6th, 10th, and 15th level.

Greater Sun. Starting at 8th level, once per day, the Sun Soul Monk can draw up a shield of burning flames around themselves, gaining 50% resistance to fire damage and dealing 1d8+2 fire damage to any creature within 5 feet that hits the Sun Soul Monk with a spell or attack.

Sun Soulbeam. Starting at 13th level, once per day, the Sun Soul Monk can emit a dazzling burst of light that strikes at all other creatures within 30 feet. The Sun Soul Monk makes a melee attack at each creature (with a +3 bonus if the creature is undead), and on a successful hit the creature takes 9d6 fire damage (+3 damage if the creature is undead), with a Saving Throw vs. Spell for half damage. Creatures that fail their Saving Throw are also blinded for two hours.

Flaming Fists. Starting at 5th level, once per day, the Sun Soul Monk may ignite their fists with burning energy, adding 2d6 fire damage to their attacks for as long as the effect lasts. The duration increases with the Sun Soul Monk's level:

MONK LEVEL	DURATION
5–8	1 round
9–11	2 rounds
12–14	3 rounds
15–24	4 rounds
25+	5 rounds

THIEF

Rogue Class

Hit Die d6

Ability for Dual-Classing Dexterity

Alignment any other than Lawful Good

Cunning, nimbleness, stealth: these are the hallmarks of Thieves. Whether they turn their talents against innocent passersby and wealthy merchants or oppressors and monsters is a choice for each Thief to make. For good or ill, all Thieves are skilled pilferers.

THIEF FEATURES

Weapons and Armor. The Thief may wear only Leather, Studded Leather, and Hide Armor, and may not use any shield larger than a Buckler. The Thief's weapons are limited to the following: Long Sword, Short Sword, Katana, Scimitar, Dagger, Club, Quarterstaff, Crossbow, Shortbow, Dart, and Sling.

Proficiency. The Thief may achieve, but not exceed, Proficiency in any weapon they can use, as well as any fighting style.

Thieving Abilities. The Thief starts at 1st level with 40 skill points that they can assign to any of the following skills: Open Locks, Pick Pockets, Find Traps, Move Silently, Hide in Shadows, Detect Illusion, and Set Traps. Every level thereafter, the Thief gains an additional 25 skill points to assign to these skills.

Backstab Multiplier. Starting at 1st level, any time the Thief makes a successful melee attack while stealthed or invisible and standing behind their target, the Thief's damage with that attack is doubled. At 5th level, the damage is tripled instead. At 9th level, the damage is quadrupled, and from 15th level onward the damage is multiplied by five. Bonus damage from a high Strength score or other situational bonuses are not multiplied in this way.

Set Snare. Once per day, plus an additional time for every five levels in this class, the Thief may lay a trap for enemies. With a successful Set Traps check, the Thief lays down a device that will deal damage to the next enemy that walks over it, based on the Thief's current level:

THIEF LEVEL	EFFECT
1–10	2d8+5 missile damage
11–15	2d8+5 missile damage, 2d6 poison damage per round for the next three rounds
16+20	3d8+5 missile damage, 4d8+2 fire damage
21+	3d8+5 missile damage, 20 poison damage (no save), slays target instantly (Save vs. Death with a +4 bonus negates).

ASSASSIN

The Assassin is a killer trained in discreet and efficient murder, relying on anonymity and surprise to perform his task.

ASSASSIN FEATURES

Thieving Abilities. The Assassin starts at 1st level with only 30 skill points, and only receives 15 skill points at every level thereafter.

Deadly Skill. The Assassin gains a permanent +1 bonus on all attack and damage rolls.

Improved Backstab. Starting at 17th level, the Assassin's backstab multiplier improves to x6; at 21st level, the multiplier increases to x7.

Poison Weapon. Once per day, plus an additional use for every four levels in this class, the Assassin can coat their weapons with a volatile poison that lasts for five rounds. Each successful hit within the next 5 rounds causes a poison effect based on the character's level, as shown below. Each target can only be affected once per round.

LEVEL	EFFECT
1–4	Target suffers 1 poison damage per second for 6 seconds (save vs. death at +1 negates)
5–8	Target suffers 1 poison damage per second for 12 seconds (save vs. death negates), and also immediately suffers 2 poison damage (no save)
9–12	Target suffers 1 poison damage per second for 18 seconds (save vs. death at -1 negates), and also immediately suffers 4 poison damage (no save)
13+	Target suffers 1 poison damage per second for 24 seconds (save vs. death at -2 negates), and also immediately suffers 6 poison damage (no save)

SWASHBUCKLER

This rogue is part acrobat, part duelist, and part wit: the epitome of charm and grace.

SWASHBUCKLER FEATURES

No Backstab. The Swashbuckler does not benefit from a Backstab multiplier.

Combat Bonuses. The Swashbuckler gains a permanent +1 bonus to Armor Class at 1st level, which improves by one for every five levels in this class. In addition, they gain a permanent +1 bonus to all attack and damage rolls starting at 5th level that also improves by one for every five levels in this class.

Specialization. The Swashbuckler may achieve, but not exceed, Specialization in any melee weapon they can use, as well as any fighting style. They may achieve Mastery in Two Weapon Style.

SHADOWDANCER

Shadowdancers harness the power of magic to increase their stealth abilities. Enigmatic and dangerous, these uniquely skilled Thieves blend seamlessly into the shadows in ways that a normal Thief cannot. They strike without warning, sometimes with supernatural speed.

SHADOWDANCER FEATURES

Backstab Multiplier. The Shadowdancer's backstab multiplier is reduced by one. Thus, the Shadowdancer has no multiplier at 1st level; at 5th level their multiplier is x2; at 9th level their multiplier is x3; and at 13th level their multiplier is x4.

Hide in Plain Sight. The Shadowdancer may attempt to use the Stealth ability even while being observed.

Shadowstep. Once per day, plus an additional time for every five levels in this class, the Shadowdancer may step through the Plane of Shadow to move a short distance. In essence, the Shadowdancer is affected by the *Time Stop* spell for seven seconds, during which time the Shadowdancer can do nothing but move.

Slippery Mind. The Shadowdancer gains a permanent +1 bonus to all Saving Throws.

Alignment. The Shadowdancer's alignment may not be lawful.

Thieving Abilities. The Shadowdancer starts at 1st level with only 30 skill points to assign to thieving abilities, and receives only 15 skill points at every level thereafter.

No Set Snare. The Shadowdancer may not use the Set Snare ability.

Dual-Classing Restriction. The Shadowdancer's primary abilities for dual-classing are Strength, Dexterity, and Charisma.

BOUNTY HUNTER

This Thief is historically a hunter of humanoid targets, skilled in tracking quarry and bringing them back alive—whether for lawful authorities or underworld masters. Today, however, the Bounty Hunter's skills are more commonly used to subdue enemies with traps to make them easier to kill. Though there are still some bounty hunters interested in bringing their targets back alive, most lack the patience or the means to feed and escort their prisoners. Instead, they have honed their trap-making abilities well beyond those of the average Thief; a creature unfortunate enough to encounter one of these mechanisms will find themselves debilitated and maimed, if not killed outright.

BOUNTY HUNTER FEATURES

Thieving Abilities. The Bounty Hunter gains a permanent +15% bonus to their Set Traps skill. However, the Bounty Hunter only receives 20 skill points to assign at each level beyond 1st level.

Set Special Snare. Once per day, plus an additional time for every five levels in this class, the Bounty Hunter may set an additional trap that is different from the Thief's normal traps, improving as the Bounty Hunter gains levels:

BOUNTY HUNTER

LEVEL	EFFECT
1–10	3d8+5 missile damage, slows target for 5 rounds if a Save vs. Spell with a –4 penalty is failed
11–15	4d8+5 missile damage, holds target for 5 rounds if a Save vs. Spell with a –1 penalty is failed
16–20	Effects of Otiluke's Resilient Sphere spell on the target for 7 rounds if a Save vs. Spell is failed
21+	Effects of Maze spell on the target

MAGE

Wizard Class

Hit Die d4

Ability for Dual-Classing Intelligence

Mages strive to be masters of magical energies, shaping and casting them as spells. They devote much of their time to magical research, studying strange tongues and learning obscure facts.

Mages rely on knowledge and wit to survive. They are rarely seen adventuring without a the support of a retinue of Fighters and men-at-arms. Because there are different types (or schools) of magic, there are also different types of Mages. The standard Mage studies all types of magic and learns a wide variety of spells. Their breadth of knowledge and skill make these Mages well-suited to the demands of adventuring.

MAGE FEATURES

Weapons and Armor. The Mage may not wear armor of any kind (including shields and helmets), but may wear robes and use ioun stones. The Mage's weapons are limited to the following: Dagger, Quarterstaff, Dart, and Sling.

Proficiency. The Mage may achieve, but not exceed, Proficiency in any weapon they can use. They may not achieve Proficiency in any fighting style.

Spellcasting. The Mage begins at 1st level with the ability to memorize and cast level 1 spells, and eventually learns to cast up to level 9 spells. The Mage must learn spells from scrolls found in the world, but begin with a small selection of spells chosen during character creation.

ABJURER

This Mage specializes in abjuration magic, spells that protect against or prevent attacks and other effects from occurring. Abjuration also includes spells that dispel or absorb other spells, such as *Dispel Magic*.

ABJURER FEATURES

Abjuration Specialty. The Abjurer has a +15% chance to learn any spell of the Abjuration school. The Abjurer has a –15% penalty to their chance to learn any spell from a school other than Abjuration. The Abjurer also receives a +2 bonus on Saving Throws to resist Abjuration spells, and targets of the Abjurer's Abjuration spells receive a -2 penalty on their Saving Throws to resist them.

Bonus Spells. The Abjurer gains one additional spell slot for each spell level, which can be used to memorize any spell the Abjurer knows from that level.

Prohibited School. The Abjurer may not learn or cast any spells from the Alteration school.

CONJURER

This Mage specializes in conjuration magic, casting spells that summon creatures or create weapons and effects out of thin air. Conjuration also includes spells that transport a creature from one place to another, like *Teleportation Field*.

CONJURER FEATURES

Conjuration Specialty. The Conjuror has a +15% chance to learn any spell of the Conjuration school. The Conjuror has a –15% penalty to their chance to learn any spell from a school other than Conjuration. The Conjuror also receives a +2 bonus on Saving Throws to resist Conjuration spells, and targets of the Conjuror's Conjuration spells receive a -2 penalty on their Saving Throws to resist them.

Bonus Spells. The Conjuror gains one additional spell slot for each spell level, which can be used to memorize any spell the Conjuror knows from that level.

Prohibited School. The Conjuror may not learn or cast any spells from the Divination school.

DIVINER

This Mage specializes in divination magic, casting spells that reveal information about the world or specific creatures objects. Spells that dispel illusory effects, such as *True Sight*, are also part of the divination school.

DIVINER FEATURES

Divination Specialty. The Diviner has a +15% chance to learn any spell of the Divination school. The Diviner has a –15% penalty to their chance to learn any spell from a school other than Divination. In addition, the Diviner receives a +2 bonus on Saving Throws to resist spells of the Divination school, and targets of the Diviner's Divination spells receive a -2 penalty on their Saving Throws to resist them.

Bonus Spells. The Diviner gains one additional spell slot for each spell level, which can be used to memorize any spell the Diviner knows from that level.

Prohibited School. The Diviner may not learn or cast any spells from the Conjuration school.

ENCHANTER

This Mage specializes in enchantment magic, spells that alter the mental state of other creatures. Enchantment also includes spells that take control of a creature's actions, such as *Dominate Monster*.

ENCHANTER FEATURES

Enchantment Specialty. The Enchanter has a +15% chance to learn any spell of the Enchantment school. The Enchanter has a –15% penalty to their chance to learn any spell from a school other than Enchantment. The Enchanter also receives a +2 bonus on Saving Throws to resist Enchantment spells, and targets of the Enchanter's Enchantment spells receive a -2 penalty on their Saving Throws to resist them.

Bonus Spells. The Enchanter gains one additional spell slot for each spell level, which can be used to memorize any spell the Enchanter knows from that level.

Prohibited School. The Enchanter may not learn or cast any spells from the Conjuration school.

ILLUSIONIST

This Mage specializes in illusion magic, casting spells that obscure or conceal parts of reality. Illusion also includes spells that create fabricated images, such as *Mirror Image*.

ILLUSIONIST FEATURES

Illusion Specialty. The Illusionist has a +15% chance to learn any spell of the Illusion school. The Illusionist has a –15% penalty to their chance to learn any spell from a school other than Illusion. The Illusionist also receives a +2 bonus on Saving Throws to resist Illusion spells, and targets of the Illusionist's Illusion spells receive a -2 penalty on their Saving Throws to resist them.

Bonus Spells. The Illusionist gains one additional spell slot for each spell level, which can be used to memorize any spell the Illusionist knows from that level.

Prohibited School. The Illusionist may not learn or cast any spells from the Necromancy school.

INVOKER

This Mage specializes in Invocation and Evocation magic, casting spells that manipulate the energies of the world in creative or destructive ways. This school of magic includes many spells that directly deal damage, such as *Magic Missile* or *Fireball*.

INVOKER FEATURES

Evocation Specialty. The Invoker has a +15% chance to learn any spell of the Evocation school. The Invoker has a –15% penalty to their chance to learn any spell from a school other than Evocation. The Invoker also receives a +2 bonus on Saving Throws to resist Evocation spells, and targets of the Invoker's Evocation spells receive a -2 penalty on their Saving Throws to resist them.

Bonus Spells. The Invoker gains one additional spell slot for each spell level, which can be used to memorize any spell the Invoker knows from that level.

Prohibited School. The Invoker may not learn or cast any spells from the Enchantment or Conjuraction schools.

NECROMANCER

This Mage specializes in necromancy magic, casting spells that manipulate the balance between life and death. Although necromancy can be used to mend injuries, most Necromancers are specifically devoted to spells that kill their enemies and raise undead servants.

NECROMANCER FEATURES

Necromancy Specialty. The Necromancer has a +15% chance to learn any spell of the Necromancy school. The Necromancer has a –15% penalty to their chance to learn any spell from a school other than Necromancy. The Necromancer also receives a +2 bonus on Saving Throws to resist Necromancy spells, and targets of the Necromancer's Necromancy spells receive a -2 penalty on their Saving Throws to resist them.

Bonus Spells. The Necromancer gains one additional spell slot for each spell level, which can be used to memorize any spell the Necromancer knows from that level.

Prohibited School. The Necromancer may not learn or cast any spells from the Illusion school.

TRANSMUTER

This Mage specializes in alteration magic, casting spells

that alter the physical reality of the world. Alteration also includes spells that create magic items, such as *Enchanted Weapon*.

TRANSMUTER FEATURES

Alteration Specialty. The Transmuter has a +15% chance to learn any spell of the Alteration school. The Transmuter has a –15% penalty to their chance to learn any spell from a school other than Alteration. The Transmuter also receives a +2 bonus on Saving Throws to resist Alteration spells, and targets of the Transmuter's Alteration spells receive a -2 penalty on their Saving Throws to resist them.

Bonus Spells. The Transmuter gains one additional spell slot for each spell level, which can be used to memorize any spell the Transmuter knows from that level.

Prohibited School. The Transmuter may not learn or cast any spells from the Abjuration school.

WILD MAGE

Wild Mages have dedicated their lives to the study and manipulation of wild magic, bending it to their wills and embracing the consequences of taming such unpredictable energies. Wild Mages know that wild magic can turn the tide of a battle (for good or ill), and take what precautions they can.

WILD MAGE TRAITS

Wild Magic. A Wild Mage's casting level varies slightly whenever they cast a spell—anywhere between five levels lower and five levels higher than the Wild Mage's true level.

Bonus Spells. The Wild Mage gains one additional spell slot of each spell level they can cast, which they can use to memorize any spell they know of that level.

Wild Spells. The Wild Mage starts with the following three spells already in their spellbook: Nahal's Reckless Dweomer, Chaos Shield, and Improved Chaos Shield.

Wild Surge. Every time a Wild Mage casts a spell, there is a 5% chance that it will explode in a wild surge. The surge's effects are completely random, as shown on the table below:

SURGE

ROLL	EFFECT
01	Repulsion field centered on caster sdfsdf
02	Wild color changes upon the caster
03	Squirrels appear around the caster
04	The caster becomes itchy
05	The caster glows
06	Fireball centered on the caster
07	The caster's sex is changed
08	The caster's color changes
09	Everyone in the area changes direction
10	Explosion centered on the caster
11	Entangle spell centered on the caster
12	Slow spell centered on the caster
13	Target polymorphed into a wolf

(Continued on next page)

SURGE

ROLL	EFFECT
<i>(Continued from previous page)</i>	
14	Caster held (as per the Hold Person spell)
15	Caster hasted (as per the Haste spell)
16	Caster changed into a squirrel
17	80% of party gold destroyed
18	Target weakened
19	Sunfire spell centered on caster
20	Movement rate lowered on target
21	Fireball spell centered on caster
22	Caster held (as per the Hold Person spell)
23	Fear spell centered on target
24	Roll twice more; both effects apply
25	Entire area explored
26	Globe of Invulnerability centered on target
27	Silence 15-Foot Radius centered on caster
28	Caster dizzy
29	Target invisible
30	Pretty sparkles! No other effect
31	Caster is spell's target
32	Caster becomes invisible
33	Color Spray from caster
34	Birds appear around the caster
35	Fireball centered on caster; no damage
36	Gems created on caster
37	Combat music starts
38	Goodberries created on caster
39	Fireball flies toward target
40	Charges drained in area effect around target
41	Random treasure created on caster
42	Caster is combat ready (+2 THACO and damage)
43	Teleport field centered on caster
44	Teleport field centered on target
45	Creatures in an area centered on target have the hiccups
46	All doors opened in area of effect. If there are no doors, roll twice and use both effects
47	Caster polymorphed into a wolf
48	Change spell's target randomly
49	Caster recuperates as if rested
50	Monsters summoned near target
51	Start snowing if outside; if inside, roll twice and use both effects
52	Loud noise; target must save or be stunned
53	Target's Hit Points doubled
54	Summon demon to attack target
55	Spell fired but with squealing noise
56	Spell goes off but duration is halved

SURGE

ROLL	EFFECT
57	Strange visual effect; spell fizzles
58	Projectile speed halved
59	All weapons in the area glow
60	No Saving Throw allowed against the spell's normal effect
61	Target is held as per the Hold Person spell
62	Detect Magic spell centered on target
63	Roll four more times; use all effects
64	Slow spell centered on target
65	Instead of the chosen spell, a different random spell of the same level is cast.
66	Lightning Bolt spell cast at target
67	Target strengthened
68	Heal spell centered on target
69	Entangle target
70	Caster weakened
71	Fireball spell centered on target
72	Flesh to Stone spell on target
73	Spell takes effect as normal, and caster is recuperated as if rested
74	Heal spell centered on caster
75	Target dizzy
76	Sunfire spell centered on target (caster unaffected)
77	Target held
78	Target blinded
79	Target charmed
80	Gems created on target
81	Target's movement rate doubled
82	Random treasure created on target
83	Target polymorphed into squirrel
84	Silence 15-Foot Radius centered on target
85	Target's sex changed
86	Fake explosion (no damage) centered on target
87	Cow falls from sky, lands on target
88	Target dizzy
89	Spell has 60-foot radius at target
90	Stinking Cloud centered on target
91	Target is itchy
92	Caster's Hit Points doubled
93	Target held
94	Target hasted (as per the Haste spell)
95	80% of target's gold is destroyed
96	Spell cast at double effectiveness
97	Spell cast, -4 to target's Saving Throw
98	Target's color changed
99	Spell cast at double level
100	Spell cast normally

SORCERER

Wizard Class

Hit Die d4

Alignment any

Sorcerers are practitioners of magic born with the innate ability to cast spells. It is thought that the blood of some powerful creature flows through their veins; perhaps they are the spawn of the gods themselves, or even dragons walking in human form.

Regardless, the Sorcerer's magic is intuitive rather than logical. They know fewer spells than Mages, acquiring them only when they gain levels, but what spells they know can be cast more often and without the need to select and prepare them before use. They cannot specialize in magic as Mages can, but apart from these differences, Sorcerers and Mages are very similar.

SORCERER FEATURES

Weapons and Armor. The Sorcerer may not wear any armor (including shields or helmets), but may wear robes and use ioun stones. The Sorcerer's weapons are limited to the following: Dagger, Quarterstaff, Dart, and Sling.

Proficiency. The Sorcerer may achieve, but not exceed, Proficiency in any weapon they can use. They may not become Proficient with any fighting style.

Spellcasting. The Sorcerer begins at 1st level knowing a small selection of level 1 spells, and learns new spells automatically at every level thereafter. The Sorcerer eventually learns up to level 9 spells. The Sorcerer may not write spells into their spellbook from scrolls found in the world as Mages do.

Spontaneous Casting. The Sorcerer does not need to memorize spells in order to cast them. Instead, they can use any available spell slot to cast any spell they know of that slot's level.

DRAGON DISCIPLE

Dragon Disciples are powerful Sorcerers with dragons' blood somewhere in their lineage. Their natural magical talents bring out their draconic heritage, allowing them to cast powerful magical spells and exhibit dragon-like abilities.

DRAGON DISCIPLE FEATURES

Thick Skin. The Dragon Disciple gains a permanent +1 bonus to Armor Class at 1st level, and then again at 5th, 10th, 15th, and 20th level.

Constitution Bonus. The Dragon Disciple gains a permanent +1 bonus to Constitution at 5th level, and then again at 15th level.

Reduced Spellcasting. The Dragon Disciple gains one fewer spell slot for each spell level they can cast.

Fire Resistance. Starting at 4th level, the Dragon Disciple gains 25% resistance to fire damage. This resistance increases to 50% at 8th level, 75% at 12th level, and 100% at 16th level.

d6 Hit Die. The Dragon Disciple rolls a d6 instead of a d4 whenever they roll Hit Points for a new level.

Breath Weapon. Starting at 3rd level, the Dragon Disciple can breathe fire once per day in a 140-degree arc, inflicting fire damage on all creatures caught within the area. The damage increases as the Dragon Disciple gains levels:

DRAGON DISCIPLE

LEVEL	BREATH WEAPON DAMAGE
3–5	3d8 fire
6–8	4d8 fire
9–11	5d8 fire
12–17	6d8 fire
18+	8d8 fire



SHAMAN

Priest class

Hit Dice: 1d8 + your bonus from Constitution

Maximum Hit Dice: 8

Hit Points after 8th level: 2 per level

Alignment: Neutral Good, True Neutral, Neutral Evil

A Shaman is a holy person, though not necessarily one that would be called civilized. The Shaman's power derives from nature, like the Druid's, but is more spiritual than primal. Nowhere is this more evident than in their ability to summon powerful spirits to do their bidding. A being of two worlds, Shamans value balance over dominance.

SHAMAN FEATURES

Weapons and Armor. The Shaman may wear only leather, studded leather, and hide armor, and may not use any shield larger than a buckler. The Shaman's weapons are limited to the following: Club, Dagger, Quarterstaff, Spear, Axe, Dart, Shortbow, and Sling.

Proficiency. The Shaman may achieve, but not exceed, Proficiency in any weapon they can use, as well as any fighting style.

Spellcasting. The Shaman begins at 1st level knowing a small selection of level 1 Druid spells, and learns new spells at every level thereafter until level 20. The Shaman does not need to memorize spells in order to cast them. Instead, they can use any available spell slot to cast any spell they know of that slot's level. Unlike the Druid, the Shaman does not gain bonus spell slots for a high Wisdom.

Thieving Abilities. The Shaman gains the use of Detect Illusion and begins at 1st level with 20 points in this skill. The Shaman gains an additional 4 points in this skill each level thereafter, up to a maximum of 100 at level 20.

Bonus Spells. In addition to learning new spells at every level, the Shaman gains immediate access to a number of Shaman-specific spells, which can be cast like any other spell in their repertoire: *Spirit Ward*, *Writhing Fog*, *Spiritual Clarity*, *Spirit Fire*, *Recall Spirit*, *Spiritual Lock* and *Ether Gate*.

Shamanic Dance. Beginning at 1st level the Shaman can, at will, root themselves to the spot and perform a ritualistic dance. While dancing, the Shaman takes a -4 penalty to AC and cannot attack or perform any other activity. Each round while the Shaman is dancing, there is a chance that a spirit will appear. These spirits disappear as soon as the Shaman stops dancing or when they leave the Shaman's range of view. The Shaman does not control these spirits; they act according to their nature, helping the Shaman however they can for as long as they exist.

Spirit Call I. At 1st level, the Shaman's dance summons minor animal spirits, such as snakes, foxes, and hounds. The chance of summoning a minor animal spirit in this way is 35%, plus 2% per level of the Shaman. The Shaman can have only two spirits in existence at a time.

Spirit Call II. At 6th level, the Shaman's dance may also summon major animal spirits, such as bears, panthers, and bears. The Shaman can have only three spirits in existence at a time. The chances of summoning each type of spirit are shown on the table below; the Shaman has an additional 2% chance to summon a major animal spirit for every level of Shaman beyond 6th.

Spirit Call III. At 12th level, the Shaman's dance may also summon minor air, earth, or fire spirits. The Shaman can have only four spirits in existence at a time. The chances of summoning each type of spirit are shown on the table below; the Shaman has an additional 2% chance to summon a minor elemental spirit for every level of Shaman beyond 12th.

Spirit Call IV. At 18th level, the Shaman's dance may also summon major air, earth, or fire spirits. The Shaman can have only five spirits in existence at a time. The chances of summoning each type of spirit are shown on the table below; the Shaman has an additional 2% chance to summon a major elemental spirit for every level of Shaman beyond 18th.

No Stronghold. The Shaman is not eligible for any stronghold.

No Multi-Classing or Dual-Classing. The Shaman may not multi-class or dual-class.

SPIRIT CALL	MAXIMUM		% CHANCE TO SUMMON		
	SPIRITS	MINOR ANIMAL	MAJOR ANIMAL	MINOR ELEMENTAL	MAJOR ELEMENTAL
I	2	37%	-	-	-
II	3	20%	27%	-	-
III	4	10%	20%	29%	-
IV	5	5%	10%	20%	36%

MULTI-CLASS CHARACTERS

Non-human characters can multi-class, combining the strengths and weaknesses of two or three different classes in a single character. THACO and Saving Throws are calculated based on the best of each class, and the character gains all of each class's special abilities as well. Experience points are divided equally among all classes, and Hit Points gained at level-up are distributed proportionally from each class.

For example, Morei, the half-elf Fighter/Mage, would receive half the normal number of Hit Points for each of his Fighter and Mage Hit Dice, and receive any additional Hit Points from a high Constitution score only once.

FIGHTER/THIEF

These characters can use the abilities of both a Thief and a Fighter, but they cannot use their thieving skills while wearing armor heavier than studded leather. They characters may Specialize in, but not Master, any weapon.

FIGHTER/CLERIC

These characters can use the abilities of a Fighter and a Cleric, though weapons are restricted to only those allowed by the Cleric's ethos. These characters may Specialize in, but not Master, any weapon they can use.

FIGHTER/DRUID

These characters can use the abilities of a Fighter and Druid. The weapons they can use, however, are restricted to those allowed by the Druid's ethos. These characters may Specialize in, but not Master, any weapon they can use.

FIGHTER/MAGE

These characters can use the abilities of a Fighter and a Mage, though they cannot cast spells while wearing armor. These characters may Specialize in, but not Master, any weapon they can use.

CLERIC/RANGER

These characters can use the abilities of both Cleric and Ranger. These characters may Specialize in, but not Master, any weapon they can use, though this list is limited to the weapons allowed by the Cleric's ethos.

CLERIC/THIEF

These characters can use the abilities of both a Thief and Cleric. The weapons they can use are restricted to those allowed by a Cleric's ethos, however, and they cannot use thieving skills while wearing any armor greater than studded leather.

FIGHTER/MAGE/CLERIC

These characters can use the abilities of a Fighter, Mage, and Cleric. They cannot cast Mage spells while wearing armor, however, and the weapons they can use are restricted to those allowed by the Cleric's ethos. These characters may Specialize in, but not Master, any weapon they can use.

FIGHTER/MAGE/THIEF

These multi-class characters can use the abilities of Fighter, Mage, and Thief. They cannot use their thieving skills while wearing armor heavier than studded leather, however, and they cannot cast spells while wearing any armor at all. They may Specialize in, but not Master, any weapon they can use.

MAGE/CLERIC

These characters can use the abilities of both Mage and Cleric. They cannot cast Mage spells while wearing armor, however, and the weapons they can use are restricted to those allowed by the Cleric's ethos.

MAGE/THIEF

These characters can use the abilities of both Mage and Thief, although they cannot cast Mage spells while wearing armor.





CHAPTER 4: ALIGNMENTS

K

eldorn's jaw clenched when he saw the bloody horror the blackguard had visited upon the temple priests. "Is there no limit to her perfidy?" he whispered. If Torm heard his words, the god did not answer.

It fell to Keldorn and his brethren to seek the villain and mete out her punishment. Their justice would be swift and merciless, but justice still. They served the Most Noble Order of the Radiant Heart. Though anger coursed through them now, they would not succumb to it. Torm was a god of law and his followers must resist the base desire for revenge and become instruments of righteous retribution.

Alignment reflects a character's basic attitude toward society and the forces of the universe. Certain spells may have different effects based on a creature's alignment, but for players a character's alignment serves primarily as a guide for the decisions they make during play. There are nine different alignments, described below.

STARTING REPUTATION

Alignment has less effect on game play than reputation does. A character's starting alignment determines a starting reputation, as displayed in the table below. Alignment is the backbone of who your character is and what he or she represents, and reputation is the practical application of those beliefs. If your reputation does not match with your alignment, your character may suffer consequences. Characters that join your party might agree with the current reputation of the party based on their alignment or might decide that they are unhappy with the party while you are playing.

Paladins and Rangers must watch their reputation carefully. If at any time the party's reputation falls below 6, Paladins lose their class abilities; if the reputation falls below 4, Rangers lose theirs.

Note: Blackguards are not subject to this restriction and may have either a high or a low reputation without falling.

ALIGNMENT	STARTING REPUTATION
Lawful Good	12
Neutral Good	11
Chaotic Good	11
Lawful Neutral	10
True Neutral	10
Chaotic Neutral	10
Lawful Evil	9
Neutral Evil	8
Chaotic Evil	8

LAWFUL GOOD

Lawful Good characters believe an orderly society, governed morally, improves the majority of people's lives. When everyone respects laws and helps one another, society as a whole prospers. Accordingly, Lawful Good characters strive to act in a manner that brings the greatest benefit to as many people as possible. Lawful Good characters can be trusted to keep their word, or die trying.

NEUTRAL GOOD

The Neutral Good character believes that the priorities of law and chaos do not moderate the need for good. Since the universe is vast and contains many creatures striving for different goals, a determined pursuit of good will not upset the balance; it may even maintain it. If fostering good means supporting organized society, then that is what must be done. If good can only come about through the overthrow of existing social order, so be it. Social structure has no innate value; it is a tool to be used towards an end, not an end in itself.

CHAOTIC GOOD

Strong individualists with a streak of kindness, Chaotic Good characters believe in the virtues of goodness and right, if not law and order. They have no use for people who "try to push folk around and tell them what to do." They are guided by their own moral compass, which, though good, does not necessarily align with the rest of society's.

LAWFUL NEUTRAL

Order and organization are of paramount importance to characters of this alignment. They believe in strong, well-ordered government, and are unconcerned with how that strength and order are achieved. Organization and regimentation are critical to such men and women; morality is irrelevant. Laws must be created and obeyed. The benefits of organization and regimentation far outweigh any moral questions raised by their actions. Completely impartial magistrates, and soldiers who never question orders, are good examples of lawful neutral behavior.

TRUE NEUTRAL

True Neutral characters believe in the ultimate balance of forces, and they refuse to see actions as either good or evil. True Neutrals do their best to avoid siding with the forces of either Good or Evil, Law or Chaos. It is their duty to see that all of these forces remain in balanced contention. True Neutral characters sometimes find themselves drawn into rather peculiar alliances. To a great extent, they side with the underdog, sometimes even changing sides as the previous loser becomes the winner. A True Neutral Druid might join the local barony to put down a tribe of Evil gnolls, only to drop out or switch sides when the gnolls are brought to the brink of destruction.

CHAOTIC NEUTRAL

Chaotic Neutral characters believe there is no order to anything, including their own actions. With this as their guiding principle, they follow whatever whim strikes them at the moment. Their near-total unreliability makes Chaotic Neutral characters extremely difficult to deal with. Such characters have been known to cheerfully and inexplicably gamble everything they have on the roll of a single die. This alignment is perhaps the most difficult to play. Lunatics and madmen tend toward chaotic neutral behavior.

LAWFUL EVIL

Lawful Evil characters believe structure and organization elevate those who deserve to rule. They prefer a clearly defined hierarchy between master and servant. Lawful Evil characters obey laws out of fear of punishment or pride of power. Lawful Evil characters are very careful about giving their word. Once given, they break their word only if they can find a way to do so within the laws of the society.

NEUTRAL EVIL

Neutral evil characters are primarily concerned with their own advancement. If they see an easy way to profit, legal or otherwise, they take advantage of it. Though not quite as cutthroat as Chaotic Evil characters, they have no qualms about betraying friends and companions for personal gain. Their loyalty is to power and money, which makes them quite receptive to bribes.

CHAOTIC EVIL

Chaotic Evil characters care for nothing but their own personal gain and pleasure. The strong have the right to take what they desire; the weak exist to be exploited. Groups of Chaotic Evil characters can be held together only by a strong leader capable of bullying underlings into obedience. Authority is based on raw power; leaders showing any sign of weakness will quickly be challenged and overthrown by others who covet their position.

CHAPTER 5: SKILLS AND ABILITIES

The hobgoblins' approach was quiet; indeed, they might have taken Kivan unawares but for the sparrow's cry that woke him. Beneath Selûne's light, a birdcall meant one thing: danger. He rolled silently to his feet and padded quietly to the campsite's edge, avoiding twigs and branches that

might snap and alert the approaching enemy to his movements. He melted into the foliage, allowing the natural cover and the dark night to conceal him. By the time the hobgoblins found his empty bedroll, he had vanished among the leaves, another shadow in a forest full of them. But this shadow had a bow and a quiver full of arrows. Before the night ended, the quiver would be half full, and the hobgoblins would be dead.

After race, class, and ability scores, a character's skills and abilities determine their effectiveness in combat and other situations. These abilities may be learned from class levels or inherent to a specific race. The most common of these abilities are described here.

WEAPON PROFICIENCIES

Weapon proficiency represents a character's level of skill with a specific weapon. When a character is created, they have a number of weapon proficiency slots that must be filled prior to their first adventure. Players can assign slots only to those weapons allowed by their character class. As the character's level advances, they earn additional weapon proficiency points to be assigned.

The rate at which a character's proficiencies are gained depends on the character's class. Warriors, who focus on their martial skills, learn to handle a great number of weapons and gain proficiencies quickly. Wizards, whose attention is occupied primarily by the study of magic, have little time to practice with weapons and so gain proficiencies very slowly.

SPECIALIZATION AND MASTERY

A character without proficiency in a weapon suffers a penalty on any attack rolls made with that weapon. Being proficient removes this penalty, allowing the character to wield the weapon more effectively.

Certain classes and kits can train and hone their weapon skills to higher levels. This is accomplished by assigning more proficiencies to a single weapon class. Note that only warrior classes (Rangers, Fighters, and Paladins) earn additional attacks per round based on their level of proficiency.

The table to below shows the benefits of higher proficiency, as well as the specific penalties for non-proficiency based on class type.

PROFICIENCY	ATTACKS /		
	TO HIT	DAMAGE	ROUND
0 (Warrior Non-Proficiency)	-2	-	-
0 (Rogue Non-Proficiency)	-3	-	-
0 (Priest Non-Proficiency)	-3	-	-
0 (Wizard Non-Proficiency)	-5	-	-
1 (Proficiency)	-	-	-
2 (Specialization)	+1	+2	+1/2
3 (Mastery)	+3	+3	+1/2
4 (High Mastery)	+3	+4	+1/2
5 (Grand Mastery)	+3	+5	+1



FIGHTING STYLES

Characters can specialize in fighting styles. There are four types of fighting styles: Two-Handed Weapon Style, Two-Weapon Style, Single-Weapon Style, and Sword and Shield Style. Each fighting style has different advantages, as shown on the table below.

TWO-WEAPON STYLE

To fight with two weapons at the same time, place a second one-handed weapon into your shield slot. If your character does not have proficiency in this style, they will incur significant penalties to hit with both weapons.

POINTS	ATTACK ROLL PENALTIES
0	-4 (Main Hand), -8 (Off-Hand)
1 (Proficient)	-4
2 (Specialized)	-2
3 (Mastered)	-0 (Main Hand), -2 (Off-Hand)

TWO-HANDED WEAPON STYLE

This fighting style gives a character special bonuses when using a two-handed weapon. This counterbalances the fact that you can't use a second weapon or a shield when using a two-handed weapon. Two-handed swords, halberds, spears, and quarterstaves all benefit from the Two-Handed Weapon Style.

POINTS	DAMAGE BONUS	CRITICAL RANGE	SPEED FACTOR
0	-	-	-
1 (Proficient)	+1	19-20	-2
2 (Specialized)	+1	19-20	-4

SINGLE-WEAPON STYLE

This fighting style is for characters who do not wish to use a shield but want some bonus when using a one-handed weapon.

POINTS	CRITICAL RANGE	ARMOR CLASS
0	20	-
1 (Proficient)	19-20	+1
2 (Specialized)	19-20	+2

SWORD AND SHIELD STYLE

Anyone can pick up a shield and get its basic protection bonuses, but slots in this fighting style let an adventurer maximize the benefits received.

Despite the name of this skill, any one-handed melee weapon in combination with a shield will benefit from this style.

POINTS	ARMOR CLASS VS. MISSILE
0	-
1 (Proficient)	+2
2 (Specialized)	+4

THIEVING ABILITIES

Despite the category's name, thieving abilities are not necessarily limited to Thieves. Each of these skills is represented by a percentage score that is used to determine the character's probability of success when attempting specific tasks. This score is modified by the character's race, Dexterity score, and certain class abilities, as well as specific pieces of equipment that may improve (or hinder) their thieving abilities.

FIND TRAPS

Thieves can select Find Traps, and they will look around for traps until otherwise directed. At the start of each round while the Detection mode is active, the Thief's Find Traps skill (modified by a simple d10 roll) is compared against any traps within sight of the Thief. If the Thief's modified skill is higher than the difficulty rating of the trap, the trap is detected. Note that this skill does not benefit from having more than 100 points assigned to it.



PICK POCKET

A Thief or Bard can attempt to steal an item from a creature using the Thieving button. When the character targets the creature, a check is made against the Thief's Pick Pocket score, minus the target's Pick Pocket score if any. If this check fails, the target notices the attempt and becomes hostile. If the check is successful, the Thief steals an item from the target.

Regardless of the success or failure of the check, if the Thief's skill is not high enough to steal from any of the available item slots (or if the target has no items), the attempt fails. A breakdown of the skill needed to steal items from various item slots is provided below. If the Thief has a high enough skill to steal from more than one slot, the item is chosen randomly from all available slots.

ITEM LOCATION	PICK POCKET DIFFICULTY
General Inventory or Gold	10
Quick Item Slot or Quiver (not equipped)	50
Ring	60
Amulet, Belt, Cloak, or Gauntlets	80
Quick Weapon Slot (not equipped)	95

DETECT ILLUSION

Thieves and Monks with sufficient skill in Detect Illusion can activate Detection mode to dispel any hostile Illusion spells in visual range. When Detection mode is active, every round a check is made against the character's Detect Illusion skill; if the check is successful, all Illusion spells within visual range of the character are dispelled, and any illusory creatures are destroyed.

STEALTH SKILLS

Rangers and Thieves can activate Stealth mode to attempt to become invisible. Whether this attempt is successful or not is dependent on three factors: whether the character is being observed by non-friendly creatures; the ambient lighting in the spot where the character is attempting to hide; and the character's averaged Hide in Shadows and Move Silently scores (meaning that the characters who are best suited to hiding invest training in both of these skills).

When Stealth mode is activated, if no creatures are with-

in line of sight to the character, a check is made against the character's Hide in Shadows and Move Silently skills, modified by the ambient lighting in the area. If the check fails, the character remains visible.

If the check is successful, the character is essentially invisible. At the start of each round, the character makes an additional check against their Hide in Shadows and Move Silently skills; failure results in the character "leaving shadows", giving the character a few seconds to react before enemies notice their presence.

While invisible, the character can move freely among enemies without risking detection, can open doors, and can even avoid combat altogether in many circumstances. If the character opens a chest or other container, casts a spell, or attacks a creature with a weapon, the Stealth mode is deactivated.

If the character's initial Stealth attempt fails, or if they deactivate Stealth mode voluntarily for any reason, they may not reactivate the ability for one round (six seconds).

OPEN LOCK

Most doors and chests can be forced open if they are locked, but a Thief with the Open Lock skill will have a much easier time of it than even the strongest of warriors. Every lock has a threshold of skill required to open it; if the Thief's skill is higher than the threshold (modified by a simple d10 roll), the lock is opened. If not, the door or chest remains locked. The Thief can retry as many times as they like, but if the Thief's skill is not high enough, they will never be able to open the most advanced locks. There are some locks that require specific keys or devices to open; most of these are protected against a Thief's Open Lock ability.

Open Lock is also used to disarm traps that the Thief has detected, making this an invaluable skill for any party.

SET TRAP

Thieves, with the exception of Swashbucklers and Shadowdancers, can attempt to set a trap for enemies who pass over a specific location in the current area. When the character activates the Set Trap or Set Special Snare ability and targets a location on the floor, a check is made against the character's Set Trap skill. If the check fails, the trap is not set. If the check is successful, the trap is set. Regardless of success or failure, the ability is spent.

INFRAVISION

Creatures with infravision can see the heat generated by living bodies and other heat sources, allowing them to spot enemies and hidden objects even in the dark. All warm-blooded creatures appear as red shapes if they are

in the dark. Undead or cold-blooded creatures are not affected by this ability.

Elves, half-elves, gnomes, and dwarves use this ability automatically at night or in dark conditions. The Infravision spell also grants this ability.

DETECTING SECRET DOORS

When a Thief has her Find Traps ability on, she has a 100% chance to detect secret doors. Otherwise, each character has their own secret door detection ability on at all times. Their chances are calculated based on their class and race, as shown here:

RACE	WIZARD	ROGUE	WARRIOR	PRIEST
Elf	25%	35%	30%	30%
Dwarf	15%	25%	20%	20%
Halfling	10%	20%	15%	15%
Other	5%	15%	10%	10%

MAGIC RESISTANCE

Magic Resistance enables a creature to ignore the effects of spells and spell-like powers. If a creature fails to avoid a spell due to Magic Resistance, it can still make a Saving Throw against that spell to avoid the effects.

TURNING UNDEAD

The ability to turn and destroy undead is a hallmark of the Cleric and Paladin classes, and one that should not be discounted. When the Turn Undead ability is activated, any undead in visual range of the priest are turned, fleeing in terror, if the priest's level is high enough. Especially high-level priests destroy these creatures instead. Evil priests gain control of these undead instead of destroying them.

LORE

Each character has a Lore rating, and every item has a Lore value. As characters gain levels, they are able to identify more exotic items. This knowledge is reflected in an increase to the character's Lore skill, as shown in the table below.

The player also receives bonuses and penalties to their Lore based on their Intelligence and Wisdom. The modifier is not cumulative with each level; it is a one-time bonus at character creation. Each ability bonus is applied separately.

Example: A 9th-level Mage (+27) with 18 Wisdom (+10) and 15 Intelligence (+3) would have 40 Lore.

CLASS	LORE BONUS PER LEVEL
Bard	+10
Thief	+3
Mage	+3
Sorcerer	+3
All Other Classes	+1

CHAPTER 6: ADVENTURING

After an hour or more practicing the sequence, Rhesta's arm felt made of lead, but still she pressed on. Again and again she swung the sword, each time recalling her encounter with the Monk. Though she'd be loath to admit it, she had learned much from their battle. Enough, she hoped, that their next meeting might end with the contemptible poltroon lying dead at her feet. By the time she finished the training session, she could scarcely feel her arm. She would endure the coming pain as her arm recovered, endure it happily. For what she had gained—a new perspective on her bladework, a greater mastery of combat—some passing discomfort was a small price to pay.

As in AD&D's tabletop rules, the Infinity Engine handles most of its randomized outcomes by rolling dice. The most common of these is a twenty-sided die, commonly referred to as a d20. Other common dice are the d4, d6, d8, d10, d12, and the percentile d%, used for determining probabilities such as wild surges.

In AD&D, a “round” represents sixty seconds of real time. Gameplay in *Baldur's Gate*, however, takes place entirely in real time, unlike the turn-based action in AD&D's tabletop rules. The primary difference is that instead of each character taking their turns in sequence, all turns take place simultaneously in a series of “personal initiative rounds”.

As a result of this change, each character's personal initiative round is six seconds instead of sixty. This means that combat in the Infinity Engine plays out much more quickly than a tabletop session would, unless you as a player decide to pause the action to think about your character's next move.

MOVEMENT

There is one constant movement rate in *Baldur's Gate*. Your characters can move more quickly while under the effects of a *Haste* spell or while wearing certain magical equipment. Certain spells or effects may reduce your movement speed. Most enemies you will face use this same movement rate, although certain creatures such as wolves move more quickly.

Moving your characters around the area is the primary mode of exploration. It is also tactically necessary to avoid area effects such as fireballs and stinking clouds, and to get close enough to enemies to hit them with melee attacks.

DIALOGUE

The majority of the game's story takes place through conversations with other characters in the world. Dialogue gives you the opportunity to make choices that affect the outcome of quests or give you more information about the task at hand. Speaking to characters you encounter may even offer to join your party if you speak to them, which can make a deadly dungeon crawl more survivable later on.

FIGHTING

When all else fails, you can (usually) fight your way out of a situation. Wield weapons, cast spells, drink potions, do whatever it takes to defeat your enemies. Some enemies may surrender before being killed, while others will fight to the death.

Not every goblin requires a fireball, however; you may want to conserve your resources for more challenging encounters. Potions and scrolls aren't recovered when you rest; once you use them, they're gone.

RESTING

Although your characters are extraordinary, they are not immune to the fatigue that works its way into their bones and muscles after a day or more without rest. As Mages and Clerics use up their last remaining spells and warriors begin to feel the pain of their wounds, you may decide that it is better to stop and rest before continuing.

When you rest, your characters recover a small number of Hit Points, priests cast healing spells (unless you have disabled this feature in the Gameplay Options men), and all spellcasters memorize the spells they have selected. Resting also restores daily use abilities from classes and magical items, and removes the effects of fatigue, described below.

Note that resting at an inn restores more Hit Points depending on the quality of the room.

FATIGUE

In addition to losing Hit Points and spending spell slots during combat, your characters get tired after traveling too long without rest. Most characters can work happily for up to twenty-four hours without stopping; a high Constitution score will improve the character's endurance, while a low one will diminish it. Because of this, different members of your party may become fatigued at different times.

Fatigued characters suffer a –1 penalty to luck; every four hours after becoming fatigued, this penalty increases by one. Since luck affects every d20 roll your character makes, it is vitally important to keep your party well rested.

ENCUMBRANCE

A character's carrying capacity is limited by two factors: the character's number of available inventory slots, and the character's Strength score. Each item lists a weight, which contributes to the character's current carried weight while it is in their inventory.

If a character's carried weight is higher than the weight allowed by their Strength score, their movement speed is halved. Carrying more than 10% more than a character's allowed weight prevents them from moving altogether, which can make it difficult to leave a dungeon.

INTOXICATION

All taverns (and many inns) serve a variety of intoxicants. Intoxication reduces a character's luck while increasing

The number of drinks you can have before suffering penalties is related to your Constitution, though recovery is uniform. No matter how much you drink, a good night's sleep will negate all effects.

REPUTATION

Your party has a reputation score that influences the manner in which non-player characters (NPCs) treat them. Your reputation increases when you perform good deeds, and it decreases when you perform evil deeds. Certain other actions can influence your reputation as described below.

A good reputation can have a number of effects, ranging from discounts in stores to potential allies.

CRIMINAL ACTS

Certain criminal activities will negatively impact your reputation score, as noted in the table below. Murder I (killing an innocent civilian, even by accident), Murder II (killing a member of law enforcement), and Theft (stealing from someone's home—and getting caught) are all acts that will reduce your reputation.

NPC MOOD

Each party member has five different states determined by their alignment. The table below shows how your reputation will alter an individual character's mood based on their alignment.

Happy NPCs are pleased with your actions and will say so; Unhappy NPCs will complain; Angry NPCs will threaten to leave if you do not change your ways; when an NPC reaches its Break point, they will leave your party forever—no matter where you are or what you're doing. Depending on the situation, some such characters may even turn on you.

DONATION

Visiting a local temple and donating vast sums of gold can make even the most despised villain a bit more popular. The table below shows the amount of gold that must be donated all at once in order to improve your reputation by one point.

— CRIMINAL ACTS —

REPUTATION	THEFT	MURDER I	MURDER II	DONATION	NPC MOOD (GOOD / NEUTRAL / EVIL)	REACTION ADJUSTMENT	STORE PRICES
20	-1	-10	-10	-	Happy / Happy / Break	+4	-30%
19	-1	-10	-10	-	Happy / Happy / Break	+3	-25%
18	-1	-9	-9	-	Happy / Happy / Angry	+3	-20%
17	-1	-8	-9	5000 gp	Happy / Happy / Angry	+2	-15%
16	-1	-7	-9	2500 gp	Happy / Happy / Angry	+2	-10%
15	-1	-6	-8	2000 gp	Happy / Normal / Unhappy	+1	-5%
14	-1	-5	-8	1500 gp	Happy / Normal / Unhappy	+1	-
13	-1	-5	-7	1200 gp	Happy / Normal / Unhappy	-	-
12	-1	-5	-7	900 gp	Normal / Normal / Normal	-	-
11	-1	-4	-6	700 gp	Normal / Normal / Normal	-	-
10	-1	-4	-6	500 gp	Normal / Normal / Normal	-	-
9	-1	-3	-5	400 gp	Normal / Normal / Normal	-	+10%
8	-	-2	-5	300 gp	Unhappy / Normal / Normal	-1	+20%
7	-	-2	-4	200 gp	Unhappy / Normal / Normal	-2	+20%
6	-	-2	-3	400 gp	Unhappy / Normal / Happy	-3	+30%
5	-	-2	-2	500 gp	Angry / Unhappy / Happy	-4	+40%
4	-	-1	-2	1000 gp	Angry / Unhappy / Happy	-5	+50%
3	-	-1	-1	1000 gp	Angry / Angry / Happy	-6	+100%
2	-	-1	-1	1200 gp	Break / Angry / Happy	-7	+900%
1	-	-	-	1500 gp	Break / Break / Happy	-20	+900%

REACTION ADJUSTMENT

Whenever the party encounters an NPC, the character's Reaction Adjustment is checked. The result of this check can determine the disposition of characters you interact with in dialogue. It can affect quest rewards and even whether or not a potential ally will join your group or attack you on sight.

STORE PRICES

A high reputation will yield discounts on items you buy from shops; conversely, a low reputation will result in mark-ups as shopkeepers become reluctant to sell items that may be used in future misdeeds. Discounts and mark-ups from your reputation stack with those from your Charisma.

EXPERIENCE POINTS

Every time characters go on an adventure, they learn something. They may learn a little more about their physical limits, encounter a creature they have never seen before, try a spell as yet unused, or discover a new peculiarity of nature. They also increase in power. Higher levels mean additional Hit Points, improved THAC0 and Saving Throws, and improvements to class abilities.

Characters achieve these gains by earning experience points (XP). An experience point is a concrete measure of characters' advancement. It represents a host of abstract factors: increased confidence, physical exercise, insight, and on-the-job training. When a character earns enough experience points to advance to the next experience level, these abstract factors translate into a measurable improvement in the character's abilities. What areas improve and how quickly that occurs all depend on the character's class.

GROUP EXPERIENCE AWARDS

Experience points are earned by characters' activities, generally related to their adventuring goals. All character on an adventure receive XP for overcoming enemies or obstacles. Experience gained slaying monsters and completing most quests is shared equally between party members, though in certain cases individual characters (or a subset of characters) may receive specific awards.

EXPERIENCE POINT CAP

Your character's experience points are limited based on the campaign you are playing. When you reach the experience point cap for the current campaign, any additional experience points are ignored.

- *Baldur's Gate*: 161,000
- *Siege of Dragonspear*: 500,000
- *The Black Pits*: 500,000

In *Baldur's Gate II: Enhanced Edition*, the experience point cap is 8,000,000 regardless of the campaign.

MULTI-CLASS CHARACTERS

Multi-class characters (non-humans only) choose more than one class upon creation. They gain levels in two or three classes for their entire careers and can use any of their class abilities at any time. Experience points are evenly divided among all classes, and levels are gained according to each class's experience point table. (These tables appear at the end of this guide.)

DUAL-CLASS CHARACTERS

Dual-class characters (humans only) choose to focus on a second career at some point. When this occurs, they stop gaining levels in their original class and start gaining levels in a new class. They cannot, however, use any of the abilities of their old class until they have gained at least one more level in their new class than in their old class. After this point, they can choose freely between the abilities of each class.

The available abilities for both multi- and dual-class characters are shown by the available buttons at the bottom of the screen when that character is selected. There is one proviso for both multi- and dual-class characters, however: If they are wearing armor (except robes) or using weapons that are not allowed by one of their classes, their abilities for that class are disabled (dimmed) until they stop wearing that armor or using that weapon.





CHAPTER 7: COMBAT

Swords smashing against shields, war hammers shattering armor, and the screams of the wounded joined together in a terrible cacophony that filled the battlefield. Brace swung his axe at every knee that presented itself, cursing his ancestors for his height even as he thanked them for his strength. As the skirmish wore on, Brace felt the tide turning against them. He and his allies both fought valiantly and well, but the orcs' numbers would wear them down eventually. Defeat was inevitable. Amidst the chaos and clamor, Brace muttered an oath to himself. "I will not die easily. For each of my friends that falls, a score of our enemies will do the same." The orcs would win this battle, but those that survived would never forget it.

Despite the deep story in Baldur's Gate, much of the gameplay revolves around combat. However, even violent conflicts are more than just an exchange of sword swings. Mages cast spells, Thieves leap from the shadows, priests heal wounds and turn away undead.

Because there is more to the game than just fisticuffs, we'll cover much more than simple hack-and-slash combat here. Remember that Baldur's Gate follows a modified round-based system. Everyone (characters, NPCs, and monsters) acts on their own personal initiative rounds. Any time you want, you can pause the game to assign commands and then resume the game by unpausing.

PERSONAL INITIATIVE ROUNDS

In the Infinity Engine, every creature in the game performs its actions simultaneously within the confines of its own personal initiative round, which is six seconds long.

Within that round, all of the rules of the AD&D game are used, including Speed Factors for weapons and Casting Time for spells. For higher-level characters who can attack more than once per round with a given weapon, the Speed Factor of the weapon determines when exactly in the six-second round the attacks will occur.

INITIATIVE

Initiative is determined by a combination of ability, situation, and chance. In Baldur's Gate, initiative can adjust a spell's Casting Time of a spell or a weapon's Speed Factor, thus affecting when in a character's personal initiative round they will complete their action.

SPEED FACTOR

Speed Factors are numbers between 1 and 10 indicating tenths of a round for a character that can attack once per round with a weapon. The lower the Speed Factor of a weapon, the more quickly the character wielding that weapon will begin their sequence of attacks.

CASTING TIME

Casting times for priests and wizards are exactly analogous to Speed Factors for weapons. The casting time of a spell determines how long the caster must continue the motions of casting before the spell's effects take place.

Note that even if you cast a spell with a short casting time, you must wait until the end of the round before starting your next spell.

THACO AND ARMOR CLASS

Any time a creature in the Infinity Engine makes an attack that the target has a chance of deflecting or evading, the attacker's THACO and the defender's Armor Class, or AC, are used to determine whether the attack is successful or not.

There are three components to an attack roll: The attacker's THACO, a d20 roll, and the defender's AC.

THACO, an acronym meaning "To Hit Armor Class 0", is the attacker's target on the d20 roll. In order to hit the target, the attacker's roll must meet or beat their own THACO score. As a result, a low THACO is ideal.

During the attack, the attacker's target number is modified by subtracting the defender's Armor Class. Thus, a low AC is preferable to a high one, since it means a smaller advantage (or a greater disadvantage if their AC is a negative number) to the attacker. A character's AC is modified by armor and by the character's Dexterity score, as described in Chapter 16.

The d20 roll can also be modified by circumstances such as spells, special abilities, and luck. After all modifiers have been considered, if the attacker's d20 roll is equal to or greater than their modified THACO, the attack is successful.

For example, Porthos, a 3rd-level Fighter, has a THACO of 18. He is attacking a hobgoblin with an AC of 5. The hobgoblin's AC is subtracted from Porthos' THACO to yield a target number of 13. If Porthos rolls a 13 or higher, his attack is successful and does damage.

CRITICAL HITS AND MISSES

If a character's d20 roll for an attack is a "natural" 20 (that is, the d20 roll before modifiers are applied is 20) then a critical hit occurs. Damage for the attack is doubled.

A "natural" d20 roll of 1 is considered a critical miss and imposes a short delay on the character's next attack as they recover their balance.

Regardless of AC, a "natural" 20 always hits, and a "natural" 1 always misses. Wearing a helmet protects a character from critical hits.

SAVING THROWS

Saving Throws are a character's resistance to special types of attacks—poisons, magic, and attacks affecting the whole body or mind of the character.

A character's Saving Throw value behaves in much the same way as THAC0; when a character makes a Saving Throw, their d20 roll must meet or exceed their Saving Throw score for the effect being resisted. Saving Throws improve as a character gains levels.

Successful Saving Throws can reduce damage or prevent the effects of a spell or attack entirely. Some spells greatly improve Saving Throws against different types of attacks. The following Saving Throws are listed in order of priority, from highest to lowest; a spell that causes paralysis, for example, will use the save vs. paralysis, while a wand that causes petrification will use the save vs. wands.

PARALYZATION, POISON, DEATH

This save is used whenever a character is affected by a paralyzing attack, poison, or certain spells and magical items that otherwise kill the character outright, as listed in their descriptions.

ROD, STAFF, OR WAND

As its name implies, this save is used whenever a character is affected by the powers of a rod, staff, or wand, provided another save of higher priority isn't called for.

PETRIFICATION OR POLYMORPH

This save is used any time a character is the target of a spell or effect that will turn him or her to stone (petrified) or change his or her physical form.

BREATH WEAPON

A character uses this save when facing monsters with breath weapons, particularly the powerful blast of a dragon.

SPELL

This save is used whenever a character attempts to resist the effects of a magical attack, either by a spellcaster or from a magical item, provided no other type of Saving Throw is specified.

IMPROVING THE ODDS

In combat, many factors can modify a character's attacks and defenses, including a character's Strength, Dexterity, and magical equipment.

MAGIC ITEMS

Certain magic items may provide bonuses to Armor Class and other combat abilities while worn. Bonuses to Armor Class stack with those from normal armor, but a character may only equip one such magic item at a time.

MISSILES AND RATE OF FIRE

Missile weapons each have different rates of fire, changing the number of attacks per round the wielder can make. With the exception of crossbows, missile weapons override the wielder's existing attacks per round, meaning that even high-level warriors receive only two attacks per round with a shortbow. Whatever the rate of fire, multiple missile shots are handled the same way as other multiple attacks for the purposes of determining initiative.

CASTING SPELLS

Both wizards and priests use the same rules for casting spells. The character must first have the spell memorized. If it is not memorized, the spell cannot be cast. Sorcerers treat all of their known spells as having been memorized, and can cast any spell they know as long as they have an available spell slot of the appropriate level.

The caster must be able to speak (not under the effects of a Silence spell) and move (not paralyzed or otherwise incapacitated). If the spell targets a specific object or creature, the caster must be able to see the target.

Once casting has begun, the character must stand still. A caster who takes damage or who chooses a different action while casting is in progress will lose their spell from memory.

Note: If your character has not yet started the motions of casting, you can right-click anywhere on the screen to cancel the spell without wasting it.

MODIFYING SAVING THROWS

Saving Throws can be modified by magical items, special abilities, or specific circumstances and spells. These modifiers can increase or decrease the chance of a successful Saving Throw.

MORALE

Each creature has a base morale level that determines whether it fights or runs during a battle. If characters in your party fail a morale check, their selection circle turns yellow.

The only character unaffected by morale is the character you create. Every creature reacts somewhat differently when morale breaks. Often they break at different morale levels, or choose different types of attack depending on their current morale level. For example, some creatures may choose melee combat if morale is high but ranged attacks if morale is low.

Morale is positively influenced by having a leader with high Charisma, the character's environment (kobolds and drow like being underground more than open spaces outside), some spells, and the type of enemies that are visible (easy enemies raise morale).

Morale is lowered by powerful magical attacks, seeing a party member killed or knocked unconscious, taking substantial damage, or spotting a difficult foe.

PARALYSIS

A character or creature affected by paralysis is totally immobile for the duration of the effect. The victim can breathe, think, see, and hear, but is unable to speak or move in any manner.

POISON

Poison is an all-too-frequent hazard for adventurers. Bites, stings, deadly potions, drugged wines, and bad food all await characters at the hands of malevolent wizards, evil assassins, and deadly monsters.

Targets of poisoned weapons or effects must make a Saving Throw vs. Poison. Depending on the type of poison, this Saving Throw can negate or mitigate the poison's effects. In most cases, drinking an Antidote potion will also end the effect.

Poisoned characters will lose Hit Points continuously until the poison is cured or it runs its course. Wyvern poison is particularly deadly.

DEATH AND RESURRECTION

When a character is attacked successfully they suffer damage. Take enough damage, and your character will die.

Damage can also occur as a result of poison, fire, acid, or most anything that would be dangerous in the real world. Damage from most attacks is measured in Hit Points (HP). Each character has a current and maximum Hit Point total. Each time a character is hit, he or she suffers points of damage, which are subtracted from the character's current Hit Point total. When this reaches 0, the character is dead.

Characters whose bodies are destroyed by the effect that killed them (such as a *Disintegrate* spell) remain forever dead, beyond hope of resurrection.

RAISING THE DEAD

Curative and healing spells have no effect on dead characters. As the saying goes, "dead is dead." However, as long as the body remains (and the character's portrait remains in your party roster), a dead character can be restored by casting Raise Dead on them, or by using a device that performs a similar function. Most temples can also restore dead characters to life, although in most cases this service is not free.

HEALING

Characters can heal by natural or magical means. Natural healing is slow but available to all characters regardless of class. Magical healing may or may not be available, depending on the presence (or absence) of priests or magical devices. The only limit to the amount of damage a character can recover through healing is their maximum Hit Point value.

Note: Some special abilities and certain necromantic spells can improve maximum Hit Points, but only for a limited period of time.

RESTING

Characters heal naturally at a rate of one Hit Point per period (eight hours) of rest. For a small (or in some cases not so small) fee, your party can rest in a comfortable room at an inn to recover more Hit Points; the more expensive the room, the more healing your characters will receive.

If there is no inn available, you can rest in the wilderness, although you risk being attacked by wild animals and other enemies while you sleep. If this happens, you will not recover Hit Points or memorize spells before you must defend yourself.

Regardless of the location, resting is only possible when there are no enemies within visible range of your party; if there are, you must move away or make them your friends before you can rest.

MAGICAL HEALING

Healing spells, potions, and magical devices can speed the process of healing considerably. The effects of these methods are immediate; wounds close instantly and vigor is restored. Specific healing spells are listed in Chapter 23. Healing occurs to the maximum Hit Point total for a given character only, never beyond this value.

Magical healing is particularly useful during combat or in preparation for a dangerous encounter. Note, however, that just as your party has access to healing, so do your enemies. A high-level priest, for example, may cast healing spells on his minions or bodyguards as they fight, making certain fights more challenging than might otherwise be simple affairs.

REGENERATION

Characters with exceptionally high Constitution scores recover Hit Points gradually over time even without resting, as noted on the table below:

CONSTITUTION	REGENERATION RATE
20	1 Hit Point / 60 seconds
21	1 Hit Point / 50 seconds
22	1 Hit Point / 40 seconds
23	1 Hit Point / 30 seconds
24	1 Hit Point / 20 seconds
25	1 Hit Point / 10 seconds



CHAPTER 8: MAGIC

The scroll's runes twisted and writhed across its surface even as Irenicus read them aloud. He felt the Weave envelop him, suffusing his body with magical energies that twisted into new configurations in response to each syllable he uttered. His voice rose in volume as the

power of the Netherese Mage Kings flowed through him. By the time he finished taming and focusing the energy he'd unleashed, his voice was little more than a croak. His work done, he fell to the stone floor of his library and lay there for several minutes, recovering. When he finally rose again, he harbored no doubts. He had successfully performed the ritual but its reward was not what he required. Though he brimmed with greater power than ever before, the gaping void within remained unfilled.

Some of the most powerful tools player characters have in the AD&D game are magical spells. Through spells, a player character can call lightning out of the sky, heal grievous injuries, hurl explosive balls of fire, and learn secrets long forgotten.

Not every character can cast spells. Arcane casters (Mages, Sorcerers, and Bards) and divine casters (Clerics, Druids, Shamans, and high-level Rangers and Paladins) can cast wizard and priest spells, respectively. A few character classes have a limited ability to cast spells in addition to their other attributes. Regardless of source, all spells fall into the categories of wizard or priest.

WIZARD SPELLS

Arcane spells range from magics of simple utility to great and powerful effects. Though wizards can cast spells, the workings of magic are dimly understood at best. For the most part, it is enough to know that "when you do this, that happens."

Casting a wizard spell is a complicated ordeal. First, wizards can only cast spells from their spellbooks. New wizards start with only a few basic spells. Over time, Sorcerers learn new ones and Mages obtain spell scrolls to add to their magical knowledge. Mages' minds can comprehend only a certain number of spells. The number of spells they can have in their books is limited by their Intelligence.

MEMORIZING SPELLS

Once a spell is written into the Mage's spellbook, it can be memorized. In order to cast the same spell more than once, it must be memorized multiple times. Once a spell is selected for memorization, the Mage must rest before the spell is available to cast. After casting the spell, the Mage must rest before that spell can be cast again.

Sorcerers do not need to memorize spells in order to cast them; they may freely cast any spell of any level for

which they have spell slots remaining. When a Sorcerer's spell slots are depleted, they must rest to restore them.

PRIEST SPELLS

The spells of a priest, while sometimes having powers similar to those of the wizard, are quite different. The priest's role, more often than not, is to be a defender and guide for others. Thus, the majority of priest spells, then, work to aid others or provide some service to the community. Few of them are truly offensive, but many can be used cleverly to protect and defend.

When a priest gains access to a new level of spells, they immediately learn all available spells of that level. This knowledge and the power for the spells themselves are bestowed by the priest's deity. Once this knowledge is obtained, the priest must memorize specific spells just like a Mage.

The exception to this is the Shaman class, which chooses its known spells from the Druid list in the same way that Sorcerers do. Shamans also do not need to memorize specific spells, and can cast any spell they know as long as they have available spell slots of the appropriate level.

SCHOOLS OF MAGIC

In italics below the spell name is the school of magic to which the spell belongs. For wizard spells, this also defines which spells a wizard specialist can learn. The spell's school is also used for specific effects that target individual schools of magic, such as *Dispel Illusion*. The spells of a given school have similar colors and casting effects, so you can guess what an enemy is casting by the color and appearance of the effects as they cast it.

All wizard and priest spells fall into nine different schools, groups of similarly themed spells. These schools are described below:

- **Abjuration** spells are specialized protective magic.
- **Alteration** spells change the properties of some already existing thing, creature, or condition.
- **Conjuration** spells bring a creature or object to the caster from elsewhere. Conjuration normally produces matter or items from some other place. Summoning spells compel living creatures and powers to appear in the caster's presence, or channel extraplanar energy through the caster's body.
- **Enchantment** spells change the quality of an item or the attitude of a person or creature. Enchantments can bestow magical properties upon ordinary items, while charms influence the behavior of beings.
- **Divination** spells enable the wizard to learn secrets long forgotten, to predict the future, and to uncover things hidden or cloaked by spells.

- **Illusion** spells deceive the senses or minds of others.
- **Evocation** spells channel magical energy to create specific effects and materials. Invocation normally relies on the intervention of some higher agency (to whom the spell is addressed), while evocation enables the caster to directly shape the energy.
- **Necromancy** is one of the most restrictive of all spell schools. It deals with dead things or the restoration of life, limbs, or vitality to living creatures.

RANGE

This is the maximum distance from the caster, in feet, at which the spell can be targeted. A “0” indicates the spell’s effect targets or emanates from the caster. “Touch” means the caster can use the spell on unwilling targets only if they make a successful melee attack.

DURATION

The duration of a spell describes the amount of time its effects will persist. Spells of instant duration come and go the moment they are cast, although the results of these spells may be permanent and unchangeable by normal means. Spells of permanent duration last until the effects are negated by some means, usually by a Dispel Magic spell. Some spells have a variable duration.

CASTING TIME

A spell’s casting time dictates how long the caster must spend performing the motions before the spell’s effect takes place. This time is exactly equivalent to a weapon’s Speed Factor.

AREA OF EFFECT

The area of effect of a spell describes the physical space that the spell’s effects occupy, be it an area or a group of creatures. Some spells, such as *Bless*, affect the friends or enemies of the caster; in such cases, the term “friend” or “enemy” refers to the caster’s own perspective at the time of casting; a charmed caster in your party, for instance, will treat the other members of your party as enemies for as long as that caster remains charmed.

SAVING THROW

This lists whether the spell allows the target a Saving Throw and the effect of a successful save:

- **Neg.:** A successful Saving Throw negates the spell’s effects.
- **1/2:** A successful Saving Throw halves the spell’s damage.
- **None:** No Saving Throw is allowed.

CHAPTER 9: SPELLS

Harrothlaw was not surprised to see the boy's hand raised, an island in a sea of bowed and studious heads. In fact it took a concerted effort not to roll her eyes at the familiar sight. "Yes, Bettis, what is it now?" she asked.

"I was just doing some reading, mistress, a volume by Alveus Malcanter—"

"Let me stop you right there," said Harrothlaw.

But she didn't, and Bettis ploughed forward. "Master Malcanter says even simple spells make a wizard superior to the common folk. The simpler the better, he says."

"There's a reason he makes that claim, Bettis. Trust me when I say it's not a very good one. In future, please try to turn your attention to a magician worthy of it. I'd like to think my students aim a little higher than 'Master Malcanter'..."

The spells in this chapter are organized according to their group (priest or wizard) and level. Each level's spells appear in alphabetical order.

Note that although all wizard spells up to level 9 and all priest spells up to level 7 are detailed in this chapter, the experience point cap in *Baldur's Gate*, *Siege of Dragonspear*, and *The Black Pits* will prevent you from casting many of the higher-level spells. Some of the enemies you face will make use of these spells, however, so it is still valuable to know what they do.

Below is a complete list of the spells available for wizards and priests. Mags, Sorcerers, and Bards draw their spells from the wizard list; all other spellcasting classes draw their spells from the priest list. Complete spell descriptions follow in the section beyond, describing the spells as written by casters of various backgrounds.

WIZARD SPELLS

LEVEL 1

Armor
Blindness
Burning Hands
Charm Person
Chill Touch
Chromatic Orb
Color Spray
Find Familiar
Friends
Grease
Identify
Infravision
Larloch's Minor Drain
Magic Missile
Nahal's Reckless Dweomer
Protection from Evil

Protection from Petrification
Reflected Image
Shield
Shocking Grasp
Sleep
Spook

LEVEL 2

Agannazar's Scorcher
Blur
Chaos Shield
Deafness
Detect Evil
Detect Invisibility
Ghoul Touch
Glitterdust
Horror
Invisibility

Knock
Know Alignment
Luck
Melf's Acid Arrow
Mirror Image
Power Word, Sleep
Ray of Enfeeblement
Resist Fear
Stinking Cloud
Strength
Vocalize
Web

LEVEL 3

Clairvoyance
Detect Illusion
Dire Charm
Dispel Magic
Flame Arrow
Ghost Armor
Haste
Hold Person
Hold Undead
Invisibility 10' Radius
Lightning Bolt
Melf's Minute Meteors
Minor Spell Deflection
Monster Summoning I
Non-Detection
Protection from Cold
Protection from Fire
Protection from Normal Missiles
Remove Magic
Skull Trap
Spell Thrust
Vampiric Touch
Wraithform

LEVEL 4

Confusion
Contagion
Emotion: Hopelessness
Enchanted Weapon
Farsight
Fireshield (Blue)
Fireshield (Red)
Greater Malison
Ice Storm
Improved Invisibility
Minor Globe of Invulnerability
Minor Sequencer
Monster Summoning II
Otiluke's Resilient Sphere
Polymorph Other
Polymorph Self
Remove Curse
Secret Word

Spider Spawn
Spirit Armor
Teleport Field
Wizard Eye

LEVEL 5

Animate Dead
Breach
Chaos
Cloudkill
Cone of Cold
Conjure Lesser Air Elemental
Conjure Lesser Earth Elemental
Conjure Lesser Fire Elemental
Domination
Feeblemind
Hold Monster
Lower Resistance
Minor Spell Turning
Monster Summoning II
Oracle
Phantom Blade
Protection from Acid
Protection from Electricity
Protection from Normal Weapons
Shadow Door
Spell Immunity
Spell Shield
Sunfire

LEVEL 6

Carion Summons
Chain Lightning
Conjure Air Elemental
Conjure Earth Elemental
Conjure Fire Elemental
Contingency
Death Fog
Death Spell
Disintegrate
Flesh to Stone
Globe of Invulnerability
Improved Haste
Invisible Stalker
Mislead
Pierce Magic
Power Word, Silence
Protection From Magic Energy
Protection From Magical Weapons
Spell Deflection
Stone to Flesh
Summon Nishruu
Tenser's Transformation
True Sight
Wyvern Call

LEVEL 7

Cacofiend
Control Undead
Delayed Blast Fireball
Finger of Death
Improved Chaos Shield
Khelben's Warding Whip
Limited Wish
Mantle
Mass Invisibility
Mordenkainen's Sword
Power Word, Stun
Prismatic Spray
Project Image
Protection From The Elements
Ruby Ray of Reversal
Spell Sequencer
Spell Turning
Sphere of Chaos
Summon Djinni
Summon Efreeti
Summon Hakeashar

LEVEL 8

Abi-Dalzim's Horrid Wilting
Bigby's Clenched Fist
Improved Mantle
Incendiary Cloud
Maze
Pierce Shield
Power Word, Blind
Protection From Energy

PRIEST SPELLS

LEVEL 1

Armor of Faith
Bless
Command
Cure Light Wounds
Detect Evil
Doom
Entangle
Magic Stone
Protection from Evil
Remove Fear
Sanctuary
Shillelagh

LEVEL 2

Aid
Barkskin
Chant
Charm Person/Mammal
Draw Upon Holy Might
Find Traps
Flame Blade
Goodberry
Hold Person
Know Alignment
Resist Fire and Cold

Simulacrum
Spell Trigger
Summon Fiend
Symbol, Death
Symbol, Fear
Symbol, Stun

LEVEL 3

Absolute Immunity
Bigby's Crushing Hand
Black Blade of Disaster
Chain Contingency
Energy Drain
Freedom
Gate
Imprisonment
Meteor Swarm
Power Word, Kill
Shapechange
Spell Trap
Spellstrike
Time Stop
Wail of the Banshee
Wish

LEVEL 10

Comet
Dragon's Breath
Energy Blades
Improved Alacrity
Summon Dark Planetar
Summon Planetar

LEVEL 3

Call Lightning
Cure Disease
Cure Medium Wounds
Dispel Magic
Glyph of Warding
Hold Animal
Holy Smite
Invisibility Purge
Miscast Magic
Protection from Fire
Remove Curse
Remove Paralysis
Rigid Thinking
Strength of One
Summon Insects
Unholy Blight
Zone of Sweet Air

LEVEL 4

Animal Summoning I
Call Woodland Beings

Cause Serious Wounds
Cloak of Fear
Cure Serious Wounds
Death Ward
Defensive Harmony
Farsight
Free Action
Holy Power
Lesser Restoration
Mental Domination
Negative Plane Protection
Neutralize Poison
Poison
Protection from Evil 10' Radius
Protection from Lightning

LEVEL 5

Animal Summoning II
Cause Critical Wounds
Chaotic Commands
Cure Critical Wounds
Flame Strike
Greater Command
Insect Plague
Iron Skins
Magic Resistance
Mass Cure
Pixie Dust
Raise Dead
Repulse Undead
Righteous Magic
Slay Living
True Seeing

LEVEL 6

Aerial Servant
Animal Summoning III
Blade Barrier
Bolt of Glory

Conjure Animals
Conjure Fire Elemental
Dolorous Decay
False Dawn
Fire Seeds
Heal
Physical Mirror
Sol's Searing Orb
Wondrous Recall

LEVEL 7

Confusion
Conjure Earth Elemental
Creeping Doom
Earthquake
Finger of Death
Gate
Greater Restoration
Holy Word
Nature's Beauty
Regeneration
Resurrection
Shield of the Archons
Sunray
Symbol, Death
Symbol, Fear
Symbol, Stun

QUEST LEVEL

Aura of Flaming Death
Elemental Summoning
Energy Blades
Globe of Blades
Greater Elemental Summoning
Implosion
Mass Raise Dead
Storm of Vengeance
Summon Deva
Summon Fallen Deva

LEVEL 1

ARMOR

1st-level Conjuration



Duration: 9 hours

Casting Time: 9

Area of Effect: Caster

The wizard creates a magical field that protects as if it were splint mail. The field weighs nothing and does not affect movement or spell-casting ability.

For the duration of the spell, the caster's base Armor Class is set to 6. Additional modifiers from Dexterity, shields, and other magical equipment still apply.

BLINDNESS

1st-level Illusion



Range: 40 ft.

Duration: 2 hours

Casting Time: 2

Area of Effect: 1 creature

Saving Throw: Neg.

When this spell is cast, a flash of blue light shines in the target's face.

On a failed Saving Throw, the target is blinded and receives a -4 penalty to attack rolls and Armor Class. A successful Saving Throw negates the effect.

BURNING HANDS

1st-level Alteration



Range: 5 feet

Duration: Instant

Casting Time: 1

Area of Effect: 120 degree arc

Saving Throw: 1/2

When a wizard casts this spell, her hands send out 5-ft. jets of flame in a fan in front of her.

Any creature in the area of effect suffers 1d3 fire damage, +2 fire damage for each level of the caster, to a maximum of 1d3+20 points of fire damage. A successful Saving Throw halves this damage.

CHARM PERSON

1st-level Enchantment



Range: Visual range of the caster

Duration: 5 rounds

Casting Time: 1

Area of Effect: 1 person

Saving Throw: Neg.

This spell affects any single humanoid creature it is cast upon. Giants and other large bipedal creatures are not affected.

If the target fails its Saving Throw (with a +3 bonus), it regards the caster as a trusted friend and ally to be heeded and protected. The subject will carry out the caster's orders as quickly as possible.

If the caster harms, or attempts to harm, the charmed person by some overt action, or if a *Dispel Magic* spell is cast upon the charmed person, the charm effect is broken. If two or more charms simultaneously affect a creature, the most recent spell takes precedence. Formerly charmed subjects are fully aware of what occurred while they were under the spell's influence. Note that a charmed creature cannot be ordered to leave the current map.

CHILL TOUCH

1st-level Necromancy



Duration: 1 turn

Casting Time: 1

Area of Effect: Caster

Saving Throw: Neg.

When the caster completes this spell, a blue glow encompasses her hand.

For the duration of the spell the wizard's weapon attacks are replaced by a charged fist attack. In addition to dealing the wizard's normal fist damage, the target must also make a Saving Throw vs. Spell. Those that fail the Saving Throw suffer 1d8 cold damage and receive a -2 THACO penalty for 5 rounds. Non-living creatures such as golems and undead are not affected.

CHROMATIC ORB

1st-level Evocation

Range: 90 ft.

Duration: Special

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: Special

This spell causes a 2-ft. diameter sphere to appear in the caster's hand. When thrown, the sphere heads unerringly to its target. The orb's effect on the target varies based on the level of the caster. Each orb will do damage to the target against which there is no save; the secondary effect offers a Saving Throw vs. Spell with a +6 bonus.



the familiar's maximum Hit Points (rounded down) as a bonus to their current and maximum Hit Points, for as long as the familiar is alive. The caster can issue commands to the familiar as though it were a member of the party; they may also speak to the familiar to feed it, ask it about the current quest, or store it in the caster's pack for its safety.

The caster should take care to treat their familiar well. If it dies, the caster loses more than the familiar's bonus Hit Points. They also suffer damage equal to half the familiar's maximum Hit Points and lose one point of Constitution permanently.

The type of familiar summoned depends on the caster's alignment, as described below (full stats are provided for each familiar type at the end of this book):

CASTER

LEVEL	DAMAGE	SECONDARY EFFECT
1	1d4	Target blinded for 1 round
2	1d4	Target suffers pain: -1 penalty to Strength, Dexterity, AC, and THACO
3	1d6	Target takes 1d8 fire damage
4	1d6	Target blinded for 1 turn
5	1d8	Target stunned for 3 rounds
6	1d8	Target suffers weakness: -4 penalty to THACO
7	1d10	Target paralyzed for 2 turns
10	1d12 (acid)	Target petrified
12	2d8 (acid)	Target killed

ALIGNMENT

FAMILIAR TYPE

Lawful Good	Pseudodragon
Neutral Good	Pseudodragon
Chaotic Good	Faerie Dragon
Lawful Neutral	Ferret
True Neutral	Rabbit
Chaotic Neutral	Cat
Lawful Evil	Imp
Neutral Evil	Dust Mephit
Chaotic Evil	Quasit

COLOR SPRAY

1st-level Alteration

Range: 50 ft.

Duration: 5 rounds

Casting Time: 1

Area of Effect: 90-degree arc

Saving Throw: Neg.

This spell causes a vivid, fan-shaped spray of clashing colors to spring forth from the caster's hand.

Creatures inside the area of effect with 4 Hit Dice or less must make a Saving Throw or be rendered unconscious for the duration of the spell.



FRIENDS

1st-level Enchantment

Duration: 1d4 rounds + 1 round/level

Casting Time: 1

Area of Effect: The caster

Upon casting this spell, the caster becomes more personally compelling; those who view the caster are more likely to want to help her, as appropriate to the situation. This may mean offering better prices for purchased goods, improved quest rewards, or helpful advice.

For the duration of the spell, the caster's Charisma is increased by 6.



FIND FAMILIAR

1st-level Conjuration (protagonist only)

Range: Visual range of the caster

Duration: Special

Casting Time: 9

Area of Effect: 1 familiar

Casting this spell summons a magical animal or extraplanar creature to act as a wizard's servant and companion. The familiar will serve its master faithfully until it is killed or dismissed from service. A character can have only one familiar at a time.

When the familiar is summoned, the caster receives half

GREASE

1st-level Conjuration

Range: 30 ft.

Duration: 3 rounds + 1 round/level

Casting Time: 1

Area of Effect: 30-ft. radius

Saving Throw: Special

A *Grease* spell covers the ground with a layer of slippery oil.

Any creature entering the area or caught in it when the spell is cast must save vs. Spell at +2 or slip and slide for the rest of the round, unable to move effectively. Those who successfully save can move at half speed. Creatures must continue to make Saving Throws each round until they leave the area.



IDENTIFY

1st-level Divination

Duration: Instant

Casting Time: Special

Area of Effect: 1 item

With this spell memorized, go to the description of an unidentified item and select the Identify button. The chance of identifying the item is 100%. The spell identifies the item's name, what it does, and if it is cursed.



INFRAVISION

1st-level Divination

Range: 30 ft.

Duration: 2 hours

Casting Time: 1

Area of Effect: 1 creature

Casting this spell grants the recipient infravision, enabling them to see creatures more clearly in the dark.



LARLOCH'S MINOR DRAIN

1st-level Necromancy

Range: 30 ft.

Duration: 1 turn

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

This spell drains the life force from a target and adds it to the caster's own.

The target creature suffers 4 damage, while the caster heals 4 points of damage. If the caster goes over their maximum Hit Point total with this spell, they lose any extra Hit Points at the end of the spell's duration.



MAGIC MISSILE

1st-level Evocation

Range: Visual range of the caster

Duration: Instant

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast, a glowing missile of magical energy darts forth from the wizard's fingertip and unerringly strikes the target creature, dealing 1d4+1 damage.

At 3rd level, and every two levels thereafter, the spell creates one additional missile, up to a maximum of five missiles. All missiles created by this spell strike the same target.



NAHAL'S RECKLESS DWEOMER

1st-level Evocation (Wild Mage only)

Range: Special

Duration: Special

Casting Time: 5

Area of Effect: Special

Saving Throw: Special

This spell is the Wild Mage's ultimate last-resort. The caster releases a flood of wild magical energy, hoping to seize and shape it into a desired spell effect. The attempt usually fails, but something almost always occurs in the process.

To use *Nahal's Reckless Dweomer* simply cast it, then choose from your list of known spells. The actual effect of the spell is determined randomly as though you had triggered a wild surge. Because the release of energy is intentional, your level is added to the dice roll, meaning that you are more likely to trigger the spell's intended effects if your level is higher.



PROTECTION FROM EVIL

1st-level Abjuration

Range: Touch

Duration: 2 rounds/level

Casting Time: 1

Area of Effect: 1 creature

When this spell is cast, a magical barrier forms around the subject, guarding them from attacks from evil creatures.

While the spell is active, all evil creatures attacking the subject suffer a -2 penalty to attack rolls. Summoned fiends cannot target the subject at all.



PROTECTION FROM PETRIFICATION

1st-level Abjuration

Range: Touch

Duration: 1 hour

Casting Time: 1

Area of Effect: 1 creature

This spell grants the recipient immunity to all petrification attacks.



REFLECTED IMAGE

1st-level Illusion

Duration: 3 rounds + 1 round/level

Casting Time: 1

Area of Effect: Caster

This spell creates an image of the caster that travels alongside them, performing all the actions they do. Any enemies attacking the caster will not know which is real and which is an illusion.

While the spell is active, there is a 50% chance that any attack on the caster will target the image instead. Once the image is attacked, even if its duration has not yet expired, the spell ends.



SHIELD

1st-level Evocation



Range: 0

Duration: 1 hour

Casting Time: 1

Area of Effect: Caster

Saving Throw: None

This spell creates an invisible barrier in front of the caster, setting their Armor Class to 4 (2 vs. missile).

For the *Shield* spell's duration, the caster is also immune to *Magic Missile* spells.

SHOCKING GRASP

1st-level Alteration



Range: Touch

Duration: 1 round/level

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

The caster's next attack, if successful, deals their normal fist damage (1d2 plus Strength bonuses), 1d8 electricity damage, and an additional point of electricity damage for each level the caster has attained.

Shocking Grasp ends once the caster makes an attack, even if that attack fails. If the duration expires prior to the caster making an attack, the spell is wasted.

SLEEP

1st-level Enchantment



Range: 60 ft.

Duration: 5 rounds/level

Casting Time: 1

Area of Effect: 30-ft. radius

Saving Throw: Neg.

A *Sleep* spell causes one or more of the caster's enemies to fall into a deep slumber. All creatures in the area of effect must make a Saving Throw vs. Death with a -3 penalty or fall asleep. Monsters with 4 Hit Dice or more are unaffected, as are undead and any creatures explicitly immune to sleep effects.

SPOOK

1st-level Illusion



Range: 30 ft.

Duration: 3 rounds

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: Neg.

A *Spook* spell plays on a target's natural fears, causing it to perceive the caster as someone or something inimical, which proceeds to advance in a threatening manner. Though the caster does not actually pursue the fleeing creature, a phantasm from its own mind does.

If the creature does not make a successful Saving Throw vs. Spell, it turns and flees as far from the wizard as possible. The creature suffers a Saving Throw penalty of -1 for every two levels of the caster, up to a maximum of -6 at 12th level. Undead are unaffected by this spell.

LEVEL 2

AGANNAZAR'S SCORCHER

2nd-level Evocation



Range: 15 ft.

Duration: 1 round

Casting Time: 3

Area of Effect: 2-ft. by 15-ft. jet

Saving Throw: None

Upon casting this spell, a jet of flame appears at the caster's fingertips and bursts out toward one target of the caster's choice.

That target, as well as any other creatures between the target and the caster, will be hit by this flame for 3d6 points of damage. The flame jet strikes a second time halfway through its duration, and the caster may move while the spell is in effect.

BLUR

2nd-level Illusion



Range: 0

Duration: 4 rounds + 2 rounds/level

Casting Time: 2

Area of Effect: Caster

Saving Throw: None

A *Blur* spell causes the outline of the caster's form to waver and shift.

For the spell's duration, all missile and melee attacks against the caster take a -3 penalty. The caster also gains +1 to all their Saving Throws.

CHAOS SHIELD

2nd-level Abjuration (Wild Mage only)



Duration: 5 rounds + 1 turn/5 levels

Casting Time: 2

Area of Effect: Caster

Chaos Shield increases a Wild Mage's chance to gain a favorable result when a wild surge occurs. For the duration of the spell, every time the caster triggers a wild surge, the dice roll to determine the effect is increased by 15.

This bonus stacks with the bonus received when casting *Nahal's Reckless Dweomer*.

DEAFNESS

2nd-level Illusion



Range: 180 ft.
Duration: Permanent
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: Neg.

The *Deafness* spell causes the target to become totally unable to hear. On a failed Saving Throw, the target is deafened for as long as the spell lasts.

Deafened spellcasters have a 50% chance to miscast any spells. This deafness can only be done away with by means of a *Dispel Magic* spell or a *Cure Disease* spell.

DETECT EVIL

2nd-level Divination



Duration: Instant
Casting Time: 2
Area of Effect: 60-ft. radius centered on the caster
Saving Throw: None

This spell exposes the true nature of any evil creatures in its range, causing them to briefly glow red.

DETECT INVISIBILITY

2nd-level Divination



Duration: Instant
Casting Time: 2
Area of Effect: 70-ft. radius centered on the caster
Saving Throw: None

Detect Invisibility enables its caster to clearly see any invisible, astral, ethereal, or out of phase objects or beings inside the spell's radius. The caster can also detect hidden or concealed creatures (Thieves hiding in shadows, halflings in the underbrush, etc.). It does not reveal the method of concealment or invisibility, nor does it reveal illusions or enable the caster to see through physical objects.

The spell ends as soon as it is cast; thus, invisible creatures entering the area of effect after the spell is cast will remain undetected.

GHOUL TOUCH

2nd-level Necromancy



Duration: 5 rounds
Casting Time: 1
Area of Effect: Caster
Saving Throw: Neg.

When the caster completes this spell, a red glow encompasses their hand. For the spell's duration, their weapon attacks are replaced by a ghoulish touch attack. In addition to the caster's normal fist damage, any target that fails a Saving Throw vs. Spell is paralyzed for 5 rounds.

GLITTERDUST

2nd-level Conjuration



Range: 30 ft.
Duration: 4 rounds
Casting Time: 2
Area of Effect: 30-ft. radius
Saving Throw: Neg.

This spell creates a cloud of glittering golden particles within the area of effect.

All enemies in the area must roll a successful Saving Throw vs. Spell or be blinded (–4 penalty to attack rolls and Armor Class) for 4 rounds. In addition, all enemies who fail their Saving Throw are covered by the dust, which cannot be removed and continues to sparkle for the duration of the spell, thus exposing invisible creatures.

HORROR

2nd-level Necromancy



Range: 40 ft.
Duration: 1 turn
Casting Time: 2
Area of Effect: 30-ft. radius
Saving Throw: Neg.

All enemies in this spell's area of effect must save vs. Spell or flee in terror. Creatures immune to fear, such as undead, are not affected by this spell.

INVISIBILITY

2nd-level Illusion



Range: Touch
Duration: Special
Casting Time: 2
Area of Effect: 1 creature

This spell causes the creature touched to vanish from sight and be undetectable by normal vision or even infravision. For the duration of the spell, the target is invisible.

If the spell's recipient attacks a target or interacts with an object (such as a door or chest), the effect immediately ends. They can cast defensive spells without disrupting their invisibility.

KNOCK

2nd-level Alteration



Range: Visual range of the caster
Duration: Instant
Casting Time: 1
Area of Effect: 1 locked door or chest

The *Knock* spell opens locked doors or containers. It opens secret doors as well as locked boxes or chests. It does not raise barred gates or similar impediments, nor does it unlock doors requiring magical keys.

Note: Unlocked doors and chests may still conceal active traps. Be wary.

KNOW ALIGNMENT

2nd-level Divination

Range: 30 ft.

Duration: Instant

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: Neg.

This spell enables the caster to determine the alignment of creatures that fail to save vs. Spell. Affected creatures glow red if evil, green if good, and white if neutral. If the target makes a successful Saving Throw, the caster learns nothing about it.



LUCK

2nd-level Enchantment

Range: 30 ft.

Duration: 3 rounds

Casting Time: 2

Area of Effect: 1 creature

Saving Throw: None

This spell's recipient is lucky in everything they do for 3 rounds. They receive a +1 bonus to all actions, including Saving Throws, to-hit rolls, thieving skills, and anything else requiring a d20 roll.



MELF'S ACID ARROW

2nd-level Conjunction

Range: 60 ft.

Duration: 1 round/3 levels

Casting Time: 2

Area of Effect: 1 creature

Saving Throw: None

This spell creates a magical arrow that speeds unerringly to its target. The missile deals 2d4 points of acid damage, with no Saving Throw. Every round thereafter for the duration of the spell, the target suffers an additional 2d4 acid damage.



MIRROR IMAGE

2nd-level Illusion

Duration: 3 rounds + 1 round/level

Casting Time: 1

Area of Effect: Caster

This spell creates a number of illusory duplicates of the caster. These images surround their creator, following his or her movements exactly. As the spell causes blurring and slight visual distortion when cast, opponents cannot be certain which of the wizards before them is the original.

When the caster is targeted by a weapon or spell that will affect only them, there is a chance one of the duplicates will bear the brunt of the resulting attack or spell effect. Duplicates targeted this way vanish. The spell ends when its duration expires or no duplicates remain.



POWER WORD, SLEEP

2nd-level Conjunction

Range: 90 ft.

Duration: 5 rounds

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast, the target creature is instantly driven into a comatose slumber. Creatures that are immune to sleep effects are not affected by this spell.

The creature targeted must have less than 20 Hit Points for the spell to take effect.



RAY OF ENFEEBLEMENT

2nd-level Enchantment

Range: Visual range of the caster

Duration: 1 round/level

Casting Time: 2

Area of Effect: 1 creature

Saving Throw: Neg.

Ray of Enfeeblement weakens the target, decimating their physical prowess.

The victim must save vs. Spell or have their Strength be reduced to 5 for the duration of the spell. Equipment that modifies the target's Strength is unaffected by this spell and continues to function normally.



RESIST FEAR

2nd-level Abjuration

Range: 30 ft.

Duration: 1 hour

Casting Time: 1

Area of Effect: 30-ft. radius

Saving Throw: None

This spell instills courage in its recipients, removing any fear effects and raising their morale to its highest. The recipients' morale will gradually reset to normal as the duration runs out.



STINKING CLOUD

2nd-level Evocation

Range: 90 ft.

Duration: 1 turn

Casting Time: 2

Area of Effect: 30-ft. radius

Saving Throw: Special

A *Stinking Cloud* spell creates a billowing mass of nauseating vapors up to 90 feet from the caster. Any creature caught within the cloud must roll a successful Saving Throw vs. Poison at +2 or be sent reeling and fall down for 1d2 rounds.

Those who make successful Saving Throws can leave the cloud without suffering any ill effects. Those who



remain inside the area must make a Saving Throw each round for as long as the spell lasts. *Dispel Magic* will remove the effect on a particular character, but if they remain in the cloud, then they are still subject to its effects.

STRENGTH

2nd-level Alteration

Range: Touch

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: 1 creature

This spell sets the Strength of the subject to 18 if it was not already 18, and then adds a +50 to the subject's extraordinary Strength value, to a maximum Strength of 18/00.

For example, if the subject has a Strength of 18/25, this spell will increase their Strength to 18/75; if the subject has a Strength of 18/51, the spell will increase their Strength to 18/00. If the subject's Strength is 17 or lower, this spell will set their Strength to 18/50. If the subject's Strength score is 19 or above, the spell will actually *reduce* their Strength to 18/50.



VOCALIZE

2nd-level Alteration

Duration: 1 turn

Casting Time: 2

Area of Effect: Caster

When this spell is cast, the caster gains the ability to cast spells with a verbal component without having to make noise. They are effectively immune to the effects of *Silence* for the duration of the spell.



WEB

2nd-level Evocation

Range: 40 ft.

Duration: 2 turns/level

Casting Time: 2

Area of Effect: 30-ft. radius

Saving Throw: Neg.

The *Web* spell creates a mass of sticky strands that resemble spider webs but are far larger and stronger. Creatures caught in the strands, or simply touching them, stick to the gluey fibers.

When the spell is cast, anyone in the area of effect must save vs. Spell with a -2 penalty or be stuck, unable to move or act. A successful Saving Throw allows the creature to escape the web and leave the area. Each round a creature remains in the web, it must make a Saving Throw to avoid or end the entangling effect.



LEVEL 3

CLAIRVOYANCE

3rd-level Divination

Range: Special

Duration: Instant

Casting Time: 3

Area of Effect: Special

Saving Throw: None

This spell lets the caster see geographical features and buildings of the surrounding region in their mind's eye. It extends to a great range, but does not reveal creatures or their movements.



DETECT ILLUSION

3rd-level Divination

Range: 30 ft.

Duration: Instant

Casting Time: 3

Area of Effect: 20-ft. radius

Saving Throw: None

This spell dispels all Illusion spells of 3rd level or lower within the area of effect. Allies of the caster are not affected. A creature's magic resistance, if any, does not protect against this spell.



DIRE CHARM

1st-level Enchantment

Range: 60 ft.

Duration: 5 rounds

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: Neg.

This spell works exactly like *Charm Person*, with one difference: the target receives no bonus to their Saving Throw.

If the target fails its Saving Throw, it regards the caster as a trusted friend and ally to be heeded and protected. The subject will carry out the caster's orders as quickly as possible.

If the caster harms, or attempts to harm, the charmed person by some overt action, or if a *Dispel Magic* spell is cast upon the charmed person, the charm effect is broken. If two or more charm effects simultaneously affect a creature, the most recent spell takes precedence. Formerly charmed subjects are fully aware of what occurred while they were under the spell's influence. Note that you cannot order a charmed creature to leave its current area.



DISPEL MAGIC

3rd-level Abjuration

Range: 40 ft.

Duration: Instant

Casting Time: 6

Area of Effect: 30-ft. radius

Saving Throw: None

A *Dispel Magic* spell removes magical effects upon anyone within the area. This includes effects of spells, potions and certain magical items such as wands. It does not affect enchanted magical items or spell protections such as *Spell Turning* and *Spell Deflection*.

The dispel attempt's chance of success is determined by the level of the dispelling caster and the magic being dispelled. The base chance of success is 50%. For every level the caster is above the caster level of the target spell, the chance of success increases 5%, to a maximum of 95%. For every level the caster is below the caster level of the target spell, the chance of success decreases 10%, to a minimum of 5%.

For spells that target an area, such as *Grease*, *Web*, *Stinking Cloud*, this spell only removes the individual effects on creatures within the area, not the spell itself. Thus, if a creature within the area of a *Web* spell is entangled, *Dispel Magic* will remove the entanglement on that creature, but if the creature remains in the area it may become entangled again.

FIREBALL

3rd-level Evocation

Range: 40 ft.

Duration: Instant

Casting Time: 3

Area of Effect: 30-ft. radius

Saving Throw: 1/2

This spell creates an explosive burst of flame, which detonates with a low roar burning everything in the area of effect. Creatures within the area suffer 1d6 fire damage per level of the caster (to a maximum of 10d6). A successful Saving Throw vs. Spell halves this damage.

FLAME ARROW

3rd-level Conjuration

Range: 60 ft.

Duration: 1 round

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: 1/2

This spell conjures fiery bolts that launch themselves simultaneously at a single target within range. The spell creates one bolt at 5th level, plus an additional bolt every five levels thereafter, to a maximum of four bolts at 20th level.

Each bolt inflicts 1d6 piercing damage (no save) plus

4d6 fire damage (Save vs. Spell for half).

GHOST ARMOR

3rd-level Conjuration

Duration: 1 hour

Casting Time: 1

Area of Effect: Caster

This creates a magical field of force around the caster roughly equivalent to *plate mail +1*. It does not hinder movement, adds no weight or encumbrance, and does not affect spellcasting.

For the spell's duration, the caster's base Armor Class is 2. Shield and other equipment bonuses still apply, as does the bonus from a high Dexterity, if the caster has one.

HASTE

3rd-level Alteration

Range: 15 ft.

Duration: 3 rounds + 1 round/level

Casting Time: 3

Area of Effect: 30-ft. radius

Saving Throw: None

For this spell's duration, all friendly creatures in the area move at double their normal rate, gaining a -2 initiative bonus and an extra attack per round.

Haste is not cumulative with itself or other similar magic. Spellcasting and magical effects are unaffected. *Haste* also negates *Slow* spell effects.

HOLD PERSON

3rd-level Enchantment

Range: 35 ft.

Duration: 1 turn

Casting Time: 3

Area of Effect: 5-ft. radius centered on target creature

Saving Throw: Neg.

This spell holds 1d4 humans, demihumans, or humanoid creatures rigidly immobile for the duration of the spell. The effect is centered on the selected target. Enemies in range of the target who fail a Saving Throw vs. Spell at -1 are also affected.

Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison.



HOLD UNDEAD

3rd-level Necromancy



Range: Visual range of the caster

Duration: 2 rounds/level

Casting Time: 3

Area of Effect: 1 undead creature and any enemy within 10 ft.

Saving Throw: Neg.

This spell holds 1d4 undead creatures rigidly immobile for twelve or more rounds. The effect is centered on the selected target. Enemies in range of the target who fail their Saving Throws are also affected.

Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds.

INVISIBILITY 10' RADIUS

3rd-level Illusion



Range: 0

Duration: Special

Casting Time: 1 round

Area of Effect: 10' radius

Saving Throw: None

When this spell is cast, all friendly creatures in the area of effect vanish from sight, becoming undetectable even to those who possess infravision. For the duration of the spell, these creatures are invisible.

If one of the affected creatures makes an attack or interacts with objects in the environment (such as doors or chests), the effect immediately ends for that creature but remains in effect for all other affected creatures.

LIGHTNING BOLT

3rd-level Evocation



Range: 120 ft. + 30 ft./level

Duration: Instant

Casting Time: 3

Area of Effect: Special

Saving Throw: 1/2

Upon casting this spell, the wizard releases a powerful stroke of electrical energy that immediately launches itself toward the target creature.

The target creature, along with any creatures the bolt strikes along its path, takes 1d6 electricity damage per level of the caster (to a maximum of 10d6). A successful Saving Throw vs. Spell halves this damage.

The bolt does not stop when it hits its target. It continues on its trajectory, bouncing off obstacles at new angles, until it reaches the end of its range.

MELF'S MINUTE METEORS

3rd-level Evocation



Duration: Special

Casting Time: 3

Area of Effect: Caster

This spell creates a number of flaming projectiles (one per level of the caster), which the caster can then hurl at a rate of five each round. These attacks have a +5 bonus to attack rolls and deal 1d4+3 missile damage, plus an additional 3 fire damage.

MINOR SPELL DEFLECTION

3rd-level Abjuration



Duration: 3 rounds/level

Casting Time: 3

Area of Effect: Caster

When this spell is cast, the caster is protected by a field of magical energy that deflects incoming spells. All spells of 7th-level or lower that target the caster are deflected; area effect spells in which the caster happens to be standing are not deflected.

This spell deflects a total of four spell levels; after these levels are consumed, the spell ends (though the spell that exceeded this limit is still deflected).

MONSTER SUMMONING I

3rd-level Conjuraction



Range: 120 ft.

Duration: 2 rounds + 1 round/level

Casting Time: 4

Area of Effect: Special

Saving Throw: None

With the casting of this spell, the wizard summons a random selection of weak (3 Hit Dice) monsters. There is a 60% chance of summoning one monster and a 40% chance of summoning two monsters. The monster(s) appear within spell range and attack the spellcaster's opponents until the spell duration expires or until they are slain.

NON-DETECTION

3rd-level Alteration



Range: Touch

Duration: 4 hours

Casting Time: 3

Area of Effect: 1 creature or item

Saving Throw: None

This spell makes a creature or object touched by the caster undetectable by divination spells that reveal invisible creatures, such as *Detect Invisibility*, *Detect Illusion*, and *Invisibility Purge*. It does not affect the Know Alignment spell.

PROTECTION FROM COLD

3rd-level Abjuration



Range: Touch

Duration: 1 turn/level

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: None

When the spell is cast, the target gains complete invulnerability to non-magical cold attacks and 50% damage resistance against cold from magical sources such as spells.

PROTECTION FROM FIRE

3rd-level Abjuration



Range: Touch

Duration: 1 turn/level

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: None

When the spell is cast, the target gains complete invulnerability to non-magical fires (torches, bonfires, oil fires, and the like) and 50% damage resistance against fire from magical sources such as spells.

PROTECTION FROM NORMAL MISSILES

3rd-level Abjuration



Range: Touch

Duration: 1 hour

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: None

By means of this spell, the wizard bestows total invulnerability to non-magical hurled and projected missiles such as arrows, throwing axes, bolts, javelins, and sling stones. This spell does not protect against magical missiles, nor does it protect against spell attacks such as *Fireballs*, *Lightning Bolts*, or *Magic Missiles*.

REMOVE MAGIC

3rd-level Abjuration



Range: 40 ft.

Duration: Instant

Casting Time: 3

Area of Effect: 30-ft. radius

Saving Throw: None

This combat version of Dispel Magic only affects opponents, dispelling magical effects on any enemies in the area. Affected magic can come from spells, potions, and certain magical items such as wands. It does not affect the inherent benefits that come from equipping magical items.

The dispel attempt's chance of success is determined by the level of the dispelling caster and the magic being dispelled. The base chance of success is 50%. For every level the caster is above the caster level of the target spell,

the chance of success increases 5%, to a maximum of 95%. For every level the caster is below the caster level of the target spell, the chance of success decreases 10%, to a minimum of 5%.

SKULL TRAP

3rd-level Necromancy



Range: 60 ft.

Duration: Special

Casting Time: 3

Area of Effect: 30-ft. radius

Saving Throw: 1/2

When this spell is cast, a magical skull launches itself to the center of the target area. The skull floats in the area until a creature comes within 20 feet of it, whereupon the skull explodes, sending shrapnel out in all directions.

Creatures in the area of effect suffer 1d6 damage per level of the caster, or half with a successful Saving Throw vs. Spell.

Casters beware: the skull does not differentiate between allies and enemies. Avoid accidental detonations by casting this spell far away from your party!

SLOW

3rd-level Alteration



Range: 25 ft.

Duration: 1 turn

Casting Time: 3

Area of Effect: 30-ft. radius

Saving Throw: Neg.

A *Slow* spell causes creatures to move and attack at half of their normal rates. It negates *Haste*, but does not otherwise affect magically speeded or slowed creatures. Slowed creatures have an Armor Class and attack penalty of -4. Creatures save at -4 vs. Spell.

SPELL THRUST

3rd-level Abjuration



Range: Visual range of the caster

Duration: Instant

Casting Time: 3

Area of Effect: Target creature

Saving Throw: None

When this spell is cast, all spell protections of 5th level and lower are removed from the target creature as though dispelled. This includes the following spells: *Minor Spell Deflection*, *Minor Globe of Invulnerability*, *Spell Immunity*, and *Minor Spell Turning*. The target's magic resistance, if any, does not affect this spell.

VAMPIRIC TOUCH

3rd-level Necromancy

Range: Touch
Duration: Instant
Casting Time: 3
Area of Effect: 1 creature
Saving Throw: None

When this spell is cast, the target suffers 1d6 damage for every 2 levels of the caster (to a maximum of 6d6). At the same time, the caster gains an equal number of Hit Points, with any Hit Points beyond the caster's normal maximum treated as temporary additional Hit Points. The temporary Hit Points last for 1 hour. (Temporary Hit Points from multiple castings of this spell do not stack.)



WRAITHFORM

3rd-level Illusion

Duration: 2 rounds/level
Casting Time: 1
Area of Effect: Caster

When this spell is cast, the caster becomes insubstantial, along with all of their gear. For the duration of the spell, the caster is unaffected by attacks from non-magical weapons and gains 25% resistance to magic damage.

While in this state, the caster cannot cast spells.



LEVEL 4

CONFUSION

4th-level Enchantment

Range: 35 ft.
Duration: 5 rounds + 1 round/6 levels
Casting Time: 4
Area of Effect: 30-ft. radius
Saving Throw: Neg.

This spell clouds the judgment of creatures, instilling profound indecision and the inability to take effective action.

All creatures within the area of effect must save vs. Spell with a -2 penalty or be confused for the duration of the spell. Confused creatures will either go berserk, stand confused, or wander about, changing their minds every round for as long as the effect lasts.

Wandering creatures move as far from the caster as possible, according to their most typical mode of movement (characters walk, fish swim, bats fly, etc.). Any confused creature that is attacked perceives the attacker as an enemy and acts according to its nature.



CONTAGION

4th-level Necromancy

Range: 90 ft.
Duration: Permanent
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Neg.

This spell causes a terrible disease to afflict the target creature. The afflicted individual is immediately stricken with painful lesions, hideous boils, and other maladies that are both uncomfortable and distracting for the subject and anyone around them.

Until the target receives a *Cure Disease* spell, the target's Strength, Dexterity, and Charisma scores are reduced by 2. The afflicted character is also slowed.



EMOTION: HOPELESSNESS

4th-level Enchantment

Range: 50 ft.
Duration: 9 rounds + 1 round/level after 7th
Casting Time: 4
Area of Effect: 30-ft. radius
Saving Throw: Special

When this spell is cast the wizard can disturb the emotional state of those around him, inflicting a feeling of hopelessness upon the caster's enemies while bolstering their own bravery.

Upon a failed save vs. Spell, affected creatures within the area of effect immediately lie down where they stand and give over all their will to a higher power. Sometimes they can be heard to exclaim things such as 'I lay down and die,' or 'I'm going home.' This behavior lasts for the duration of the spell, at which point the affected targets return to normal.

At the same time, the caster is instilled with a profound feeling of courage. This removes any and all fear effects from the caster, as well as restoring their morale and rendering them immune to fear for the duration of the spell.



ENCHANTED WEAPON

4th-level Enchantment

Range:
Duration: 24 hours
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: None

This spell enchants a weapon with powerful magic. For the duration of the spell, the target's currently equipped weapon is treated as a +3 weapon for purposes of determining what types of enemies it can hit. For ranged weapons, this enchantment is bestowed on the weapon's ammunition.

This spell has no effect on weapons or ammunition with an enchantment level higher than +3, nor does it grant any bonus to attack or damage rolls.



FARSIGHT

4th-level Divination

Range: Special

Duration: 3 rounds + 1 round/level

Casting Time: 4

Area of Effect: Special

Saving Throw: None

When *Farsight* is cast, the caster is able to view an unexplored region of the current area. After casting the spell, simply click on a section of the map that you want to view. For the duration of the spell, the caster can spy on that part of the area, noting creatures and fortifications.



FIRESHIELD (BLUE)

4th-level Evocation

Duration: 3 rounds + 1 round/level

Casting Time: 4

Area of Effect: Caster

The blue *Fireshield* protects the user from cold damage by surrounding the caster with a shield of ice flame. This shield not only grants the user 50% cold resistance, but also protects the caster from attacks made within a 5' radius around the caster. An opponent that hits the caster with any weapons or spells within this radius suffers 1d8 +2 cold damage.



FIRESHIELD (RED)

4th-level Evocation

Duration: 3 rounds + 1 round/level

Casting Time: 4

Area of Effect: Caster

The red *Fireshield* protects the user from fire damage by surrounding the caster with a shield of flame. This shield not only grants the user 50% fire resistance, but also protects the caster from attacks made within a 5' radius around the caster. An opponent that hits the caster with any weapons or spells within this radius suffers 1d8 +2 fire damage.



GREATER MALISON

4th-level Enchantment

Range: Visual range of the caster

Duration: 2 rounds/level

Casting Time: 4

Area of Effect: Up to 60-foot cube

Saving Throw: None

The spell allows the caster to adversely affect all the Saving Throws of his enemies. The effect is applied to all hostile creatures within the area of effect. Opponents under the influence of this spell make all Saving Throws at a penalty of -4.



ICE STORM

4th-level Evocation

Range: Visual range of the caster

Duration: 4 rounds

Casting Time: 4

Area of Effect: 30-ft. radius

Saving Throw: None

When this spell is cast, great hail stones pound down for four rounds and inflict 2d8 points of damage to any creatures within the area of effect, plus an additional 2d8 damage each round thereafter for as long as they remain within the area.



IMPROVED INVISIBILITY

4th-level Illusion

Range: Touch

Duration: 3 rounds + 1 round/level

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: None

This spell is similar to *Invisibility*, but the recipient is able to attack by missile discharge, melee combat, or spellcasting while remaining unseen. However, telltale traces (a shimmering) allow an observant opponent to attack the invisible spell recipient. These traces are only noticeable when specifically looked for (after the invisible character has made his presence known).

Attacks against the invisible character suffer a -4 penalty to attack rolls, and the invisible character's Saving Throws are made with a +4 bonus.

Note: After making an attack, the Mage is no longer completely invisible. Opponents can target the Mage.



MINOR GLOBE OF INVULNERABILITY

4th-level Abjuration

Range: 0

Duration: 1 round/level

Casting Time: 4

Area of Effect: Caster

Saving Throw: None

This spell creates a faintly shimmering magical sphere around the caster that prevents any 1st-, 2nd-, or 3rd-level spell effects from affecting them, including area effect spells such as *Fireball*. The caster may still cast spells out of the sphere as normal without disrupting the sphere's protections.

Spells of 4th level or higher are not affected by the globe. The globe can be brought down by a *Dispel Magic* spell.



MINOR SEQUENCER

4th-level Evocation



Duration: Permanent
Casting Time: 1 round
Area of Effect: Caster

This spell allows a wizard to store two spells and activate them both at the same time as though it were an innate ability.

Both spells must be of 2nd level or lower. To create a sequencer, a Mage must memorize not only *Minor Sequencer* but also the spells he intends to store in it (a Sorcerer can store spells of any level for which he still has spell slots). After casting *Minor Sequencer*, the player will be prompted to choose the sequenced spells from those he has memorized.

A sequencer lasts until activated and, once used, releases its spells immediately (no casting time). The Special Ability icon also disappears until the next time a sequencer is formed. A wizard can possess only one *Minor Sequencer* at a time.

MONSTER SUMMONING II

4th-level Conjuration



Range: 120 ft.
Duration: 3 rounds + 1 round/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This spell is much like the 3rd-level *Monster Summoning I* spell, except that this spell summons moderately powerful monsters. There is a 60% chance of receiving one monster and a 40% chance of receiving two monsters. These monster(s) appear at the target location and attack the caster's opponents until the spell duration expires or until they are slain.

OTILUKE'S RESILIENT SPHERE

4th-level Alteration



Range: 0
Duration: 1 turn
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Neg.

When this spell is cast, the result is a globe of shimmering force that encloses the subject creature if it fails to Save vs. Spell. The resilient sphere will contain its subject for the duration of the spell.

The sphere is completely immune to all damage; in fact, the only method of removing the sphere is a successful *Dispel Magic*. Hence, the creature caught inside the globe is completely safe from all attacks, but at the same time completely unable to affect the outside world.

POLYMORPH OTHER

4th-level Alteration



Range: Visual range of the caster
Duration: Permanent
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Neg.

Polymorph Other is a powerful spell that permanently transforms the target into a squirrel. A successful Saving Throw vs. Polymorph negates the effects.

The subject's mental attributes are not affected, and the target does not receive special abilities for being a squirrel. However most physical attributes are changed to adhere to the new form.

The transformation is instant and permanent until removed with a *Dispel Magic* spell. All clothes and equipment that the target was wearing will mold into the new form.

POLYMORPH SELF

4th-level Alteration



Range: 0
Duration: 1 turn + 3 rounds/level
Casting Time: 4
Area of Effect: Caster
Saving Throw: None

When this spell is cast, the caster gains the ability to assume a variety of forms. This spell does not give the new form's other abilities such as special attacks and magic, nor does it run the risk of the wizard changing personality and mentality.

For the duration of the spell, the caster may transform into any of the new forms at any time, and as many times as they wish. The caster gains the natural attacks of the new form in some cases and may use weapons in others. The mental attributes of the caster remain the same, but all the physical attributes except Constitution are obtained from the new form. Any natural protections that the new form offers are conferred to the caster, such as the resistance to missile and crushing weapons possessed by the slime form.

The possible forms given by *Polymorph Self* are Gnoll, Mustard Jelly, Ogre, Spider, Brown Bear, Black Bear, and Wolf.

REMOVE CURSE

4th-level Abjuration



Range: Touch

Duration: Permanent

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: None

Upon casting this spell, the caster dispels a curse on an object or person. Note that the *Remove Curse* spell does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the person afflicted with any such cursed item to get rid of it.

Certain special curses may not be countered by this spell, or may be countered only by a caster of a certain level or higher.

SECRET WORD

4th-level Abjuration



Range: Visual range of the caster

Duration: Instant

Casting Time: 4

Area of Effect: Target creature

Saving Throw: None

When this spell is cast at a target creature it will dispel one spell protection of 8th level or lower. The spells that are affected by this are: *Minor Spell Turning*, *Minor Globe Of Invulnerability*, *Spell Immunity*, *Spell Deflection*, *Spell Turning*, and *Spell Shield*. The target's magic resistance, if any, does not affect this spell.

SPIDER SPAWN

4th-level Conjuration



Range: 120 ft.

Duration: 6 rounds + 1 round/level

Casting Time: 6

Area of Effect: Special

Saving Throw: None

Upon casting this spell, the caster throws several spider eggs into the air. The eggs then morph into a fully grown spider that remains under the wizard's telepathic control. The type of spider that appears depends on the level of the wizard casting the spell.

- 7th: giant spider.
- 9th: phase spider.
- 12th+: sword spider.

When the spell is cast, there is a 20% chance that two spiders of the proper type will appear instead of just one. These spiders remain under the caster's control until affected by a *Dispel Magic* spell, until they are slain, or until the spell duration expires.

SPIRIT ARMOR

4th-level Necromancy



Range: Touch

Duration: 2 hours

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: None

This spell is very similar to the 3rd-level spell *Ghost Armor* in that it creates a corporeal barrier around the target's body for the duration of the spell. This spell taps the target's life force in order to create the barrier. The armor itself is weightless and does not hinder movement or spellcasting at all.

The spirit armor does not work cumulatively with any other armor, but Dexterity bonuses still apply as well as magic rings and a shield. For the duration of the spell, the target's base Armor Class is set to 1, as though they were wearing full plate armor. Also, due to the magical nature of the spell, they also receive a +3 bonus on Saving Throws against magical attacks.

There is a danger however: When the spell runs out the external portion of the spirit is temporarily lost, inflicting 2d4 points of damage upon the target, unless the creature makes a Saving Throw vs. Spell.

STONESKIN

4th-level Alteration



Duration: 12 hours

Casting Time: 1

Area of Effect: Caster

When a wizard casts this powerful spell, an outer skin of stone moves up from the ground, completely covering the caster's body. The skin is entirely magical in nature and does not inhibit the caster's breathing or movement, but does protect them from incoming attacks.

For as long as the spell lasts, the caster is protected from physical attacks such as melee weapons and projectiles. The spell protects against one such attack for every two levels of the caster, completely negating any physical damage dealt by the attack. The spell does not protect the wizard from any magical attacks such as *Fireball*, but does protect against spells that deal physical damage, such as *Magic Missile*.

The protective skin remains on the caster until they are affected by a *Dispel Magic* spell, the spell duration expires, or the spell deflects its full allotment of attacks.

TELEPORT FIELD

4th-level Alteration



Range: Visual range of the caster

Duration: 1 turn

Casting Time: 4

Area of Effect: 30-ft. radius

Saving Throw: None

With this spell, the wizard instigates a teleportation effect as far as the wizard can see. All enemies in this area are randomly teleported for the duration of the spell.

This spell is best used against multiple enemies, serving to confuse them and allowing the wizard to concentrate on activating her defenses.

WIZARD EYE

4th-level Alteration



Range: 0

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

When this spell is employed, the wizard creates an invisible sensory organ that sends him visual information.

The eye can see with normal vision up to 60 feet away in brightly lit areas. The wizard eye can travel in any direction as long as the spell lasts. It has substance and a form that can be detected (by a *Detect Invisibility* spell, for instance). Solid barriers prevent the eye's passage.

The powers of the eye cannot be enhanced by other spells or items. The caster is subject to any gaze attack met by the eye. A successful *Dispel Magic* cast on the wizard or eye ends the spell.

LEVEL 5

ANIMATE DEAD

5th-level Necromancy



Range: 30 ft.

Duration: 8 hours

Casting Time: 9

Area of Effect: Special

Saving Throw: None

This spell causes a skeleton warrior to rise and serve the caster under any conditions. The type of skeleton warrior that appears depends upon the level of the wizard casting the spell: a 1st-level caster will summon a skeleton warrior with 3 Hit Dice; a 7th-level caster will summon one with 5 Hit Dice; an 11th-level caster will summon one with 7 Hit Dice; and a 15th-level caster will summon one with 9 Hit Dice.

The skeleton warrior remains animated until it is destroyed in combat, the duration expires, or it is turned. This spell cannot be dispelled.

BREACH

5th-level Alteration



Range: Visual range of the caster

Duration: Instant

Casting Time: 5

Area of Effect: Target Creature

Saving Throw: None

When this spell is cast at a creature, it breaches and dispels all of the specific and combat protections on the target creature.

Here is a complete list of all the specific protection spells that are dispelled by breach: *Shield*, *Protection Circle*, *Resist Fear*, *Protection From Fire/Cold*, *Fireshield*, *Protection From Acid*, *Protection From Electricity*, *Protection From Magic Energy*, *Protection From The Elements*, and *Protection From Energy*.

The combat protection spells dispelled by this spell are: *Protection From Normal Missiles*, *Protection From Normal Weapons*, *Protection From Magic Weapons*, *Stoneskin*, *Armor*, *Ghost Armor*, *Spirit Armor*, *Absolute Immunity*, *Mantle*, and *Improved Mantle*.

The target's magic resistance, if it has any, does not affect this spell.

CHAOS

5th-level Enchantment



Range: Visual range of the caster

Duration: 5 rounds + 1 round/6 levels

Casting Time: 4

Area of Effect: Up to 60-foot cube

Saving Throw: Special

The effects of this spell are identical to the 4th-level spell *Confusion* in all respects, except that targets with 4 or fewer Hit Dice do not receive a Saving Throw to resist the effects, while targets with 5 or more Hit Dice receive a -4 penalty to their Saving Throw. The victims wander around as if in a daze, sometimes wandering away, sometimes attacking friend and foe alike.

CLOUDKILL

5th-level Evocation



Range: 40 ft.

Duration: 1 turn

Casting Time: 5

Area of Effect: 30-ft. radius

Saving Throw: Special

This spell generates a billowing cloud of ghastly, yellowish green vapors that is so toxic as to be deadly. Holding one's breath has no effect on the lethality of the spell.

Any creature with 4 or fewer Hit Dice are slain instantly; creatures with 5 to 6 Hit Dice must save vs. Poison with a -4 penalty or be slain as well. Any creatures that are not slain by the effects instead suffer 1d10 poison damage each round while they remain in the area of effect.

CONE OF COLD

5th-level Evocation

Range: Special
Duration: Instant
Casting Time: 5
Area of Effect: Special
Saving Throw: 1/2

When this spell is cast, it generates a blast of extreme cold originating at the wizard's hand and extending outward in a cone to a range of 5 feet per caster level.

All creatures within the area of effect suffer 1d4+1 cold damage per level of the caster, with a Saving Throw vs. Spell for half damage.



CONJURE LESSER AIR ELEMENTAL

5th-level Conjuration

Range: 45 ft.
Duration: 1 turn + 1 round/level
Casting Time: 9
Area of Effect: Special
Saving Throw: None

This spell summons a lesser air elemental and compels it to do the caster's bidding.

For the first three rounds after summoning, both the elemental and the caster are locked into a psychic contest. If the caster wins the contest, the elemental will serve the caster faithfully for as long as it is present.

There is, however, a 15% chance that the elemental will escape the bindings of the spell, go berserk, and attack the caster who dared summon it. If it can't reach the summoner, it will fight its way toward them. A berserk elemental can be tamed with charm-like spells, but these spells have no impact on the initial outcome of the contest.



CONJURE LESSER EARTH ELEMENTAL

5th-level Conjuration

Range: 45 ft.
Duration: 1 turn + 1 round/level
Casting Time: 9
Area of Effect: Special
Saving Throw: None

This spell functions exactly like *Conjure Lesser Air Elemental*, except that it summons lesser earth elemental instead of a lesser air elemental.



CONJURE LESSER FIRE ELEMENTAL

5th-level Conjuration

Range: 45 ft.
Duration: 1 turn + 1 round/level
Casting Time: 9
Area of Effect: Special
Saving Throw: None

This spell functions exactly like *Conjure Lesser Air Elemental*, except that it summons a lesser fire elemental instead of a lesser air elemental.



DOMINATION

5th-level Enchantment

Range: Visual range of the caster
Duration: 8 rounds
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: Neg.

The *Domination* spell enables the caster to control the actions of any creature while the spell is in effect. This control is maintained through a telepathic link between the caster and the victim.

This effect can only be reversed by dispel magic. The target gets a Saving Throw vs. Spell at -2 in order to avoid the effect.



FEEBLEMIND

5th-level Enchantment

Range: Visual range of the caster
Duration: Permanent
Casting Time: 5
Area of Effect: 1 creature
Saving Throw: Neg.

Feeblemind causes the subject's intellect to degenerate into that of a simple beast of burden. The subject remains in this state until a successful dispel magic is cast upon him. The victim must make a save vs. Spell at -2 in order to avoid the effect.



HOLD MONSTER

5th-level Enchantment

Range: Visual range of the caster
Duration: 1 round/level
Casting Time: 5
Area of Effect: 5-ft. radius around target creature
Saving Throw: Neg.

This spell holds one or more creatures of any type rigidly immobile and in place for the duration of the spell.

The effect is centered on the victim selected by the caster. The target, and any enemies within 5 feet of the target, must make a Saving Throw vs. Spell with a -2 penalty or be held.

Held creatures cannot move or speak, but they remain



aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison.

LOWER RESISTANCE

5th-level Abjuration



Range: 40 ft.

Duration: 1 round/level

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

When cast upon a target creature, this spell will lower the magic resistance of this creature by 10% + 1% per level of the caster.

For example, if a creature has 60% magic resistance and this spell is cast on it by a 15th-level Mage, then the target's magic resistance would be reduced to 35%.

The effects of this spell stack; if *Lower Resistance* is cast upon the above creature a second time, the creature's magic resistance would be 10% (60 - 25 - 25). This spell will last until its duration expires and cannot be dispelled.

Note: This spell is not affected by *Dispel Magic*; once it has been cast, there is no way to cancel the effects until the spell expires.

MINOR SPELL TURNING

5th-level Abjuration



Range: 0

Duration: 3 rounds/level

Casting Time: 5

Area of Effect: Caster

Saving Throw: None

This spell reflects spells that directly target the caster, sending them directly back to their original source. The spell can reflect a total of 4 spell levels in this way, and it only affects up to 4th-level spells. It cannot be dispelled.

Once the spell has reflected a total of 4 spell levels (or the spell's duration expires), the spell ends.

MONSTER SUMMONING II

5th-level Conjuration



Range: 120 ft.

Duration: 4 rounds + 1 round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell is much like the 3rd-level *Monster Summoning I* spell, except that this spell summons 5 HD monsters.

There is a 60% chance of receiving one monster and a 40% chance of receiving two monsters. These monster(s) appear within spell range and attack the caster's opponents until the spell duration expires or until they are slain.

ORACLE

5th-level Divination



Range: 0

Duration: Instant

Casting Time: 5

Area of Effect: 60' radius

Saving Throw: None

This spell dispels all Illusion spells of 5th level and lower in the area that affect the caster's enemies.

PHANTOM BLADE

5th-level Evocation



Range: 0

Duration: 3 rounds + 1 round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell creates a translucent, shadow-like, weightless area of magical force extending from the fingers of one of the caster's hands. The silent, blade-shaped construct's cutting edges inflict damage just as those of a real sword do. The caster wields the phantom blade as if proficient with it, at their normal THACO.

The blade acts as a +3 magical sword in terms of to-hit and damage bonuses as well as the type of creatures it can hit. However, due to its ethereal nature, it causes an extra +10 damage against undead creatures. This sword can only be used by the caster and remains in their hand for the duration of the spell or until dispelled.

PROTECTION FROM ACID

5th-level Abjuration



Range: Touch

Duration: 1 turn/level

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: None

When the spell is cast, it confers complete immunity to acid damage for as long as the spell lasts.

PROTECTION FROM ELECTRICITY

5th-level Abjuration



Range: Touch

Duration: 1 turn/level

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

When the spell is cast, it confers complete immunity to all electricity damage for as long as the spell lasts.

PROTECTION FROM NORMAL WEAPONS

5th-level Abjuration

Duration: 1 round/level

Casting Time: 2

Area of Effect: Caster

When this spell is cast, it confers complete invulnerability to all non-magical weapons. This does not include weapons that are blessed or enchanted. This spell may not be cast on someone who is protected from magical weapons. This effect lasts for the duration of the spell or until dispelled.



SHADOW DOOR

5th-level Illusion

Duration: 9 rounds + 1 round/level after 9th

Casting Time: 2

Area of Effect: Caster

This spell creates the illusion of a door. The illusion also permits the caster to appear to step through this “door” and disappear. In reality, they have darted aside and can flee, totally invisible (as per the *Improved Invisibility* spell), for the spell’s duration.



SPELL IMMUNITY

5th-level Abjuration

Duration: 1 round/level

Casting Time: 5

Area of Effect: Caster

Casting this spell grants the caster protection from one spell school of their choice. After the spell is cast, the caster must choose the school they wish to be protected from.

For the duration of the spell, all spells of this school have no effect on the caster, including beneficial effects.



SPELL SHIELD

5th-level Abjuration

Duration: 3 rounds/level

Casting Time: 8

Area of Effect: Caster

When this spell is cast, the caster is protected from the next magical attack against them. The spells deflected are: *Spell Thrust*, *Secret Word*, *Breach*, *Lower Resistance*, *Pierce Magic*, *Ruby Ray of Reversal*, *Khelben’s Warding Whip*, *Pierce Shield*, and *Spellstrike*.

If one of these spells is cast at the caster, this spell activates and absorbs the attack. Once the caster has been shielded in this way, or once the duration expires, the spell ends.



SUNFIRE

5th-level Evocation

Range: 0

Duration: Instant

Casting Time: 3

Area of Effect: 30-foot radius around the caster

Saving Throw: 1/2

The caster gestures with their hand and the entire area around them erupts in flames, leaving the caster unharmed but setting fire to everyone else.

Sunfire is like *Fireball* — an explosive burst of flame, which detonates with a low roar and deals 1d6 points of damage for each level of experience of the spellcaster (up to a maximum of 15d6) to every creature in the area of effect except the caste. A successful Saving Throw halves this damage.



LEVEL 6

CARRION SUMMONS

6th-level Conjuration

Range: 120 ft.

Duration: 7 rounds + 1 round/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

When this spell is cast, a carrion crawler is summoned to the location selected by the caster. This creature is then mutated, becoming larger and more vicious. There is a 35% chance that two carrion crawlers will be summoned instead of one.

These mutated carrion crawlers fight for the caster until they are slain, or the spell duration expires.



CHAIN LIGHTNING

6th-level Evocation

Range: Visual range of the caster

Duration: Instant

Casting Time: 5

Area of Effect: Special

Saving Throw: 1/2

When the caster casts *Chain Lightning*, arcs of electrical energy burst from their fingertips. These brilliant arcs of lightning leap at all enemies near the caster, shocking them with electrical damage.

The lightning inflicts 1d6 electricity damage for every two levels of the caster. A successful Saving Throw halves this damage.



CONJURE AIR ELEMENTAL

6th-level Conjuraton



Range: Visual range of the caster

Duration: 1 turn/level

Casting Time: 9

Area of Effect: Special

Saving Throw: None

Upon casting this spell, the caster opens a special gate to the Elemental Plane of Air, and an air elemental is summoned in the vicinity of the caster.

There is a 35% chance that the spell will summon a greater elemental instead, and a 5% chance that it will summon an elder elemental.

For the first three rounds after summoning, both the elemental and the caster are locked into a psychic contest. If the caster wins the contest, the elemental will serve the caster faithfully for as long as it is present.

There is, however, a 15% chance that the elemental will escape the bindings of the spell, go berserk, and attack the caster who dared summon it. If it can't reach the summoner, it will fight its way toward them. A berserk elemental can be tamed with charm-like spells, but these spells have no impact on the initial outcome of the contest.

CONJURE EARTH ELEMENTAL

6th-level Conjuraton



Range: Visual range of the caster

Duration: 1 turn/level

Casting Time: 9

Area of Effect: Special

Saving Throw: None

This spell functions exactly like *Conjure Air Elemental*, except that it summons an earth elemental instead of an air elemental.

CONJURE FIRE ELEMENTAL

6th-level Conjuraton



Range: Visual range of the caster

Duration: 1 turn/level

Casting Time: 9

Area of Effect: Special

Saving Throw: None

This spell functions exactly like *Conjure Air Elemental*, except that it summons a fire elemental instead of an air elemental.

CONTINGENCY

6th-level Evocation



Range: Visual range of the caster

Duration: 1 day/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Upon casting this spell, the wizard is allowed to choose a spell out of their repertoire of known spells. One spell level every 3 levels of the caster is allowed—up to 6th-level spells at 18th level.

Once the spell is chosen, the caster may choose a condition of some kind from the list provided. The starting condition can be anything from reaching 10% of their maximum Hit Points to an enemy being sighted. Once this starting condition is satisfied, the spell that was chosen will be cast automatically.

For example, a 12th-level Mage could place the spell *Stoneskin* in a *Contingency* with the starting condition being "the caster reaches 50% Hit Points." Once the Mage is reduced to 50% of their Hit Points or below, *Stoneskin* would be immediately cast upon them.

This requires no action by the caster, but happens automatically and instantaneously. The limitation of this spell is that the target of the spell placed in the *Contingency* must be the caster. Therefore, it may not be an offensive spell, nor may it target any other party members.

DEATH FOG

6th-level Evocation



Range: 30 ft.

Duration: 1 turn

Casting Time: 6

Area of Effect: 30-ft. radius

Saving Throw: None

The casting of a Death Fog spell creates an area of solid fog that has the additional property of being highly acidic. All animal life not immune to acid suffers 8 points of damage for each round they are exposed to the vapors of the Death Fog. Death Fog will also instantly kill all summoned creatures, regardless of their Hit Dice and immunities.

DEATH SPELL

6th-level Necromancy



Range: Visual range of the caster

Duration: Instant

Casting Time: 6

Area of Effect: 30-ft. radius

Saving Throw: None

When *Death Spell* is cast, it snuffs out the life force of enemy creatures within the area of effect with fewer than 9 Hit Dice, as well as all summoned enemy creatures, instantly and irrevocably. Such creatures cannot be raised or resurrected.

DISINTEGRATE

6th-level Alteration

Range: Visual range of the caster

Duration: Instant

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: Neg.

When this spell is cast, a thin green ray arcs from the caster's hand toward the target creature. Upon contact with the ray, the creature must make a Saving Throw vs. Spell or be reduced to dust. This transformation is instantaneous and irreversible. There is also a good chance that this will destroy some if not all of the items that the creature is carrying.



FLESH TO STONE

6th-level Alteration

Range: Visual range of the caster

Duration: Permanent

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: Neg.

This spell hardens and then solidifies the target creature's flesh, transforming them into an inert statue. All of the creature's equipment likewise turns to stone. A successful Saving Throw vs. Spell negates the effect.

If a statue created by this spell is subjected to attacks of any sort, it will shatter into tiny pieces, making it impossible for the creature to be returned to flesh. The only way to restore a creature so petrified is to cast *Stone to Flesh*.



GLOBE OF INVULNERABILITY

6th-level Abjuration

Range: 0

Duration: 1 round/level

Casting Time: 6

Area of Effect: 5-ft. radius sphere

Saving Throw: None

This spell creates an immobile, faintly shimmering magical sphere around the caster that prevents any 1st-, 2nd-, 3rd-, or 4th-level spell effects from penetrating (i.e., the area of effect of any such spells does not include the area of the *Globe of Invulnerability*). This includes innate abilities and effects from devices.

However, any type of spell can be cast out of the magical sphere, and these pass from the caster of the globe to their subject without affecting the globe.

5th- and higher level spells are not affected by the globe. The globe can be brought down by a successful *Dispel Magic* spell, as well as other forms of magical attacks such as *Spellstrike* and *Pierce Magic*.



IMPROVED HASTE

6th-level Alteration

Range: Visual range of the caster

Duration: 3 rounds + 1 round/level

Casting Time: 3

Area of Effect: Target Creature

Saving Throw: None

Each affected creature functions at double its normal movement and attack rates and gains a –2 initiative bonus. A hasted creature gains a –2 initiative bonus. Thus, a creature moving at 6 and attacking once per round would move at 12 and attack twice per round. Spellcasting and spell effects are not sped up.

There are three major differences between the 3rd-level wizard spell *Haste* and this spell. The first difference is that there is no period of fatigue following the expiration of the spell. The second difference is that this spell will only affect one creature. Third and finally, this spell actually doubles the number of attacks for the hasted creature. Note that this spell negates the effects of the *Slow* spell. This spell is not cumulative with itself or with other similar magic. This spell lasts for the duration or until dispelled.



INVISIBLE STALKER

6th-level Conjunction

Range: 120 ft.

Duration: 9 hours

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell summons an invisible stalker from the Elemental Plane of Air. This powerful monster obeys and serves the caster in performing whatever tasks are set before it, no matter how dangerous.

The creature remains under the caster's control for 9 hours or until it is killed, at which point it will return to its native plane, only slightly annoyed at having to serve a mortal.



MISLEAD

6th-level Illusion

Duration: 1 round/level

Casting Time: 1

Area of Effect: Caster

When this spell is cast, the caster becomes invisible (as per the *Improved Invisibility* spell), and is teleported a few feet away from their original position. Meanwhile, an exact image of the caster is created where they used to be, with exactly the same Hit Points as the caster. The image cannot perform actions such as attacking or casting spells. It can, however, move around and act as a decoy for the invisible caster.

The image remains until reduced to 0 Hit Points, until dispelled, or until the spell's duration expires.



PIERCE MAGIC

6th-level Abjuration

Range: Visual range of the caster

Duration: Special

Casting Time: 6

Area of Effect: Target Creature

Saving Throw: Special

When this spell is cast upon a target creature there are two major effects. The first is that the creature's magic resistance is lowered by 1% per level of the caster. The second is that it cancels one spell protection of 8th level or lower on the creature.

The spells that may be dispelled are: *Minor Spell Deflection*, *Minor Spell Turning*, *Spell Deflection*, *Spell Turning*, *Minor Globe Of Invulnerability*, *Spell Immunity*, and *Globe Of Invulnerability*. Magic Resistance does not affect this spell, nor do any of the spell protections listed above. The resistance remains lowered for 1 round per level of the caster.



POWER WORD, SILENCE

6th-level Conjuration

Range: 90 ft.

Duration: 7 rounds

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

In using this spell, the caster points at an individual and utters the power word. For the next 7 rounds, that creature cannot make any sound. This silence completely foils any spells that require verbal components. The only ways to counter this spell are either a *Dispel Magic* or a *Vocalize* spell. There is no Saving Throw.



PROTECTION FROM MAGIC ENERGY

6th-level Abjuration

Range: Touch

Duration: 1 turn /level

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: None

When the spell is cast, it confers 100% invulnerability to all magic-based attacks such as *Magic Missile* or *Abi-Dalzim's Horrid Wilting*. This effect lasts for the duration of the spell or until dispelled.



PROTECTION FROM MAGICAL WEAPONS

6th-level Abjuration

Range: 0

Duration: 4 rounds

Casting Time: 1

Area of Effect: Caster

Saving Throw: None

When the spell is cast, it confers complete invulnerability to all magical weapons. This includes weapons that are blessed or enchanted, as well as the physical attacks of some more powerful monsters.

This spell cannot be cast on anyone who is protected from normal weapons as well as anyone protected by *Mantle*, *Improved Mantle*, or *Absolute Immunity*. Due to the nature of this spell, with the short casting time and duration, it is mainly used to buy the wizard a few rounds in the thick of combat. This effect lasts for the duration of the spell or until dispelled.



SPELL DEFLECTION

6th-level Abjuration

Duration: 3 rounds/level

Casting Time: 6

Area of Effect: Caster

When this spell is cast, the caster is protected by a field of magical energy that deflects incoming spells. All spells that target the caster are deflected; area effect spells in which the caster happens to be standing are not deflected.

This spell deflects a total of 10 spell levels; after these levels are consumed, the spell ends (though the spell that exceeded this limit is still deflected).



STONE TO FLESH

6th-level Alteration

Range: Visual range of the caster

Duration: Permanent

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: None

This spell is the reverse of *Flesh to Stone* and will return any creature that has been turned to stone back into flesh. All possessions on the creature likewise will return to normal. The effect is instantaneous and there is no Saving Throw or system shock check required.



SUMMON NISHRUU

6th-level Conjuratation



Range: 120 ft.
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

By casting the *Summon Nishruu* spell, the wizard calls into existence a magical being of considerable power: the nishruu.

At first glance, this appears to be some sort of mist, but upon closer examination, this boiling, churning red mass of vapors and shapes moves with a life of its own. Drawn toward magic like a moth to the flame, the nishruu feeds on the energies surrounding and used by wizards. Luckily, there is no question as to the loyalty of the creature. It will not attack its summoner even though it would like nothing better.

The nishruu remains until slain or until the spell's duration expires.

TENSER'S TRANSFORMATION

6th-level Alteration



Duration: 1 round/level
Casting Time: 6
Area of Effect: Caster

Tenser's Transformation is a sight guaranteed to astound any creature not aware of its power, for when the spell is cast, the caster undergoes a startling transformation. The size and strength of the caster increase to heroic proportions, and they become a formidable fighting machine.

The spell causes the caster to become a berserk warrior: their Hit Points double, and all damage they sustain is first detracted from this magically-gained life; their Armor Class gains a +4 bonus up to a maximum Armor Class of -10; and all their attacks are made as though the caster were a Fighter of the same level (i.e. the caster uses the combat values normally reserved to Fighters, although no extra attacks per round are gained). Each attack also receives a +2 bonus to hit and damage rolls.

The effect lasts for the duration of the spell or until dispelled.

TRUE SIGHT

6th-level Divination



Range: 0
Duration: 1 turn
Casting Time: 8
Area of Effect: 70-ft. radius
Saving Throw: None

When this spell is cast, all hostile Illusion spells in the area of effect are dispelled. Once per round for the duration of the spell, this dispelling effect is repeated. A creature's magic resistance, if any, does not protect against this spell.

WYVERN CALL

6th-level Conjuratation



Range: 120 ft.
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

When this spell is cast the caster opens up a magical channel that summons a wyvern to their aid. This creature is totally under the caster's mental control.

The creature remains until the spell duration expires or until the wyvern is slain.

LEVEL 7

CACOFIEND

7th-level Conjuratation



Range: Visual range of the caster
Duration: 15 rounds
Casting Time: Special
Area of Effect: Special
Saving Throw: None

When this spell is cast it summons a powerful demon at the location the caster specifies. Once it appears, the demon goes on a rampage, attacking and killing everything in sight, including the caster.

Any creature under the effects of *Protection from Evil*, as the spell, will not be targeted by the demon's attacks. This is a dangerous spell to invoke, best saved for desperate times.

CONTROL UNDEAD

7th-level Necromancy



Range: Visual range of the caster
Duration: 6 rounds + 1 round/level
Casting Time: 7
Area of Effect: 1-4 creatures
Saving Throw: Special

The control undead spell allows the caster to take control of 1-4 undead creatures within the area of effect. This creates a telepathic link between the caster and the undead allowing complete control.

Undead with 3 or fewer HD do not receive a Saving Throw; otherwise, creatures targeted by this spell may make a Saving Throw vs. Spell to negate the effect.

DELAYED BLAST FIREBALL

7th-level Evocation



Range: Visual range of the caster

Duration: Special

Casting Time: 7

Area of Effect: 30' radius

Saving Throw: 1/2

This spell creates a fireball that hovers at a point determined by the caster. The fireball will stay in position until someone walks too close to it, at which point it explodes.

Any creature caught within the area of effect suffers 15d6 fire damage, with a Save vs. Spell for half damage.

FINGER OF DEATH

7th-level Necromancy



Range: Visual range of the caster

Duration: Permanent

Casting Time: 5

Area of Effect: 1 Creature

Saving Throw: Neg.

The *Finger of Death* spell snuffs out the victim's life force. The caster points their finger at the victim after the incantation is complete, effectively ripping the life out of its body unless a Saving Throw vs. Spell is made with a -2 penalty. A creature that successfully saves still receives 2d8+1 points of damage.

IMPROVED CHAOS SHIELD

7th-level Abjuration (Wild Mage only)



Range: 0

Duration: 2 turns

Casting Time: 7

Area of Effect: Caster

Saving Throw: None

Improved Chaos Shield increases the caster's chance to gain a favorable result when a wild surge occurs.

Every time a roll is made to determine the effects of a wild surge, an extra 25 is added to the dice roll. This bonus stacks with the bonuses from *Nahal's Reckless Dweomer* and *Chaos Shield*.

KHELLEN'S WARDING WHIP

7th-level Abjuration



Range: 30 ft.

Duration: 3 rounds

Casting Time: 7

Area of Effect: Special

Saving Throw: None

When this spell is cast on the target creature, it dispels one spell protection of up to 8th level. Every round thereafter, as long as the spell lasts, another spell protection will be removed from the target.

The spells that are affected by this are: *Minor Spell Turn-*

ing, Minor Globe Of Invulnerability, Spell Immunity, Globe Of Invulnerability, Minor Spell Deflection, Spell Turning, Spell Deflection, Spell Shield, and Spell Invulnerability.

The target's magic resistance, if any, does not affect this spell.

This will always dispel the highest-level spell protection on the target, and if there are two protecting a Mage that are the same level, the choice is random.

LIMITED WISH

7th-level Conjunction



Range: Unlimited

Duration: Special

Casting Time: 9

Area of Effect: Special

Saving Throw: Special

The *Limited Wish* is a very potent but difficult spell. It will fulfill literally, but only partially or for a limited duration, the utterance of the caster. Thus, the actuality of the past, present, or future might be altered (but possibly only for the caster unless the wording of the spell is most carefully stated) in some limited manner. The use of a *Limited Wish* will not substantially change major realities. The spell can, for example, restore some Hit Points lost by the caster. Greedy desires usually end in disaster for the wisher.

Lastly, the wiser the wizard, the better chance that they will choose the right wording. Casters with low Wisdom will more often than not meet with disaster when asking for a wish.

MANTLE

7th-level Alteration



Range: 0

Duration: 4 rounds

Casting Time: 1

Area of Effect: Caster

Saving Throw: None

When the spell is cast, it confers complete invulnerability to all weapons of +2 or lower enchantment. This spell will not work in conjunction with *Protection From Magic Weapons*. The effect lasts for the duration of the spell or until dispelled.

MASS INVISIBILITY

7th-level *Invisibility*



Range: Visual range of the caster

Duration: 1 round/level

Casting Time: 7

Area of Effect: 30-ft. radius

Saving Throw: None

Upon casting this spell, the wizard causes all friendly creatures within the area of effect to become invisible (as per the spell *Improved Invisibility*). This spell is similar to *Invisibility 10' Radius*, but subjects are able to attack, either by missile discharge, melee combat, or spellcasting, and remain unseen.

Once a creature has made such an action, however, their location is revealed, enabling enemies to make attacks against them. Attacks against the invisible character suffer -4 penalties to attack rolls, and the invisible character's Saving Throws are made with a +4 bonus.

MORDENKAINEN'S SWORD

7th-level *Evocation*



Range: 0

Duration: 1 round/level

Casting Time: 7

Area of Effect: Special

Saving Throw: None

Upon casting this spell, the wizard brings into being a shimmering, sword-like plane of force that hovers nearby, striking at all enemies within reach.

The sword acts as a +4 weapon in all respects and deals 5d4 points of damage per hit. Once the spell is cast, the sword floats in the air completely under the caster's control. This does not prevent the caster from doing any other actions during the spell's duration.

POWER WORD, STUN

7th-level *Conjuration*



Range: Visual range of the caster

Duration: Special

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

When a *Power Word, Stun* spell is uttered, any creature of the Mage's choice within visual range is stunned, according to its current Hit Points:

- 1 to 29 Hit Points: Stunned for 4d4 rounds;
- 30 to 59 Hit Points: Stunned for 2d4 rounds;
- 60 to 89 Hit Points: Stunned for 1d4 rounds;
- 90 or more Hit Points: Unaffected.

PRISMATIC SPRAY

7th-level *Conjuration*



Range: 60 ft.

Duration: Instant

Casting Time: 7

Area of Effect: 70' long cone

Saving Throw: Special

When this spell is cast, the caster causes seven shimmering, multi-colored rays of light to flash from their hands. These include all colors of the visible spectrum; each ray has a different power and purpose.

Any creature with fewer than 8 Hit Dice struck by a ray is blinded for 5 rounds, regardless of any other effect. Any creature that is caught within the area of effect is also affected by one of the rays. The effects of the rays are listed below.

COLOR	EFFECT
Red	Inflicts 20 points of damage, save vs. Spell for half
Orange	Inflicts 40 points of damage, save vs. Spell for half
Yellow	Inflicts 80 points of damage, save vs. Spell for half
Green	Inflicts 20 points of poison damage, target must save vs. poison or die
Blue	Target must save vs. petrification or be turned to stone
Indigo	Target must save vs. wands or be feebleminded
Violet	Target must save vs. Spell or be disintegrated

PROJECT IMAGE

7th-level *Illusion*



Range: 0

Duration: 1 round/level

Casting Time: 1

Area of Effect: Caster

Saving Throw: None

When this spell is cast, an illusionary copy of the caster steps out of their body. This copy has the same Hit Points and can cast the same spells as the caster; however, it may not make any physical attacks. If the caster takes any damage before the spell's duration expires, the copy vanishes and the spell ends. As long as the copy exists, the caster may not move or take actions.

PROTECTION FROM THE ELEMENTS

7th-level *Abjuration*



Range: Touch

Duration: 1 round/level

Casting Time: 7

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast, the target gains 75% resistance to fire, cold, electricity, and acid for the duration of the spell.

RUBY RAY OF REVERSAL

7th-level Alteration



Range: Visual range of the caster

Duration: Instant

Casting Time: 5

Area of Effect: Target creature

Saving Throw: None

When this spell is cast on the target creature it will dispel one spell protection of any level.

The spells that are affected by this are: *Minor Spell Turning*, *Minor Globe Of Invulnerability*, *Spell Immunity*, *Globe Of Invulnerability*, *Minor Spell Deflection*, *Spell Turning*, *Spell Shield*, *Spell Deflection*, and *Spell Trap*.

This will always dispel the highest-level spell protection on the target, and if there are two protecting a Mage that are the same level, the choice is random.

The target's magic resistance, if any, does not affect this spell.

SPELL SEQUENCER

7th-level Evocation



Range: 0

Duration: Permanent

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell allows the caster to store three spells and, at any time in the future, activate them all at the same time as an innate ability. All three spells must be 4th-level or lower.

To create a sequencer, a Mage must memorize not only *Spell Sequencer* but also the spells they intend to store in it (a Sorcerer can store spells of any level for which they still have spell slots). After casting *Spell Sequencer*, the player is prompted to choose the sequenced spells from those that are memorized.

A sequencer lasts until activated and, once used, releases its spells immediately (no casting time). A caster can possess only one *Spell Sequencer* at a time, and once used, it may not be used again until the spell is recast.

SPELL TURNING

7th-level Abjuration



Duration: 3 rounds/level

Casting Time: 7

Area of Effect: Caster

This spell reflects spells targeting the caster, sending them directly back to their original source. The spell can reflect a total of 12 spell levels in this way.

Only spells that explicitly target the caster are reflected in this way; spells affecting an area in which the caster happens to be standing are not reflected.

Once the spell has reflected a total of 12 spell levels (or the spell's duration expires), the spell ends. It cannot be dispelled.

SPHERE OF CHAOS

7th-level Alteration



Range: Visual range of the caster

Duration: 1 turn

Casting Time: 7

Area of Effect: 30' radius

Saving Throw: Special

All enemies within the area of effect must make a Save vs. Spell every round that they remain in the sphere, and if the save is failed one of the following random effects occurs: polymorphed into a squirrel, confused, burst into flames, paralyzed, disintegrated, healed 20 Hit Points, randomly teleported, rendered unconscious, or hasted.

SUMMON DJINNI

7th-level Conjuraton



Range: 120 ft.

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

With this spell, the conjurer can cajole a djinni, a massive genie with powerful abilities, to leave the Elemental Plane of Air and enter the Prime Material. The djinni will serve for the duration indicated above, attacking the enemies of the conjurer. Casters are warned to be careful with this spell, for a mistreated djinni will turn on his master at the first available opportunity.

SUMMON EFREETI

7th-level Conjuraton



Range: 120 ft.

Duration: 8 rounds + 1 round/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell functions like *Summon Djinni*, except that the creature summoned is an efreeti from the Elemental Plane of Fire.

SUMMON HAKEASHAR

7th-level Conjuratation

Range: 120 ft.

Duration: 8 rounds + 1 round/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell is similar to the 6th-level wizard spell *Summon Nishruu*, except that the creature summoned is a hakeashar, a much more powerful version of the nishruu.

At first glance, this appears to be some sort of mist, but upon closer examination, this boiling, churning red mass of vapors and shapes moves with a life of its own. Drawn toward magic like a moth to the flame, the hakeashar feeds on the energies surrounding and used by wizards. Luckily, there is no question as to the loyalty of the creature. It will not attack its summoner even though it would like nothing better.

The hakeashar remains until slain or until the spell's duration expires.

LEVEL 8

ABI-DALZIM'S HORRID WILTING

8th-level Necromancy

Range: Visual range of the caster

Duration: Instant

Casting Time: 8

Area of Effect: 30-ft. cube

Saving Throw: 1/2

This spell evaporates moisture from the bodies of every enemy living creature within the area of effect, inflicting 1d8 damage per level of the caster. Affected creatures are allowed a Saving Throw vs. Spell for half damage. This spell is especially devastating to water elementals and plant creatures, who receive a penalty of -2 to their Saving Throws.

BIGBY'S CLENCHED FIST

8th-level Evocation

Range: Visual range of the caster

Duration: 4 Rounds

Casting Time: 8

Area of Effect: 1 creature

Saving Throw: Special

This spell causes a giant disembodied hand to squeeze and constrict the target once per round for up to four rounds.

It initially smashes the target for 3d6 damage with no save. The target is held.

In the second round, the target can save vs. paralysis at -2 to escape. If they fail to save, the hand does 4d6 damage.

The following round, the target can save vs. paralysis with no penalty. If they make the save, they are free

to move, if they fail, the spell does 6d6 damage and holds them for 2 rounds.

After the 4th round, the spell is finished.

IMPROVED MANTLE

8th-level Abjuration

Duration: 4 rounds

Casting Time: 1

Area of Effect: Caster

When the spell is cast, it confers complete invulnerability to all weapons of +4 or lower enchantment. This spell is incredibly powerful, yet has a very short duration and this, combined with its very short casting time, makes Improved Mantle useful only in the thick of intense combat. This spell will not work in conjunction with Protection From Magic Weapons. This effect lasts for the duration of the spell or until dispelled.

INCENDIARY CLOUD

8th-level Evocation

Range: Visual range of the caster

Duration: 1 turn

Casting Time: 8

Area of Effect: 30-ft. radius cloud

Saving Throw: 1/2

This spell creates a billowing cloud of roaring flame. Any in the area of the spell must leave the cloud immediately or suffer 1-4 points of fire damage per level of the caster each round while in the area of effect, with a Save vs. Spell for half.

MAZE

8th-level Conjuratation

Range: Touch

Duration: Special

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: None

An extradimensional space is brought into being upon utterance of a *Maze* spell. The subject vanishes into the shifting labyrinth of force planes for a period of time that is totally dependent upon its Intelligence:

INTELLIGENCE	MAZE DURATION
2 or lower	20d4 rounds
3-5	10d4 rounds
6-8	5d4 rounds
9-11	4d4 rounds
12-14	3d4 rounds
15-17	2d4 rounds
18 or higher	1d4 rounds

If the 9th-level spell *Freedom* is cast in the area where a creature is mazed, the spell will end early. Otherwise, this spell cannot be dispelled.



PIERCE SHIELD

8th-level Alteration



Range: Visual range of the caster

Duration: Instant

Casting Time: 8

Area of Effect: Special

Saving Throw: None

This spell launches a massive attack on an enemy creature's spell defenses.

When this spell is cast, one spell protection on the creature, of any level, is instantly dispelled. The spells that may be dispelled are: *Minor Spell Deflection*, *Minor Spell Turning*, *Spell Deflection*, *Minor Globe of Invulnerability*, *Spell Immunity*, *Globe Of Invulnerability*, *Spell Turning*, *Spell Shield*, and *Spell Trap*. Magic Resistance does not effect this spell, nor do any of the spell protections listed above.

In addition, the target's magic resistance is reduced by 10% + 1% per level of the caster for one round per level of the caster. This effect cannot be dispelled.

POWER WORD, BLIND

8th-level Conjunction



Range: Visual range of the caster

Duration: 6 rounds

Casting Time: 1

Area of Effect: 10-ft. radius

Saving Throw: None

When *Power Word, Blind* is cast, one or more creatures become sightless. The spellcaster selects one creature as the target center, and the effect spreads outward, affecting all within the area of effect. This lasts for 6 rounds or until dispelled. All of the effects of blindness apply to the victims, such as a reduced visibility and penalties to attack rolls and Armor Class.

PROTECTION FROM ENERGY

8th-level Abjuration



Range: Touch

Duration: 1 round/level

Casting Time: 8

Area of Effect: 1 creature

Saving Throw: None

When the spell is cast, it confers 75% immunity against energy attacks such as fire, cold, acid, magic and electricity. This spell does not confer any resistance against piercing, crushing, slashing, or missile damage.

SIMULACRUM

8th-level Illusion



Range: 0

Duration: 1 round/level

Casting Time: 9

Area of Effect: Special

Saving Throw: None

A duplicate of the caster is created when this spell is cast. The duplicate is almost identical to the caster, making the duplicate a very powerful ally.

The simulacrum is created at 60% of the caster's level. It has all the spells and abilities that the caster would have at that level. It also has 60% of the Hit Points of the caster. The simulacrum is fully under the control of the caster.

SPELL TRIGGER

8th-level Evocation



Duration: Permanent

Casting Time: 1 round

Area of Effect: Caster

This spell allows a wizard to store spells in a magical ability (used like any innate ability) that is created by the spell. This ability can store three spells to be released simultaneously, all of which must be 6th-level or lower. A wizard can only possess one spell trigger at a time, and the innate ability remains available until used.

SUMMON FIEND

8th-level Conjunction



Range: Visual range of the caster

Duration: 15 rounds

Casting Time: 9

Area of Effect: None

Saving Throw: None

More powerful than the 7th-level spell *Cacofiend*, casting this spell summons a frenzied demon or devil. This fiend will attack everyone in the area who is not protected by a *Protection From Evil* spell. Only desperate or suicidal wizards use this spell.

SYMBOL, DEATH

8th-level Conjunction



Range: 90 ft.

Duration: Special

Casting Time: 1 round

Area of Effect: 30-ft. radius

Saving Throw: Neg.

Symbol, Death is a powerful enchantment that allows the wizard to inscribe a symbol on the ground or any other surface. The symbol remains until someone comes too close, at which point it will explode, causing all those within the area to make a save vs. death or die. Creatures with more than 60 current Hit Points are immune to the effect.

SYMBOL, FEAR

8th-level Conjuraton

Range: 90 ft.
Duration: Special
Casting Time: 1 round
Area of Effect: 30-ft. radius
Saving Throw: Neg.

Symbol, Fear is a powerful enchantment that allows the wizard to inscribe a symbol on the ground or any other surface. The symbol will remain there until someone comes too close, at which point it will explode, causing all those within the area to make a save vs. Spell at a -4 penalty or be affected by fear for 2 rounds + 1 round for every 3 levels of the caster.

SYMBOL, STUN

8th-level Conjuraton

Range: 90 ft.
Duration: Special
Casting Time: 1 round
Area of Effect: 30-ft. radius
Saving Throw: Neg.

Symbol, Stun is a powerful enchantment that allows the wizard to inscribe a symbol on the ground or any other surface. The symbol will remain there until someone comes too close, at which point it will explode, causing all those within the area to make a save vs. Spell at a -4 penalty or be stunned for 2 rounds + 1 round for every 3 levels of the caster.

LEVEL 9

ABSOLUTE IMMUNITY

9th-level Abjuration

Duration: 4 rounds
Casting Time: 1
Area of Effect: Caster

When the spell is cast, it confers complete invulnerability to all weapons except for those of greater than +5 enchantment.

This spell is incredibly powerful, hence the short duration. However, the casting time is also very short, making this spell incredibly useful in the thick of combat, where buying a few seconds can mean the difference between life or death.

It is important to note that this spell does not work in combination with *Protection From Magical Weapons*. This spell lasts for the duration or until dispelled.



BIGBY'S CRUSHING HAND

9th-level Evocation

Range: Visual range of the caster
Duration: 3 Rounds
Casting Time: 9
Area of Effect: 1 creature
Saving Throw: Special

This spell creates a huge disembodied fist that crushes the target and pins them to the ground.

In the first round, the spell does 2d10 damage and the target is pinned in place unless it saves vs. Paralyzation with a -4 penalty.

In the second round, if the creature failed its Saving Throw, the hand does 3d10 damage.

In the third round, if the creature fails their Saving Throw again (this time with only a -2 penalty), the hand does a final 4d10 damage and then disappears.



BLACK BLADE OF DISASTER

9th-level Evocation

Range: 0
Duration: 18 rounds
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This spell enables the caster to create a black, blade-shaped planar rift about three feet long. It jumps into the caster's hand and is used as a normal sword, remaining there for the duration of the spell.

The caster is considered to have Grand Mastery in this weapon. The sword acts as a +5 weapon and deals 2d12 damage. Also, every time it hits a target, the victim must save vs. Death at +4 or be disintegrated. There is also a 10% chance with every hit that the sword drains 4 levels from the target and heals the wielder 20 Hit Points.



CHAIN CONTINGENCY

9th-level Evocation

Duration: Special
Casting Time: 1 turn
Area of Effect: Caster

Chain Contingency channels some of the magical energy of the caster and releases it only under certain circumstances. The caster chooses three spells 8th-level or lower, which are then released under certain conditions such as being hit by an enemy. When this condition occurs all three spells are cast immediately.



ENERGY DRAIN

9th-level Necromancy

Range: Touch

Duration: Permanent

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: None

The casting of this spell opens a channel to the Negative Energy Plane, sucking life from the target and transferring it to the Negative Energy Plane.

When the spell is cast, the target is drained of 2 levels of experience. These levels can only be restored by a priest's *Restoration* spell.



FREEDOM

9th-level Abjuration

Range: Special

Duration: Instant

Casting Time: 9

Area of Effect: Special

Saving Throw: None

Cast this spell in an area where you know someone is imprisoned and they will be released.

This is the reverse of the spell *Imprisonment*. When a creature is imprisoned, they are trapped in a sphere far beneath the surface of the earth. If this spell is cast in the area where that creature was imprisoned, it will instantly free the creature and they will reappear exactly where they were standing when they were imprisoned. This spell also cancels the effects of the spell *Maze*.



GATE

9th-level Conjuration

Range: Visual range of the caster

Duration: 33 rounds

Casting Time: 9

Area of Effect: Special

Saving Throw: None

By means of this spell, the caster calls an outer planar creature to attack any creatures it can find, including the caster. The creature summoned is a pit fiend, one of the most powerful demons. The creature will not attack anyone under the effects of *Protection from Evil*.



IMPRISONMENT

9th-level Abjuration

Range: Touch

Duration: Permanent

Casting Time: 9

Area of Effect: 1 creature

Saving Throw: None

When the *Imprisonment* spell is cast and the victim is touched, they are entombed in a state of suspended animation in a small sphere far beneath the surface of the earth. The victim remains there unless a reverse of the spell, *Freedom*, is cast. Otherwise, the victim will remain there as long as the earth exists—rather a horrible fate, actually.

If a *Freedom* spell is cast in the area where the creature was imprisoned, they will reappear exactly where they were last standing. Otherwise, this spell cannot be dispelled.



METEOR SWARM

9th-level Evocation

Range: 270 ft.

Duration: 4 rounds

Casting Time: 9

Area of Effect: 30' radius

Saving Throw: None

When a caster utters the words to this powerful spell, they call upon powerful forces indeed. These forces pull down meteors from above, hurling them randomly at everyone caught in their destructive path.

Any creatures in the area of effect—whether friend or foe—will suffer 4d10 points of damage every round they remain there.



POWER WORD, KILL

9th-level Conjuration

Range: Visual range of the caster

Duration: Instant

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

When a *Power Word, Kill* spell is uttered, one creature within the spell range is slain. The spell slays a creature with up to 60 Hit Points. Even if the creature's maximum Hit Points are higher than 60, the current Hit Points are used for this determination. There is no Saving Throw. This spell has no effect if the target has more than 60 Hit Points.



SHAPECHANGE

9th-level Alteration



Duration: 1 hour

Casting Time: 9

Area of Effect: Caster

With this spell, a wizard is able to assume the form of a powerful creature. For as long as the spell lasts, the caster can assume any of these forms or revert back to normal at will. Each alteration in form requires only a second, and no system shock is incurred.

The available forms are: mind flayer, iron golem, greater wolfwere, earth elemental, fire elemental, or giant troll.

The spellcaster becomes the creature they wish and has almost all of its abilities. Thus, the caster can change into a mind flayer to stun their opponents and then become an earth elemental to crush their foes. These creatures have whatever Hit Points the caster had at the time of the shapechange.

SPELL TRAP

9th-level Abjuration



Duration: 18 rounds

Casting Time: 9

Area of Effect: Caster

This powerful spell creates a barrier of magical protection around the spellcaster. Every spell that hits the barrier is absorbed by the power of the spell trap — making the caster recall a previously cast spell.

For example, a Mage casts *Spell Trap* and is then hit by a *Flame Arrow* (3rd-level spell). They instantly get back one spell up to 3rd-level.

The spell trap protects against 30 levels of spells (i.e., ten *Flame Arrows* or five *Fingers of Death*).

SPELLSTRIKE

9th-level Abjuration



Range: 80 ft.

Duration: Instant

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast at a target creature, it will dispel all of the magical protections that surround that creature. This includes: *Iron Skins*, *Magic Resistance*, *Shield of the Archons*, *Minor Spell Turning*, *Minor Globe Of Invulnerability*, *Spell Immunity*, *Globe Of Invulnerability*, *Minor Spell Deflection*, *Spell Turning*, *Spell Shield*, *Spell Deflection*, *Spell Invulnerability*, and *Spell Trap*. The target's magic resistance, if any, does not affect this spell.

TIME STOP

9th-level Alteration



Range: 0

Duration: 3 rounds of apparent time

Casting Time: 9

Area of Effect: Caster

Saving Throw: None

Upon casting a *Time Stop* spell, the caster causes the flow of time to cease. While time is stopped, the caster is free to act for 3 rounds of apparent time.

The caster can move and act freely, but all other creatures are frozen in their actions, for they are literally stopped between ticks of the clock. Nothing can enter the area of effect without being stopped in time also. When the spell's duration ceases, time returns to normal and all other creatures resume their actions as before. Any spells cast while time is stopped will take effect immediately after time returns to normal.

WAIL OF THE BANSHEE

9th-level Necromancy



Range: 0

Duration: Instant

Casting Time: 9

Area of Effect: 30-ft. radius

Saving Throw: Neg.

At the culmination of this dreadful spell, the wizard screams like a banshee (groaning spirit). Everyone in the area of effect hears the awful cry. Those who fail a Saving Throw vs. Death die instantly. The caster and companions are immune to the effects of the wail.

WISH

9th-level Conjuraton



Range: Unlimited

Duration: Special

Casting Time: 5

Area of Effect: Special

Saving Throw: Special

Wish is a more potent version of the *Limited Wish* spell. It will fulfill, literally, the utterance of the spellcaster. Thus, the actuality of the past, present, or future might be altered (but possibly only for the caster unless the wording of the spell is most carefully stated) in some limited manner.

Greedy desires usually end in disaster for the caster. Lastly, the wiser the caster (and the higher their Wisdom), the better chance that they will choose the right wording. Casters with low Wisdom more often than not meet with disaster when making a wish.

PRIEST SPELLS

LEVEL 1

ARMOR OF FAITH

1st-level Abjuration



Duration: 3 rounds + 1 round/level

Casting Time: 1

Area of Effect: Caster

The caster of *Armor of Faith* receives significant protection against melee and magical attacks. This magical armor is a force of energy that absorbs a portion of the damage intended for the caster.

While the spell lasts, the caster resists 5% of all incoming damage from melee and magical attacks, plus an additional 5% for every 5 levels of the caster.

BLESS

1st-level Conjuraction



Range: 40 ft.

Duration: 6 rounds

Casting Time: 9

Area of Effect: 30-ft. radius

Saving Throw: None

Upon uttering the *Bless* spell, the caster raises the morale of friendly creatures within the area of effect. In addition, all affected creatures receive a +1 bonus on attack rolls and any Saving Throw rolls they make against fear effects.

COMMAND

1st-level Conjuraction



Range: 90 ft.

Duration: 1 round

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: Special

This spell enables the priest to command another creature to “die” (sleep) for a single round. At the end of the round, the creature awakens and is unharmed. Creatures with 6 or more Hit Dice (or experience levels) are entitled to a Saving Throw vs. Spell to ignore the command.

CURE LIGHT WOUNDS

1st-level Necromancy



Range: Touch

Duration: Instant

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

This spell binds and heals injuries in a single creature, restoring 8 Hit Points up to the creature's maximum. This healing cannot affect unliving creatures, extraplanar creatures, or creatures without corporeal bodies.

DETECT EVIL

1st-level Divination



Range: Visual range of the caster

Duration: Instant

Casting Time: 2

Area of Effect: 30' radius

Saving Throw: None

This spell reveals emanations of evil from any creature. Any evil creature within the range of the spell will glow red briefly.

DOOM

1st-level Alteration



Range: 25 ft.

Duration: 1 turn

Casting Time: 9

Area of Effect: 1 creature

Saving Throw: None

This spell causes a feeling of doom to overwhelm the target. For the duration of the spell, the target receives a –2 penalty to all rolls, including THACO and Saving Throws. There is no Saving Throw for this spell.

ENTANGLE

1st-level Alteration



Range: Visual range of the caster

Duration: 1 turn

Casting Time: 4

Area of Effect: 40-ft. radius

Saving Throw: Neg.

By means of this spell, the caster is able to cause plants in the area of effect to entangle creatures within the area. The grasses, weeds, bushes, and even trees wrap, twist, and entwine about the creatures, holding them fast. Once per round, a creature can attempt to save vs. Spell with a +3 bonus to avoid entanglement. An entangled creature can still attack, but receives a –2 penalty to its Armor Class.

MAGICAL STONE

1st-level Enchantment



Range: 50 ft.

Duration: Instant

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: None

By using this spell, the priest can create a small magical pebble, which then flies out and hits a target.

The stone deals 1d4 points of damage to whomever it hits. The stone is considered a +1 weapon for determining what creatures it can damage, although the stone does not have an attack or damage bonus.

PROTECTION FROM EVIL

1st-level Abjuration



Range: Touch

Duration: 3 rounds/level

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast, it creates a magical barrier around the recipient at a distance of one foot. The barrier moves with the recipient and has two major effects:

- All attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll;
- Any Saving Throws caused by such attacks are made by the protected creature with a $+2$ bonus.

REMOVE FEAR

1st-level Abjuration



Range: 30 ft.

Duration: 1 hour

Casting Time: 1

Area of Effect: 30-ft. radius

Saving Throw: None

The priest instills courage in the spell's recipients, raising their morale to its highest. The recipients' morale will gradually reset to normal as the duration runs out. If the recipients are affected by magical fear, this is negated.

SANCTUARY

1st-level Abjuration



Duration: 1 turn

Casting Time: 4

Area of Effect: Caster

When the priest casts a *Sanctuary* spell, all opponents ignore the caster's existence as if the caster were invisible.

While protected by this spell, the subject cannot take direct offensive action without breaking the spell, but may use non-attack spells or otherwise act in any way that does not violate the prohibition against offensive action.

This allows a warded priest to heal wounds, for example, or to cast *Bless* on themselves. The caster may not cast spells on other creatures without ending the spell.

SHILLELAGH

1st-level Alteration



Range: 0

Duration: 4 rounds + 1 round/level

Casting Time: 2

Area of Effect: Special

Saving Throw: None

This spell replaces the caster's weapons with a magical cudgel that has a $+1$ bonus to hit and deals $2d4$ damage.

SPIRIT WARD

1st-level Abjuration (Shaman only)



Range: Touch

Duration: 3 rounds/level

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

This spell surrounds the recipient with a magical barrier at a distance of one foot. Spirits, fey creatures, elementals, and spectral undead receive a penalty of -2 to hit when attacking the protected creature. The target also receives a $+3$ bonus on Saving Throws to resist Enchantment spells. This spell cannot be cast on spirits, fey creatures, elementals, or spectral undead.

LEVEL 2

AID

2nd-level Necromancy



Range: Touch

Duration: 1 round + 1 round/level

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

The recipient of this spell gains the benefits of a *Bless* spell ($+1$ to attack rolls and Saving Throws) and a special bonus of $1d8$ extra Hit Points for the duration of the spell. Any Hit Points beyond the subject's normal maximum are temporary Hit Points. These temporary Hit Points are lost first when the recipient takes damage and may not be regained by curative magic.

Example: A 1st-level Fighter has 8 Hit Points, suffers 2 points of damage ($8 - 2 = 6$), then receives an *Aid* spell that grants him 5 additional Hit Points. The Fighter now has 11 Hit Points, 3 of which are temporary. If he is then hit for 7 points of damage, 4 normal Hit Points and all 3 temporary Hit Points are lost. The Fighter then receives a *Cure Light Wounds* spell that heals 4 points of damage, restoring him to his original 8 Hit Points.

BARKSKIN

2nd-level Alteration



Range: Touch

Duration: 4 rounds + 1 round/level

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

When a priest casts the *Barkskin* spell upon a creature, its skin becomes as tough as bark, setting its base Armor Class to 6, lowered by 1 for every 4 levels of the priest: Armor Class 5 at 4th level, Armor Class 4 at 8th, and so on. In addition, the creature receives a $+1$ bonus to saves against non-magical effects.

CHANT

2nd-level Conjuraton

Range: 0

Duration: 1 turn

Casting Time: 9

Area of Effect: 30-ft. radius

Saving Throw: None

By means of the *Chant* spell, the priest brings special favor upon themselves and their party and causes harm to their enemies. When the spell is completed, all attack and damage rolls and Saving Throws made by the caster's allies gain +1 bonuses, while those of the priest's enemies suffer –1 penalties. Multiple *Chant* spells are not cumulative.



CHARM PERSON OR MAMMAL

2nd-level Enchantment

Range: Visual range of the caster

Duration: 1 turn

Casting Time: 5

Area of Effect: 1 person or mammal

Saving Throw: Neg.

This spell affects any single humanoid or animal. If the target fails its Saving Throw (with a +3 modifier), it regards the caster as a trusted friend and ally to be heeded and protected. The caster may give the subject orders, and the charmed individual will carry them out as quickly as possible.

If the caster harms—or attempts to harm—the charmed creature by some overt action, or if a *Dispel Magic* spell is cast upon the charmed person, the charm spell is broken. If two or more charms simultaneously affect a creature, the most recent charm takes precedence.

Note that the subject has full memory of the events that took place while it was charmed. Also note that you cannot command a charmed creature to leave the current area map.



DRAW UPON HOLY MIGHT

2nd-level Evocation

Duration: 1 turn

Casting Time: 2

Area of Effect: Caster

The priest calls upon their god to grant them power for a short period. While the spell lasts, the caster's Strength, Constitution, and Dexterity are temporarily increased by 1 for every three levels of the caster, to a maximum of 4.



FIND TRAPS

2nd-level Divination

Duration: 3 turns

Casting Time: 5

Area of Effect: 30-ft. radius centered on the caster

When a priest casts a *Find Traps* spell, they temporarily gain the ability to unerringly detect traps in the area.

Each round for the duration of the spell, if there are traps within thirty feet of the caster they will automatically be revealed.

Note that this spell does not confer the ability to disarm traps once they have been detected.



FLAME BLADE

2nd-level Evocation

Range: 0

Duration: 4 rounds + 1 round/2 levels

Casting Time: 4

Area of Effect: Special

Saving Throw: None

With this spell, the caster causes a blazing ray of red-hot fire to spring forth from their hand. This blade-like ray is wielded as if it were a sword with which the caster is proficient.

The blade deals 1d4 slashing damage, plus an additional 1d2+4 fire damage. However, it is not a magical weapon in the normal sense of the term, so creatures struck only by magical weapons are not harmed by it.



GOODBERRY

2nd-level Alteration

Range: Touch

Duration: Permanent

Casting Time: 9

Area of Effect: Special

Saving Throw: None

Casting a *Goodberry* spell creates 5 magical berries that the caster can carry and use in the same way as potions. Each berry cures one point of damage when used.



HOLD PERSON

2nd-level Enchantment



Range: 35 ft.

Duration: 1 turn

Casting Time: 3

Area of Effect: 5-ft. radius centered on target creature

Saving Throw: Neg.

This spell holds 1d4 humans, demihumans, or humanoid creatures rigidly immobile for the duration of the spell. The effect is centered on the selected target. Enemies in range of the target who fail a Saving Throw vs. Spell at -1 are also affected.

Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison.

KNOW ALIGNMENT

2nd-level Divination



Range: 30 ft.

Duration: Instant

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: Neg.

This spell enables the caster to determine the alignment of creatures that fail to save vs. Spell. Affected creatures glow red if evil, green if good, and white if neutral. If the target makes a successful Saving Throw, the caster learns nothing about it.

RESIST FIRE AND COLD

2nd-level Abjuration



Range: Touch

Duration: 1 round/level

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

When this spell is placed upon a creature by a priest, the creature's body is toughened to withstand heat and cold.

The recipient can more easily tolerate intense heat or cold (whether natural or magical in origin), gaining 50% damage resistance against both fire and cold for as long as the spell lasts.

SILENCE, 15' RADIUS

2nd-level Alteration



Range: Visual range of the caster

Duration: 2 rounds/level

Casting Time: 5

Area of Effect: 15-ft. radius sphere

Saving Throw: Neg.

Upon casting this spell, complete silence falls upon creatures the affected area. All sound is stopped: Conversation is impossible and spells cannot be cast.

When the spell is cast, each creature in the area of effect must make a Saving Throw vs. Spell with a -5 penalty; if the Saving Throw is unsuccessful, the creature is silenced for the duration of the spell.

SLOW POISON

2nd-level Necromancy



Range: Touch

Duration: Instant

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

When this spell is placed upon a poisoned individual, it greatly slows the effects of venom, actually neutralizing all but the most deadly poisons.

SPIRITUAL HAMMER

2nd-level Evocation



Range: 0

Duration: 3 rounds + 1 round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

By calling upon their deity, the caster brings into existence a magical hammer, which they can use for the duration of the spell.

At 5th level, the hammer strikes as a *war hammer* +1. At 7th level it strikes as a *war hammer* +2. At 13th level, it strikes as a *war hammer* +3.

WRITHING FOG

2nd-level Conjuration (Shaman only)



Range: Visual range of the caster

Duration: 1 turn

Casting Time: 2

Area of Effect: 30-ft. radius

Saving Throw: Special

This spell conjures a cloud of writhing fog that chills and hinders anyone within its area other than the caster. Creatures in the fog take 1d3 points of cold damage per round. In addition, there is a 20% chance that they must save vs. Death or be slowed for 1 round. Creatures immune to cold damage do not suffer any adverse effects from this spell.

LEVEL 3

ANIMATE DEAD

3rd-level Necromancy

Range: 30 ft.

Duration: 8 hours

Casting Time: 9

Area of Effect: Special

Saving Throw: None

This spell causes a skeleton warrior to rise and serve the caster under any conditions. The type of skeleton warrior that appears depends upon the level of the priest casting the spell: a 1st-level caster will summon a skeleton warrior with 3 Hit Dice; a 7th-level caster will summon one with 5 Hit Dice; an 11th-level caster will summon one with 7 Hit Dice; and a 15th-level caster will summon one with 9 Hit Dice.

The skeleton warrior remains animated until it is destroyed in combat, the duration expires, or it is turned. This spell cannot be dispelled.



CALL LIGHTNING

3rd-level Alteration

Range: 80 ft.

Duration: 1 turn/four caster levels

Casting Time: 9

Area of Effect: 360-ft. radius

Saving Throw: 1/2

The caster is able to call down one bolt of lightning per turn. The bolt of lightning flashes down in a vertical stroke at any of the priest's enemies. The first enemy struck by the lightning will be the enemy targeted. After that, any enemy (but no allies) may be struck by the ensuing lightning storm. This spell must be cast outside.

Each bolt causes 2d8 points of electrical damage, plus an additional 1d8 points per level of the caster. Thus, an 8th-level caster will call down two bolts, each dealing 10d8 (2d8 + 8d8) points of damage.



CURE DISEASE

3rd-level Abjuration

Range: Touch

Duration: Instant

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

By laying their hands upon the target, this spell can cure almost any disease. Blindness, deafness, and feeblemind effects are also cured with this spell. Some magically created diseases may not be curable by this spell.



CURE MEDIUM WOUNDS

3rd-level Necromancy



Range: Touch

Duration: Instant

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

By casting this spell and laying their hand upon a creature, the caster heals 14 points of damage from the creature's body. This healing cannot affect creatures without corporeal bodies, nor can it cure wounds of creatures not living or of extraplanar origin.

DISPEL MAGIC

3rd-level Abjuration

Range: 40 ft.

Duration: Instant

Casting Time: 6

Area of Effect: 30-ft. radius

Saving Throw: None

A *Dispel Magic* spell removes magical effects upon anyone within the area. This includes effects of spells, potions, and certain magical items such as wands. It does not affect enchanted magical items or spell protections such as *Spell Turning* and *Spell Deflection*.

The dispel attempt's chance of success is determined by the level of the dispelling caster and the magic being dispelled. The base chance of success is 50%. For every level the caster is above the caster level of the target spell, the chance of success increases 5%, to a maximum of 95%. For every level the caster is below the caster level of the target spell, the chance of success decreases 10%, to a minimum of 5%.

For spells that target an area, such as *Grease*, *Web*, *Stinking Cloud*, this spell only removes the individual effects on creatures within the area, not the spell itself. Thus, if a creature within the area of a *Web* spell is entangled, *Dispel Magic* will remove the entanglement on that creature, but if the creature remains in the area it may become entangled again.



GLYPH OF warding

3rd-level Abjuration

Duration: Permanent until discharged

Casting Time: 9

Area of Effect: 25-ft. radius

Saving Throw: Neg.

A *Glyph of Warding* is a powerful inscription magically drawn to prevent unauthorized or hostile creatures from passing or entering an area.

Any creature violating the warded area is subject to the spell's magic, suffering 1d4 electricity damage per level of the caster (a successful *Saving Throw* vs. *Spell* negates this damage).



HOLD ANIMAL

3rd-level Enchantment



Range: 35 ft.

Duration: 2 rounds/level

Casting Time: 5

Area of Effect: 5-ft. radius centered on target creature

Saving Throw: Neg.

This spell holds 1d4 animals rigidly immobile for the duration of the spell. Only animals are affected by this spell; monsters such as wyverns, ankhegs, and carrion crawlers do not count as animals. The effect is centered on the selected target. Enemies in the area of effect who fail a Saving Throw vs. Spell at -1 are also affected.

Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison.

HOLY SMITE

3rd-level Necromancy



Range: Visual range of the caster

Duration: Instant

Casting Time: 3

Area of Effect: 20-ft. radius

Saving Throw: Special

This spell calls upon energy from the Positive Energy Plane in order to open a channel between it and the targets.

Any evil creatures within the spell's area of effect take 1d4 points of damage per level of the caster, or half damage upon a successful Saving Throw vs. Spell. If the victims fail their Saving Throw, they are also blinded for 1 round.

INVISIBILITY PURGE

3rd-level Divination



Range: Visual range of the caster

Duration: Instant

Casting Time: 8

Area of Effect: 30-ft. radius

Saving Throw: None

Any invisible creatures within the area of effect have their invisibility dispelled. This includes creatures under the effect of *Sanctuary*, *Improved Invisibility*, and *Shadow Door*.

MISCAST MAGIC

3rd-level Enchantment



Range: Visual range of the caster

Duration: 1 turn

Casting Time: 5

Area of Effect: 1 target

Saving Throw: Neg.

Any spellcasting creature that is affected by this spell has its casting ability severely disabled. When the creature attempts to cast a spell, it suffers an 80% chance of failure. Creatures can save vs. Spell to avoid the effect, but do so with a -2 penalty.

PROTECTION FROM FIRE

3rd-level Abjuration



Range: Touch

Duration: 3 rounds + 1 round/level

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: None

When the spell is cast, the target gains complete invulnerability to non-magical fires (torches, bonfires, oil fires, and the like) and 80% damage resistance against fire from magical sources such as spells.

REMOVE CURSE

3rd-level Abjuration



Range: Touch

Duration: Permanent

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: None

Upon casting this spell, the caster dispels a curse on an object or person. Note that the *Remove Curse* spell does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the person afflicted with any such cursed item to get rid of it.

Certain special curses may not be countered by this spell, or may be countered only by a caster of a certain level or higher.

REMOVE PARALYSIS

3rd-level Abjuration



Range: 150 ft.

Duration: Permanent

Casting Time: 6

Area of Effect: 25-ft. radius

Saving Throw: None

By the use of this spell, the priest can free all creatures within the area from the effects of any paralyzation or related magic (such as a ghoul's touch or a *Hold Person* spell).

RIGID THINKING

3rd-level Enchantment

Range: Visual range of the caster

Duration: 1 turn

Casting Time: 5

Area of Effect: 1 person or mammal

Saving Throw: Neg.

The target of this spell must make a Saving Throw vs. Spell or come under its effects. When under the effects of the *Rigid Thinking* spell, the victim will randomly wander, attack the nearest person, or stand confused.



SPIRITUAL CLARITY

3rd-level Abjuration (Shaman only)

Range: Visual range of the caster

Duration: Instant

Casting Time: 9

Area of Effect: 1 creature

Saving Throw: None

With this spell, the Shaman strengthens a creature's spiritual resolve and purges the creature's mind of negative influences. The spell removes the effects of fear, charm, confusion and feblemind from a single creature.



STRENGTH OF ONE

3rd-level Alteration

Range: 0

Duration: 1 turn

Casting Time: 3

Area of Effect: The party

Saving Throw: None

When this spell is cast, the entire party is given a Strength score of 18/75. If a party member has a Strength score higher than this, their Strength is actually lowered to 18/75. The spell lasts for 1 turn, whereupon everyone's Strength returns to normal.



SUMMON INSECTS

3rd-level Conjuraton

Range: 90 ft.

Duration: 7 rounds

Casting Time: 9

Area of Effect: 1 creature

Saving Throw: Neg.

The *Summon Insects* spell attracts a cloud or swarm of normal insects to attack one enemy of the caster. This swarm gathers at a point chosen by the caster within the spell's range and attacks any single creature the caster points to.

The victim may make a Saving Throw vs. Breath with a -4 penalty to escape the swarm; otherwise, the victim suffers 1 damage every 2 seconds for the duration of the spell. Moreover, the victim fights with a -2 penalty to attack



rolls and a -2 penalty to Armor Class. The swarm also repeatedly bites the target, making it very difficult to cast spells (50% chance of spell failure).

UNHOLY BLIGHT

3rd-level Necromancy

Range: Visual range of the caster

Duration: Instant

Casting Time: 3

Area of Effect: 20-ft. radius

Saving Throw: Special

This spell calls upon energy from the Negative Energy Plane in order to open a channel between it and the targets. The result is that any good creatures within the spell's area of effect take 1d4 points of damage per level of the caster, or half damage upon a successful Saving Throw vs. Spell. If the victims fail their Saving Throw, they also receive a -2 penalty to all their rolls for 4 rounds.



ZONE OF SWEET AIR

3rd-level Abjuration

Range: 0

Duration: Instant

Casting Time: 3

Area of Effect: Special

Saving Throw: None

Zone of Sweet Air repels all noxious elements from poisonous vapors (including magically created vapors such as *Cloudkill*). This spell will dismiss all clouds in the entire area that the caster is currently in. The spell offers no protection against poisonous vapors created by a dragon's breath weapon (such as the chlorine gas of a green dragon).



LEVEL 4

ANIMAL SUMMONING I

4th-level Conjuraton

Range: 30 ft.

Duration: 3 turns

Casting Time: 7

Area of Effect: Special

Saving Throw: None

By means of this spell, the caster calls between 2 and 3 animals that have 4 Hit Dice or less. The animals appearing are randomly determined. They will remain under the caster's control until slain or the spell duration expires.



CALL WOODLAND BEINGS

4th-level Conjuration

Range: 25 ft.
Duration: 3 turns
Casting Time: 7
Area of Effect: Special
Saving Throw: None

This spell summons forth a nymph to assist the party. The nymph has several priest spells at her disposal and will use them in the best interests of the party (these include *Mental Domination*, *Confusion*, and healing spells). She will remain until slain or the spell's duration expires.



CAUSE SERIOUS WOUNDS

4th-level Necromancy

Range: Touch
Duration: Instant
Casting Time: 7
Area of Effect: 1 creature
Saving Throw: None

This spell is the reverse of *Cure Serious Wounds*. Instead of healing the creature touched, it causes damage. On a successful touch from the priest, the spell inflicts 17 damage on the target. The next attack that the priest makes will inflict this effect; if the attack misses, or if the priest fails to make any attack within the next 2 rounds, the spell is wasted.



CLOAK OF FEAR

4th-level Conjuration

Range: 0
Duration: Instant
Casting Time: 6
Area of Effect: 30-ft. radius centered on the aster
Saving Throw: Neg.

This spell causes the caster to radiate an aura of fear. All other characters and creatures within the area of effect must save vs. Spell or run away in panic for 4 rounds. Affected individuals may even drop items. Party members are immune to the effects, although the aura of fear may still disturb them.



CURE SERIOUS WOUNDS

4th-level Necromancy

Range: Touch
Duration: Instant
Casting Time: 7
Area of Effect: 1 creature
Saving Throw: None

This spell is a more potent version of *Cure Light Wounds*. The priest lays their hand upon a creature, which is instantly healed of 17 points of damage. This healing cannot affect incorporeal, nonliving, or extraplanar creatures.



DEATH WARD

4th-level Necromancy

Range: Visual range of the caster
Duration: 1 turn/level
Casting Time: 9
Area of Effect: 1 creature
Saving Throw: None

This spell protects the target from all forms of death magic for the duration of the spell. This includes, but is not limited to: *Disintegrate*, *Death Spell*, *Finger of Death*, and *Power Word, Kill*.



DEFENSIVE HARMONY

4th-level Enchantment

Range: 0
Duration: 6 rounds
Casting Time: 1
Area of Effect: 30-ft. radius centered on the caster
Saving Throw: None

Defensive Harmony grants all of the caster's allies within the area of effect a defensive bonus by bestowing an enchanted coordination on their attacks and defenses. This allows a group of creatures to act as a single unit for a single battle or encounter. Those affected can move outside of this area after the spell is cast and still enjoy the benefits of the harmony.

While the spell is in effect, each affected creature gains a +2 bonus to its Armor Class. This lasts for 6 rounds or until dispelled.



FARSIGHT

4th-level Divination

Range: Special
Duration: 3 rounds + 1 round/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

When *Farsight* is cast, the caster is able to view an unexplored region of the current area.

After casting the spell, simply click on a section of the map that you want to view. For the duration of the spell, you can spy on that part of the area, noting creatures and fortifications.



FREE ACTION

4th-level Abjuration



Range: Touch

Duration: 1 turn + 1 round/level

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

While under the effects of this spell, the recipient becomes immune to anything that affects their movement. This includes the effects of *Web*, *Hold Person*, *Grease*, and *Entangle*.

HOLY POWER

4th-level Evocation



Duration: 1 round/level

Casting Time: 6

Area of Effect: Caster

This spell imbues the caster with the strength and skill of a Fighter of the same level.

The caster's Strength score is set to 18/00 (even if it is normally higher), their THAC0 becomes that of a Fighter of the same level, and they gain 1 temporary Hit Point per level. This will last for the duration of the spell or until dispelled.

LESSER RESTORATION

4th-level Necromancy



Range: Touch

Duration: Permanent

Casting Time: 2

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast, the life energy level of the recipient is restored. This reverses any previous life energy level drain of the creature by a force or monster. The casting of this spell immediately makes the caster fatigued, regardless of how recently they rested.

MENTAL DOMINATION

4th-level Enchantment



Range: Visual range of the caster

Duration: 8 rounds

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: Neg.

When cast upon a subject, the subject must make a Saving Throw vs. Spell with a -2 penalty in order to avoid the priest entering their mind.

The effects of this spell are similar to those of the wizard spell *Domination*, with a few minor differences. Most notably, this spell gives the priest no access to the subject's thoughts, memory, or sensory apparatus. The priest simply is able to command the subject to perform certain tasks or

functions during the spell's duration. This control will last until dispelled or for the duration of the spell.

NEGATIVE PLANE PROTECTION

4th-level Abjuration



Range: Touch

Duration: 5 rounds

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: None

This spell affords the caster or the touched creature partial protection from undead monsters with Negative Energy Plane connections (such as vampires), and certain weapons and spells that drain levels. The *Negative Plane Protection* spell opens a channel to the Positive Energy Plane, mitigating the effects of the attack.

A protected creature struck by a negative energy attack is protected against any form of level draining for the duration of the spell. The protected creature suffers only normal Hit Point damage from the attack and does not suffer any drain of experience.

NEUTRALIZE POISON

4th-level Necromancy



Range: Touch

Duration: Instant

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

This spell removes all toxins from the body, both natural and magical in nature. When this spell is cast upon a poisoned individual, it immediately neutralizes any poison and restores 10 lost Hit Points. This spell will also cure any diseases that the target might be suffering from, as well as blindness and deafness.

POISON

4th-level Necromancy



Range: 15 ft.

Duration: 1 turn

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: Neg.

Through this spell, the caster can poison victims who fail their Saving Throw vs. Poison. An affected creature immediately suffers damage, and then suffers secondary damage each round for the duration of the spell. Those who make their Saving Throws are unaffected.

The damage inflicted depends on the level of the caster as detailed below:

LEVEL	DAMAGE	SECONDARY DAMAGE
7-9	2d8 damage	2/round
10-12	3d8 damage	3/round
13-14	4d8 damage	4/round
15-16	6d8 damage	5/round
17+	8d8 damage	6/round

PROTECTION FROM EVIL 10' RADIUS

4th-level Abjuration



Range: Touch

Duration: 1 turn/level

Casting Time: 7

Area of Effect: 30-ft. radius

Saving Throw: None

When this spell is cast, all creatures within a 30-ft. radius are affected individually by Protection From Evil. It creates a magical barrier around the recipients at a distance of one foot. The barrier moves with the recipient and has two major effects: First, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll. Second, any Saving Throws caused by such attacks are made by the protected creature with a +2 bonus.

PROTECTION FROM LIGHTNING

4th-level Abjuration



Range: Touch

Duration: 5 rounds/level

Casting Time: 7

Area of Effect: 1 creature

Saving Throw: None

When the spell is cast, it confers upon the target creature complete immunity to electricity damage.

SPIRIT FIRE

4th-level Conjuraton (Shaman only)



Range: 40 ft.

Duration: Instant

Casting Time: 4

Area of Effect: 30-ft. radius

Saving Throw: Special

As the Shaman casts this spell, energies gather together from the spirit world and form a pale blue sphere. The Shaman can throw the sphere so that it explodes into a burst of ghostly, azure flames which deliver 1d4 points of magic damage per level of the Shaman (up to a maximum of 10d4). There is also a 33% chance that every enemy within the area of effect will be afflicted by the *Doom* spell (-2 penalty to Saving Throws and attack rolls for 1 turn). A successful Saving Throw vs. Spell halves the damage and negates the *Doom* effect. Spirits, fey creatures, elementals, and spectral undead take double damage from this spell.

LEVEL 5

ANIMAL SUMMONING II

5th-level Conjuraton



Range: 30 ft.

Duration: 3 turns

Casting Time: 8

Area of Effect: Special

Saving Throw: None

By means of this spell, the caster calls from 1 to 3 animals that have 8 Hit Dice or less. The animals summoned aid the caster by whatever means they possess, staying until the spell duration expires. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no chimerae, dragons, gorgons, manticores, etc.).

CAUSE CRITICAL WOUNDS

5th-level Necromancy



Range: Touch

Duration: Instant

Casting Time: 8

Area of Effect: 1 creature

Saving Throw: None

This spell is the reverse of *Cure Critical Wounds*. Instead of healing the creature touched, it causes damage. With a successful melee attack, the spell inflicts 27 points of damage upon the target. If the priest misses the target creature, the spell is wasted.

CHAMPION'S STRENGTH

5th-level Alteration



Range: Visual range of the caster

Duration: 3 rounds/level

Casting Time: 2

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast, the priest draws on the strength of their god and lends it to the target creature, creating a powerful divine champion.

For as long as the spell lasts, the target gains a bonus to their THACO at a rate of 1 for every 3 levels of the caster. Also the target's Strength is set to 18/00 (even if the target's normal Strength is higher) for the duration of the spell and receives all the bonuses to hit and damage rolls that this Strength confers.

While the spell lasts, the priest may not cast any spells.

CHAOTIC COMMANDS

5th-level Enchantment



Range: Visual range of the caster

Duration: 1 turn/level

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: None

Chaotic Commands renders the target creature immune to magical commands. *Suggestion*, *Charm*, *Domination*, *Command*, *Sleep*, *Maze*, and *Confusion* are all spells that fit into this category. This spell also protects the target from a mind flayer's psionic blast.

CURE CRITICAL WOUNDS

5th-level Necromancy



Range: Touch

Duration: Instant

Casting Time: 8

Area of Effect: 1 creature

Saving Throw: None

The *Cure Critical Wounds* spell is a very potent version of the *Cure Light Wounds* spell. The priest lays their hands upon a creature, healing the creature of 27 damage. The spell does not affect creatures without corporeal bodies, those of extraplanar origin, or undead creatures.

FLAME STRIKE

5th-level Evocation



Range: 40 ft.

Duration: Instant

Casting Time: 8

Area of Effect: 1 creature

Saving Throw: 1/2

When the priest calls down a *Flame Strike* spell, a vertical column of fire roars downward in the exact location called for by the caster. The target suffers 1d8 fire damage per level of the caster (a successful save vs. Spell halves this damage).

GREATER COMMAND

5th-level Enchantment



Range: Visual range of the caster

Duration: 1 round/level

Casting Time: 1

Area of Effect: 20-ft. radius

Saving Throw: Neg.

As with the 1st-level spell *Command*, this spell enables the priest to command other creatures to "die" (sleep), except that the effects of this spell last 1 round per level of the caster, and it affects all enemies of the caster within the area of effect.

INSECT PLAGUE

5th-level Conjuration



Range: 360 ft.

Duration: 6 rounds

Casting Time: 5

Area of Effect: 30-ft. radius

Saving Throw: Special

When this spell is cast by the priest, a horde of creeping, hopping, and flying insects gather and swarm. This swarm will jump first to the target, then to their nearest allies within the area of effect, until up to 6 creatures have been affected.

Spellcasting within the swarm is impossible (100% chance of spell failure). Creatures in the insect plague also sustain 1 point of damage every 2 seconds they remain within regardless of their Armor Class, due to the bites and stings of the insects.

Invisibility is no protection. Due to the suffocating nature of the writhing insect swarm, each victim must save vs. Breath or run away in fear for 1 round.

IRON SKINS

5th-level Alteration



Duration: 12 hours
Casting Time: 9
Area of Effect: Caster

When a Druid casts this powerful spell, an outer skin of iron will move up from the ground, completely covering them. This skin is, of course, magical and will hinder the Druid in no way.

While the spell is in effect, the spell protects against physical attacks, deflecting one attack for every two levels of the caster. For example, a 10th-level Druid would be protected from five attacks.

The skins protect from physical attacks such as weapons, as well as any damaging spell that specifically targets the caster with physical damage, such as *Magic Missile*. It does not protect against area effects such as *Fireball*.

MAGIC RESISTANCE

5th-level Alteration



Range: Touch
Duration: 3 rounds + 1 round/level
Casting Time: 9

Area of Effect: 1 creature
Saving Throw: None

When this spell is cast, the recipient receives a resistance to all magic. The resistance conferred is 2% per level of the caster, up to a maximum of 40% at 20th level.

If the creature already has magic resistance, the spell sets it to the value listed above, even if the creature's magic resistance is normally higher.

MASS CURE

5th-level Necromancy



Range: 0
Duration: Instant
Casting Time: 5
Area of Effect: 30-ft. radius
Saving Throw: None

When casting this spell, the priest must picture the faces of their fellow party members clearly and focus on the unity of the group.

Upon completion, all party members within a 30-ft. radius of the caster are healed $1d8 + 1/\text{level}$ Hit Points.

PIXIE DUST

5th-level Illusion



Range: 0
Duration: 24 hours
Casting Time: 9

Area of Effect: 30-ft. radius

Saving Throw: None

This spell creates a small handful of pixie dust that the caster tosses into the air. Each of the caster's allies within the area of effect becomes invisible for the duration of the spell, as per the *Invisibility* spell.

RAISE DEAD

5th-level Necromancy



Range: Visual range of the caster
Duration: Instant
Casting Time: 9

Area of Effect: 1 dead humanoid creature

Saving Throw: None

When the priest casts a *Raise Dead* spell, the target creature is immediately restored to life with 1 Hit Point. This spell has no effect on undead creatures or on creatures that do not have a soul, such as constructs and elementals.

RECALL SPIRIT

5th-level Necromancy (Shaman)



Range: Visual range of the caster
Duration: Instant
Casting Time: 9

Area of Effect: 1 dead humanoid creature

Saving Throw: None

The Shaman calls back a deceased person's spirit if it still lingers near the body. This spell functions exactly like the *Raise Dead* spell.

REPULSE UNDEAD

5th-level Abjuration



Range: 0
Duration: 1 turn
Casting Time: 5

Area of Effect: Caster

Saving Throw: None

This powerful spell creates waves of anti-negative energy that sweep outward from the caster. These waves disrupt any undead that attempt to attack the caster, pushing them away from the caster for several seconds. There is one wave per round for the duration of the spell.

RIGHTEOUS MAGIC

5th-level Alteration



Range: 0

Duration: 1 round/level

Casting Time: 9

Area of Effect: Caster

Saving Throw: None

This is a powerful combat spell that enhances the priest's physical prowess, transforming them into a juggernaut of destruction.

The effect adds 1 temporary Hit Point per level of the caster, adds 1 point of Strength every 3 levels of the caster (to a maximum of 25), and causes every successful hit to inflict maximum damage.

SLAY LIVING

5th-level Necromancy



Range: Touch

Duration: 3 rounds or until discharged

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: Special

Upon casting this spell, the priest's hand is imbued with a powerful, deadly magic.

The next attack the priest makes within the next 3 rounds forces the target of the attack to save vs. Spell or be instantly killed; a successful Saving Throw means the target takes 2d6+9 damage instead. If the attack misses, the spell is wasted.

TRUE SEEING

5th-level Divination



Range: 0

Duration: 1 turn

Casting Time: 8

Area of Effect: 70-ft. radius

Saving Throw: None

When this spell is cast, all hostile Illusion spells in the area of effect are dispelled. Once per round for the duration of the spell, this dispelling effect is repeated. A creature's magic resistance, if any, does not protect against this spell.

LEVEL 6

AERIAL SERVANT

6th-level Conjunction



Range: 45 ft.

Duration: 1 turn/level

Casting Time: 9

Area of Effect: Special

Saving Throw: None

This spell summons an aerial servant to do the caster's bidding for the duration of the spell, attacking any targets the caster chooses until it is slain.

ANIMAL SUMMONING III

6th-level Conjunction



Range: 120 ft.

Duration: 4 turns

Casting Time: 9

Area of Effect: Special

Saving Throw: None

By means of this spell, the caster calls 2 or 3 animals that have 12 Hit Dice or less. The summoned animals aid the caster by whatever means they possess, staying until they are slain or the spell's duration expires. Only normal- or giant-sized animals can be summoned.

BLADE BARRIER

6th-level Evocation



Range: 0

Duration: 1 turn

Casting Time: 9

Area of Effect: Caster

Saving Throw: Special

The priest employs this spell to set up a wall of circling, razor-sharp blades. These whirl and flash around the caster, creating an impenetrable barrier. Any creature attempting to pass through the barrier suffers 8d8 points of damage. Creatures within the area of the barrier when it is invoked are entitled to a Saving Throw vs. Spell to negate the damage.

BOLT OF GLORY

6th-level Evocation



Range: 60 ft.

Duration: Instant

Casting Time: 9

Area of Effect: 1 creature

Saving Throw: None

By casting this spell, the priest channels a bolt of divine energy against the target. The target immediately suffers damage based on its plane of origin, as shown below:

PLANE OF ORIGIN	DAMAGE
Prime Material Plane	6d6
Elemental Planes	3d4
Undead	8d6
Fiend	10d6

CONJURE ANIMALS

6th-level Conjuration

Range: 180 ft.
Duration: 4 turns
Casting Time: 9
Area of Effect: Special
Saving Throw: None

This spell allows the caster to summon forth and control one or two massive mountain bears. These bears respond to the caster's every whim for the duration of the spell. At the end of the spell the bears vanish, returning to the mountains from which they came.



CONJURE FIRE ELEMENTAL

6th-level Conjuration

Range: Visual range of the caster
Duration: 1 turn/level
Casting Time: 9
Area of Effect: Special
Saving Throw: None

Upon casting a *Conjure Fire Elemental* spell, the priest opens a gate to the Elemental Plane of Fire, and a fire elemental emerges. Unlike wizards, priests do not have to engage in a battle of the minds to control their elemental.

There is a 35% chance that the spell will summon a greater elemental instead, and a 5% chance that it will summon an elder elemental.

The elemental will do the bidding of the caster until it is slain or until it vanishes at the end of the spell's duration. All the commands given to the elemental are done telepathically, so there is no time lost due to miscommunication and no need to know the language of the summoned creature.



DOLOROUS DECAY

6th-level Alteration

Range: 30 ft.
Duration: 50 seconds
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: Special

This spell affects a single living creature. *Dolorous Decay* is a rotting and withering of the body that spreads throughout the afflicted creature quickly.

The target creature is automatically slowed for 2 rounds. Furthermore, if the target fails a Saving Throw vs. Poison with a -2 penalty, it suffers 1 damage per second for the duration of the spell.



FALSE DAWN

6th-level Evocation

Range: 0
Duration: 5 rounds
Casting Time: 9
Area of Effect: 30-ft. radius
Saving Throw: None

False Dawn calls into existence a bright reddish light, as if a sunrise were occurring, within the area of effect. All undead creatures within a *False Dawn* suffer 6d6 points of damage. There is no Saving Throw. Affected undead also act confused on the round after the *False Dawn* appears.



FIRE SEEDS

6th-level Conjuration

Range: 0
Duration: 3 turns
Casting Time: 9
Area of Effect: Caster
Saving Throw: 1/2

Casting the *Fire Seeds* spell creates 4 thrown projectiles that appear in the caster's inventory. The seeds disappear at the end of the spell's duration, if not used before then.

Each projectile, when used as a ranged weapon and thrown at a target, causes an explosion of fire; any creature within the area of effect suffers 2d8 fire damage, or half that on a successful Saving Throw vs. Spell.



HARM

6th-level Necromancy

Range: Touch
Duration: Instant
Casting Time: 9
Area of Effect: 1 creature
Saving Throw: None

This spell is the reverse of *Heal*, dealing damage instead of healing. The next successful attack that the priest makes within 2 rounds reduces the target to 1 Hit Point. If the attack misses, the spell is wasted.



HEAL

6th-level Necromancy

Range: Touch
Duration: Instant
Casting Time: 9
Area of Effect: 1 creature
Saving Throw: None

The very potent *Heal* spell enables the priest to wipe away disease and injury in the creature who receives the benefits of the spell. It completely cures all disease and blindness in the recipient and heals all damage. It also dispels a *Feeblemind* spell and cures most mental disorders caused by spells or injury to the brain.



PHYSICAL MIRROR

6th-level Alteration



Duration: 9 rounds
Casting Time: 6
Area of Effect: Caster
Saving Throw: None

This spell causes a localized folding of space. The folded space takes the form of an invisible disk that protects the caster.

Any missile weapon that targets the caster passes through this mirror instead, returning its projectile back on the attacker. The attack's damage, range, and attack roll are unchanged.

SOL'S SEARING ORB

6th-level Evocation



Range: 90 ft.
Duration: Instant
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: Special

When the spell is completed, it creates a glowing stone that the caster then throws at the target creature.

The priest must make an attack roll with a +3 bonus; the caster is treated as proficient with the stone. The stone functions as a weapon with a +5 enchantment for purposes of determining what creatures it can hit.

If the attack hits, the gem bursts with a brilliant, searing flash that causes 6d6 points of fire damage to the target and blinds it for 1d6 rounds. A successful Saving Throw vs. Spell halves this damage and negates the blindness effect.

Undead creatures take 12d6 damage on a failed save and are blinded for 12 rounds; a successful save reduces the damage to 9d6 and reduces the blindness effect to 6 rounds.

SPIRITUAL LOCK

6th-level Enchantment (Shaman only)



Range: 40 ft.
Duration: 1 turn + 1 round/level
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: Negates

The target of *Spiritual Lock* must Save vs. Spell with a -2 penalty or have its mind temporarily sealed away within the spirit world. During this time, the victim is unable to perform any actions that require conscious thought such as attacking, using items, or casting spells. Spirits, fey creatures, elementals, and spectral undead Save vs. Spell with a -4 penalty instead of -2. *Spiritual Lock* is blocked by spells and abilities that protect against feeblemind effects.

WONDROUS RECALL

6th-level Alteration



Range: 0
Duration: Instant
Casting Time: 9
Area of Effect: Caster
Saving Throw: None

This spell enables the caster to bring back to memory 2 spells of 5th-level or lower that have been previously cast. If no spells have been cast yet, nothing happens.

LEVEL 7

CONFUSION

7th-level Enchantment



Range: Visual range of the caster
Duration: 1 round/2 levels
Casting Time: 7
Area of Effect: 30-ft. radius
Saving Throw: Neg.

This spell causes clouds the judgment of creatures, instilling profound indecision and the inability to take effective action.

All creatures within the area of effect must save vs. Spell with a -2 penalty or be confused for the duration of the spell. Confused creatures will either go berserk, stand confused, or wander about, changing their minds every round for as long as the effect lasts.

Wandering creatures move as far from the caster as possible, according to their most typical mode of movement (characters walk, fish swim, bats fly, etc.). Any confused creature that is attacked perceives the attacker as an enemy and acts according to its nature.

CONJURE EARTH ELEMENTAL

7th-level Conjuraton

Range: Visual range of the caster

Duration: 1 turn/level

Casting Time: 9

Area of Effect: Special

Saving Throw: None

Upon casting a *Conjure Earth Elemental* spell, the caster opens a gate to the Elemental Plane of Earth, and an earth elemental emerges. Unlike wizards, priests do not have to engage in a battle of the minds to control their elemental.

There is a 35% chance that the spell will summon a greater elemental instead, and a 5% chance that it will summon an elder elemental.

The elemental will do the bidding of the caster until it is slain or until it vanishes at the end of the spell's duration. All the commands given to the elemental are done telepathically, so there is no time lost due to miscommunication and no need to know the language of the summoned creature.

CREEPING DOOM

7th-level Conjuraton

Range: 240 ft.

Duration: 3 rounds

Casting Time: 5

Area of Effect: 30-ft. radius

Saving Throw: Special

When the caster utters the spell *Creeping Doom*, they call forth a mass of venomous, biting and stinging arachnids, insects, and myriapods. This carpet-like mass swarms over a large area, spreading to all creatures within the area of effect.

Those trapped by the insects suffer 2 points of damage each second and 100% spell failure. For each round the victim remains inside the cloud, they must make a Save vs. Spell at -2 or run away in fear for one round.



EARTHQUAKE

7th-level Alteration

Range: 360 ft.

Duration: 3 tremors

Casting Time: 9

Area of Effect: 40-ft. radius

Saving Throw: Special

When this spell is cast, a local tremor of fairly high strength rips the ground. The shock is over in several rounds. The earthquake affects all creatures in its area of effect.

This spell will affect both enemies and friends of the caster, so care must be taken in its use. Finally, earth elementals dislike mere mortals toying with the land and there is a 2% chance that casting this spell will cause an earth elemental to appear and attack the caster.

There are 3 tremors that are caused by the earthquake:

- 1st: All creatures affected take 6d6 points of damage and fall to the ground for 4 rounds. A successful Saving Throw vs. Spell with a -6 penalty halves the damage and negates the fall.
- 2nd: All creatures affected take 3d6 points of damage. A successful Saving Throw vs. Spell with a -2 penalty halves the damage.
- 3rd: All creatures affected take 2d6 points of damage. A successful Saving Throw vs. Spell halves the damage.



ETHER GATE

7th-level Alteration (Shaman only)

Range: Touch

Duration: 5 rounds

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: None

This spell transports one creature, chosen by the caster, to the Ethereal Plane. The creature vanishes for the spell's duration, at which point it returns to the physical world in the exact same spot where it was before. While in the Ethereal Plane, the victim cannot interact with anyone or anything that resides on the Prime Material Plane. There is no Saving Throw against this spell, though it is subject to magic resistance. Friendly creatures can lower their magic resistance so that the Shaman can target them with this spell. *Ether Gate* is blocked by spells and abilities that protect against maze effects.



FINGER OF DEATH

Necromancy



Range: Visual range of the caster

Duration: Permanent

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: Neg.

The *Finger of Death* spell snuffs out the victim's life force. The caster points their finger at the victim after the incantation is complete, effectively ripping the life out of its body unless a Saving Throw vs. Spell is made with a –2 penalty. A creature that successfully saves still receives 2d8 damage, +1 damage per level of the caster.

GATE

7th-level Conjuraton



Range: 60 ft.

Duration: 33 rounds

Casting Time: 5

Area of Effect: Special

Saving Throw: None

By means of this spell, the caster calls an outer planar creature to attack any creatures it can find, including the caster. The creature summoned is a pit fiend, one of the most powerful demons. The creature will not attack anyone under the effects of *Protection from Evil*.

GREATER RESTORATION

7th-level Necromancy



Range: Touch

Duration: Permanent

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast, the life energy level of the recipient is restored. This reverses any previous level drain on the creature.

A *Greater Restoration* spell also restores the Intelligence score of a creature affected by the *Feeblemind* spell and negates any form of insanity, such as confusion or berserk. It fully heals the target and cures any diseases or poisons. The casting of this spell is very draining on the priest, fatiguing them as though they had traveled for several days without resting.

HOLY WORD

7th-level Conjuraton



Range: 0

Duration: Special

Casting Time: 1

Area of Effect: 30-ft. radius centered on the caster

Saving Throw: None

Uttering a *Holy Word* spell creates magic of tremendous power. The priest acts as a bridge between their god and the Prime Material Plane, causing a small explosion centered on the priest.

Any undead and evil creatures that are caught in the area of effect suffer effects based on the creature's number of Hit Dice, as shown below:

HIT DICE	EFFECT
3 or less	Death
4–7	Stunned for 1 turn
8–11	Slowed for 1 turn, 75% spell failure
12 or higher	Deafened for 1 turn, 50% spell failure

NATURE'S BEAUTY

7th-level Illusion



Range: 0

Duration: Instant

Casting Time: 6

Area of Effect: 5-ft. radius

Saving Throw: Neg.

When this spell is cast, the Druid appears to undergo a remarkable transformation. The caster becomes the very ideal of beauty.

When the spell is cast, any enemies viewing the disguised caster must make a Saving Throw vs. Spell with +3 bonus or die of longing for the denied illusion. Even if the Saving Throw is successful, hapless viewers of the transformed caster are all instantly struck with blindness that lasts until it is dispelled.

REGENERATION

7th-level Necromancy



Range: Touch

Duration: 1 round/2 levels

Casting Time: 7

Area of Effect: 1 creature

Saving Throw: None

This powerful spell enables the priest to imbue one creature with the ability to regenerate.

For the duration of the spell, the target creature recovers 3 Hit Points every second.

RESURRECTION

7th-level Necromancy

Range: Touch

Duration: Instant

Casting Time: 9

Area of Effect: 1 creature

Saving Throw: None

Like the 5th-level spell *Raise Dead*, *Resurrection* will return a character back to life. However, *Resurrection* also restores all of the character's Hit Points, so that they are ready for the adventuring life right away.



SHIELD OF THE ARCHONS

7th-level Abjuration

Range: Touch

Duration: 3 rounds/level

Casting Time: 9

Area of Effect: Caster

Saving Throw: None

This powerful abjuration spell causes any spells cast against the priest to be absorbed and consumed. This affects a total number of spell levels equal to half the priest's level.

For the duration of the spell, or until all remaining spell levels have been absorbed, any hostile spell that directly targets the caster is consumed and absorbed harmlessly.



SUNRAY

7th-level Evocation

Range: 20 ft.

Duration: Instant

Casting Time: 4

Area of Effect: 20-ft. radius

Saving Throw: Special

When this spell is cast, it causes a ray of sunlight to beam down upon the caster.

All creatures except the caster within the area of effect take 3d6 points of damage and must save vs. Spell or be blinded for 1 turn. Undead that are hit by the sunray take 1d6 damage per level of the caster, and must save vs. Spell or be destroyed.



SYMBOL, DEATH

7th-level Conjunction

Range: 90 ft.

Duration: Special

Casting Time: 9

Area of Effect: 30-ft. radius

Saving Throw: Neg.

Symbol, Death is a powerful enchantment that allows the wizard to inscribe a symbol on the ground or any other surface. The symbol will remain there until someone comes too close, at which point it will explode, causing all those within the area to make a save vs. death or die. Creatures with more than 60 current Hit Points are immune to this effect.



SYMBOL, FEAR

7th-level Conjunction

Range: 90 ft.

Duration: Special

Casting Time: 9

Area of Effect: 30-ft. radius

Saving Throw: Neg.

Symbol, Fear is a powerful enchantment that allows the wizard to inscribe a symbol on the ground or any other surface. The symbol will remain there until someone comes too close, at which point it will explode, causing all those within the area to make a save vs. Spell at a -4 penalty or be affected by fear for 2 rounds + 1 round for every 3 levels of the caster.



SYMBOL, STUN

7th-level Conjunction

Range: 90 ft.

Duration: Special

Casting Time: 9

Area of Effect: 30-ft. radius

Saving Throw: Neg.

Symbol, Stun is a powerful enchantment that allows the wizard to inscribe a symbol on the ground or any other surface. The symbol will remain there until someone comes too close, at which point it will explode, causing all those within the area to make a save vs. Spell at a -4 penalty or be stunned for 2 rounds + 1 round for every 3 levels of the caster.



UNHOLY WORD

7th-level Conjuration



Range: 0

Duration: Special

Casting Time: 1

Area of Effect: 30-ft. radius

Saving Throw: None

Uttering an *Unholy Word* spell creates magic of tremendous power. The priest acts as a bridge between their god and the Prime Material Plane, causing a small explosion centered on the priest. It affects only creatures of good alignment that are caught in the area of effect. The effects vary depending on the target's Hit Dice, as shown below:

HIT DICE	EFFECT
3 or less	Death
4–7	Stunned for 1 turn
8–11	Slowed for 1 turn, 75% spell failure
12 or higher	Deafened for 1 turn, 50% spell failure



CHAPTER 10: HIGH-LEVEL ABILITIES

With a demoniac warcry, Moridius launched himself into the fray. He slashed and stabbed at the ogres, his body and blade one, a frenzied blur of motion clanging off armor and slicing through flesh, never pausing to observe an attack's results, just

cutting, cutting, cutting through the enemy's ranks. The furious assault left him vulnerable to attack—such focused aggression left little energy for defense—but the risk was worth the reward. The lightning-fast speed of his attacks threw the ogres into disarray, or perhaps it was simply Moridius' unquenchable thirst for bloodshed, his willingness to sacrifice his own life in a bid to end theirs, that broke the monsters' spirits. As one they turned and ran, desperate to avoid the whirling storm of cold, deadly steel the elven swordsman had unleashed upon them.

When a character earns more than 3,000,000 experience points, they qualify for special high-level abilities based on their class. Spellcasters learn unique powerful spells, warriors learn special fighting techniques, and Thieves learn to brew potions and use items normally restricted to their class.

Once your character reaches 3 million experience points, you may choose one high-level ability each time your character gains a level. If your character is multi-classed or dual-classed, you must have the requisite number of experience points in a given class in order to take high-level abilities for that class.

BARD

Set Spike Trap
Set Exploding Trap
Set Time Trap
Evasion
Greater Evasion
Use Any Item
Alchemy
Avoid Death
Scribe Scrolls
Enhanced Bard Song
Magic Flute

BARBARIAN

Whirlwind Attack
Greater Whirlwind Attack
Deathblow
Greater Deathblow
Resist Magic
Critical Strike
Power Attack
Hardiness
War Cry
Smite

CLERIC

Energy Blades
Storm of Vengeance
Elemental Summoning
Globe of Blades
Summon Fallen Deva (evil only)
Summon Deva (good only)
Implosion
Mass Raise Dead

CLERIC/MAGE

Energy Blades
Storm of Vengeance
Elemental Summoning
Globe of Blades
Summon Fallen Deva (evil only)
Summon Deva (good only)
Implosion
Mass Raise Dead
Extra Level 6 Spell
Extra Level 7 Spell
Extra Level 8 Spell
Energy Blades
Improved Alacrity

Dragon's Breath
Summon Planetary
Summon Dark Planetary
Comet

CLERIC/RANGER

Whirlwind Attack
Greater Whirlwind Attack
Deathblow
Greater Deathblow
Resist Magic
Critical Strike
Power Attack
Hardiness
War Cry
Smite
Tracking
Energy Blades
Storm of Vengeance
Elemental Summoning
Globe of Blades
Summon Deva
Implosion
Mass Raise Dead
Aura of Flaming Death

CLERIC/THIEF

Set Spike Trap
Set Exploding Trap
Set Time Trap
Evasion
Greater Evasion
Use Any Item
Assassination
Avoid Death
Alhemy
Scribe Scrolls
Energy Blades
Storm of Vengeance
Elemental Summoning
Globe of Blades
Summon Deva
Implosion
Mass Raise Dead
Aura of Flaming Death

DRUID

Energy Blades
Storm of Vengeance
Elemental Summoning
Greater Elemental Summoning
Globe of Blades
Summon Deva
Implosion
Mass Raise Dead
Aura of Flaming Death
Fire Elemental Transformation
Earth Elemental Transformation

FIGHTER/CLERIC

Whirlwind Attack
Greater Whirlwind Attack
Deathblow
Greater Deathblow
Resist Magic
Critical Strike
Power Attack
Hardiness
War Cry
Smite
Energy Blades
Storm of Vengeance
Elemental Summoning
Globe of Blades
Summon Deva
Implosion
Mass Raise Dead
Aura of Flaming Death

FIGHTER/DRUID

Whirlwind Attack
Greater Whirlwind Attack
Deathblow
Greater Deathblow
Resist Magic
Critical Strike
Power Attack
Hardiness
War Cry
Smite
Energy Blades
Storm of Vengeance
Elemental Summoning
Greater Elemental Summoning
Globe of Blades
Summon Deva
Implosion
Mass Raise Dead
Aura of Flaming Death
Fire Elemental Transformation
Earth Elemental Transformation

FIGHTER

Whirlwind Attack
Greater Whirlwind Attack
Deathblow
Greater Deathblow
Resist Magic
Critical Strike
Power Attack
Hardiness
War Cry
Smite

FIGHTER/MAGE

Whirlwind Attack
Greater Whirlwind Attack

Deathblow
Greater Deathblow
Resist Magic
Critical Strike
Power Attack
Hardiness
War Cry
Smite
Extra Level 6 Spell
Extra Level 7 Spell
Extra Level 8 Spell
Energy Blades
Improved Alacrity
Dragon's Breath
Summon Planetar
Summon Dark Planetar
Comet

FIGHTER/MAGE/CLERIC

Whirlwind Attack
Greater Whirlwind Attack
Deathblow
Greater Deathblow
Resist Magic
Critical Strike
Power Attack
Hardiness
War Cry
Smite
Extra Level 6 Spell
Extra Level 7 Spell
Extra Level 8 Spell
Energy Blades
Storm of Vengeance
Elemental Summoning
Globe of Blades
Summon Deva
Implosion
Mass Raise Dead
Aura of Flaming Death

FIGHTER/MAGE/THIEF

Whirlwind Attack
Greater Whirlwind Attack
Deathblow
Greater Deathblow
Resist Magic
Critical Strike
Power Attack
Hardiness
War Cry
Smite
Set Spike Trap
Set Exploding Trap
Set Time Trap
Evasion
Greater Evasion
Use Any Item
Assassination
Avoid Death
Alhemy

Scribe Scrolls
Extra Level 6 Spell
Extra Level 7 Spell
Extra Level 8 Spell

FIGHTER/THIEF

Whirlwind Attack
Greater Whirlwind Attack
Deathblow
Greater Deathblow
Resist Magic
Critical Strike
Power Attack
Hardiness
War Cry
Smite
Set Spike Trap
Set Exploding Trap
Set Time Trap
Evasion
Greater Evasion
Use Any Item
Assassination
Avoid Death
Alhemy
Scribe Scrolls

MAGE

Extra Level 6 Spell
Extra Level 7 Spell
Extra Level 8 Spell
Energy Blades
Improved Alacrity
Dragon's Breath
Summon Planetar
Summon Dark Planetar
Comet

MONK

Whirlwind Attack
Greater Whirlwind Attack
Deathblow
Greater Deathblow
Resist Magic
Critical Strike
Power Attack
Hardiness
War Cry
Smite

MAGE/THIEF

Set Spike Trap
Set Exploding Trap
Set Time Trap
Evasion
Greater Evasion
Use Any Item
Assassination
Avoid Death
Alhemy
Scribe Scrolls

Extra Level 6 Spell
Extra Level 7 Spell
Extra Level 8 Spell
Energy Blades
Improved Alacrity
Dragon's Breath
Summon Planetar
Summon Dark Planetar
Comet

PALADIN

Whirlwind Attack
Greater Whirlwind Attack
Deathblow
Greater Deathblow
Resist Magic
Critical Strike
Power Attack
Hardiness
War Cry
Smite
Summon Deva (good only)
Summon Fallen Deva (evil only)

RANGER

Whirlwind Attack
Greater Whirlwind Attack
Deathblow
Greater Deathblow
Resist Magic
Critical Strike
Power Attack
Hardiness
War Cry
Smite
Summon Deva (good only)

Summon Fallen Deva (evil only)

SORCERER

Extra Level 6 Spell
Extra Level 7 Spell
Extra Level 8 Spell
Energy Blades
Improved Alacrity
Dragon's Breath
Summon Planetar
Summon Dark Planetar
Comet

THIEF

Set Spike Trap
Set Exploding Trap
Set Time Trap
Evasion
Greater Evasion
Use Any Item
Assassination
Avoid Death
Alhemy
Scribe Scrolls

SHAMAN

Aura of Flaming Death
Elemental Summoning
Energy Blades
Ethereal Retribution
Favored of the Spirits
Globe of Blades
Implosion
Mass Raise Dead
Spirit Form
Storm of Vengeance

ABILITY DESCRIPTIONS

TRACKING

With an intimate knowledge of her surroundings and the creatures that live within them, a Ranger can use the Tracking ability to give herself a general idea of what creatures are in an area and which direction they are. Red arrows at the edge of the screen will point in the general direction of the creatures in the area.

EXTRA LEVEL 6 SPELL

Choosing this ability allows the wizard to cast one additional Level 6 spell.

EXTRA LEVEL 7 SPELL

Choosing this ability allows the wizard to cast one additional Level 7 spell.

EXTRA LEVEL 8 SPELL

Choosing this ability allows the wizard to cast one additional Level 8 spell.

WHIRLWIND ATTACK

This ability allows the warrior to unleash a flurry of super-fast blows. The ability sets one's number of attacks per round to 10, but one's THACO and damage suffer a 4 point penalty. The Whirlwind Attack lasts for one round.

GREATER WHIRLWIND ATTACK

Requires Whirlwind Attack

A more powerful version of the Whirlwind Attack, Greater Whirlwind gives the warrior the same bonuses without penalties. Their number of attacks per round are set to 10 for one round.

DEATHBLOW

The Deathblow ability allows the warrior to blow through the defenses of any lesser creature. For the next 2 rounds, any creature of 10th level or lower is instantly killed when struck by the warrior.

GREATER DEATHBLOW

Requires Deathblow

Like Deathblow, this ability allows the warrior to vanquish lesser foes with a single blow. For the next 2 rounds, any creature of 12th level or lower is instantly killed when struck by the warrior.

RESIST MAGIC

This ability allows the warrior to temporarily tap a great inner strength and fight off the effects of malevolent magic. For 4 rounds, the warrior's Magic Resistance is set to 50%. This is not cumulative with other forms of Magic Resistance, so if the warrior already has 50% Magic Resistance or greater, the ability is useless.

POWER ATTACK

A Power Attack allows the warrior to strike blows so forceful that they stun an opponent for 2 rounds if the opponent fails a Save vs. Death at a -4 penalty. The ability lasts for 2 rounds.

CRITICAL STRIKE

Requires Power Attack

A high-level warrior's intimate knowledge of vital spots on opponents allows him to, once per day, concentrate all of the attacks in one round to strike a vital area every time. With this ability, every attack roll made in the next round is a natural 20, a critical hit.

HARDINESS

Calling upon hidden reserves of strength during times of danger, a warrior can use the Hardiness ability to gain 40% resistance to all forms of physical damage. The ability lasts

for 1 round for every 2 levels of the warrior.

This ability does not stack with Defensive Stance.

WAR CRY

With a War Cry, the warrior emits a powerful and frightening yell that will panic all opponents in a 30-ft. radius if they don't make their Save vs. Spell.

SMITE

Requires Power Attack, Critical Strike

With the Smite ability, the warrior gains the ability to strike a mighty blow, knocking an opponent back for a considerable distance and stunning the opponent for 1 round. All attacks made in the first round are critical hits. The ability lasts for 2 rounds.

Large creatures such as a dragons or giants will not be knocked back or stunned.

SET SPIKE TRAP

This ability allows the rogue to set a powerful spring-loaded spike trap that does 20d6 damage to the unsuspecting creature that sets it off.

SET EXPLODING TRAP

This ability allows the rogue to set a powerful trap that unleashes a fireball which causes 10d6 damage (save vs. Spell for half damage) and will knock its victims off their feet.

SET TIME TRAP

This ability allows the rogue to set a magical trap that casts a weaker version of the high-level *Time Stop* spell. For 10 seconds, the flow of time slows for all but the rogue. Often, a rogue will use this trap to get behind an opponent for a free attack.

EVASION

A rogue's natural sense of preservation becomes heightened with the use of the Evasion ability. Evasion gives a bonus of 4 to AC and 2 to all Saving Throws. The effect lasts for 3 rounds.

GREATER EVASION

Requires Evasion

A more powerful version of Evasion, this ability improves Armor Class by 6 and Saving Throws by 3. In addition, Greater Evasion allows the rogue to move so quickly that their movement rate is increased by 2 (base is 10) and normal missiles have no chance of striking them. The effect lasts for 5 rounds.

USE ANY ITEM

Rogues take pride in their ability to adapt and make clever

use of whatever is at hand. This ability is an extension of that basic skill. Once learned, the effect is permanent. The ability allows the rogue to use any item, even items that are typically restricted to one class. This allows the rogue to use everything from wands and scrolls to mighty weapons that none but a warrior could otherwise use.

ASSASSINATION

Using every clever trick an experienced Thief has learned in countless battles, this ability allows every strike in the next round to act as a backstab, using the Thief's existing backstab modifier to determine damage.

AVOID DEATH

With extraordinary effort, a high-level rogue can avoid almost certain death. The effect lasts for 5 rounds, and during this time, the rogue's Saving Throws vs. Death receive a bonus of 5, Hit Points are increased by 20, and the rogue becomes immune to death magic.

ALCHEMY

With cleverness innate to the class, an experienced rogue has seen enough potions in his or her adventuring career to simulate the creation of one. With the Alchemy skill, the rogue can create one of eight types of potions once per day.

The potions a rogue can create are randomly chosen from the following table:

D8 RESULT	POTION
1	<i>Potion of Master Thievery</i>
2	<i>Potion of Perception</i>
3	<i>Potion of Extra Healing</i>
4	<i>Potion of Superior Healing</i>
5	<i>Potion of Regeneration</i>
6	<i>Antidote</i>
7	<i>Oil of Speed</i>
8	<i>Potion of Frost Giant Strength</i> (only usable by Thieves and Bards)

SCRIBE SCROLLS

This ability allows a rogue to create low- and mid-level spell scrolls. The scrolls that the rogue can create are randomly chosen from the following table:

D9 RESULT	POTION
1	<i>Magic Missile</i>
2	<i>Haste</i>
3	<i>Fireball</i>
4	<i>Dispel Magic</i>
5	<i>Dire Charm</i>
6	<i>Invisibility</i>
7	<i>Cone of Cold</i>
8	<i>Monster Summoning II</i>
9	<i>Monster Summoning III</i>

ENHANCED BARD SONG

This is a powerful aid to both the Bard and their allies, replacing their standard song. The song gives the Bard a +10 bonus to her Armor Class and +10% Magic Resistance. The song also gives her allies +4 to hit, +4 to damage, -4 to Armor Class, +5 magic resistance, and immunity to fear, stun, confusion, and normal weapons.

MAGIC FLUTE

This ability creates a magic flute made of pure magical energy. The flute lasts for 1 day, during which time the Bard can use it to cast the following spells:

- *Resist Fear* cast on the party (one use)
- *Globe of Invulnerability* (one use)
- *Delayed Blast Fireball* (three uses)

SPIRIT FORM

The Shaman slips into a space between the spirit world and the material plane, rendering them partially incorporeal. For the next 5 rounds, all physical attacks directed against the Shaman deal 50% of their normal damage. During this time, the Shaman is also under the effects of *Improved Invisibility* and cannot be directly targeted by spells.

FAVORED OF THE SPIRITS

Requires Spirit Form

This powerful rite shields the Shaman from death for 10 turns or until discharged. While under the protection of this rite, the Shaman is immune to all forms of death magic. In addition, if the Shaman is reduced below 10% Hit Points and the rite is active, the Shaman instantly receives the benefit of a *Heal* spell. The rite's protection (including the immunity to death) is completely discharged once the *Heal* spell is triggered.

10TH-LEVEL SPELLS

Mages and Sorcerers can learn 10th-level spells, which they can then prepare and cast like any other spell. These spells use 9th-level spell slots.

COMET

Range: 270 ft.

Duration: Instant

Casting Time: 3

Area of Effect: 30-ft. radius

Saving Throw: None

A more powerful and specialized version of *Meteor Swarm*, this spell calls down a single enormous meteor that strikes the earth, creating a powerful shockwave. This spell will not harm party members.

Any creature in the area of effect must save vs. Paralyzation or be stunned for 1d4 rounds. The comet itself does 10d10 damage with no Saving Throw.

DRAGON'S BREATH

Range: Visual range of the caster

Duration: Instant

Casting Time: 3

Area of Effect: 30-foot radius

Saving Throw: Special

This spell causes an adult red dragon's disembodied head to appear and breathe fire. In addition to the enormous 20d10 fireball, the force of the dragon's breath knocks an opponent off their feet and away from the caster. The victim can save vs. breath to take half damage and not be blown backwards.

This spell will not harm party members.

ENERGY BLADES

Range: Special

Duration: 4 turns

Casting Time: 3

Area of Effect: Special

Saving Throw: None

An energy blade is a discus made of pure energy. The disc gives +10 to THACO, and when thrown does 1d4+5 missile damage as well as 1d10 additional electrical damage. This spell creates 1 energy disc per level of the caster and sets the caster's attacks to 9 as long as the discs are held.

IMPROVED ALACRITY

Range: 0

Duration: 2 rounds

Casting Time: 9

Area of Effect: Caster

Saving Throw: None

Improved Alacrity erases the pause between casting spells. For the duration, the caster can begin casting a new spell the instant they are finished casting their current spell.

SUMMON DARK PLANETAR

Range: 120 ft.

Duration: 4 rounds + 1 round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell opens an abyssal gate and calls forth a fallen planetar to fight at the caster's side until slain or until the spell expires. The dark planetar is described in greater detail in the bestiary the end of this book.

SUMMON PLANETAR

Range: 120 ft.

Duration: 4 rounds + 1 round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell opens a celestial gate and calls forth a planetar to fight at the caster's side until slain or until the spell expires. The planetar is described in greater detail in the bestiary at the end of this book.

QUEST-LEVEL SPELLS

Clerics and Druids can spend high-level abilities to learn powerful Quest-level spells. These spells are prepared and cast like any other spell, and use 7th-level spell slots. Rangers and Paladins that learn Quest-level spells instead learn them as innate abilities, usable once per day.

AURA OF FLAMING DEATH

Range: 0

Duration: 1 round/2 levels

Casting Time: 4

Area of Effect: Caster

Saving Throw: None

This spell causes the caster to be enveloped by an aura of intense flame that both injures opponents and protects the caster from damage.

This shield not only grants the caster 90% Fire Resistance and a +4 bonus to Armor Class, but also protects the caster from attacks made within five feet. An opponent that hits the caster with any weapons or spells within this radius suffers 2d10+2 fire damage. In addition, the intense heat protects the caster from all non-magical weapons, melee or missile.

ELEMENTAL SUMMONING

Range: 30 ft.

Duration: 1 turn

Casting Time: 9

Area of Effect: Special

Saving Throw: None

Drawing power from the environment, this spell summons two greater elementals randomly chosen from earth, air, or fire. The elementals stay for 1 turn and will obey the caster as long as they remain summoned.

There is a 10% chance that a randomly chosen Elemental Prince will be summoned instead. The Elemental Princes rule over other elementals in their respective planes. The Elemental Prince of Air is Chan, the Elemental Prince of Earth is Sunnis, and the Elemental Prince of Fire is Zaaman Rul.



ENERGY BLADES

Range: Special

Duration: 4 turns

Casting Time: 3

Area of Effect: Special

Saving Throw: None

An energy blade is a discus made of pure energy. The disc gives +10 to THACO, and when thrown does 1d4+5 missile damage as well as 1d10 additional electrical damage. This spell creates 1 energy disc per level of the caster and sets the caster's attacks to 9 as long as the discs are held.



ETHEREAL RETRIBUTION

Range: 40 ft.

Duration: 3 rounds

Casting Time: 8

Area of Effect: 30-ft. radius

Saving Throw: Special

Ghostly figures called by the Shaman swirl around the battlefield, tormenting the Shaman's adversaries. All enemies within the area of effect take 3d8 points of magic damage per round for the next 3 rounds (no save). In addition, all living enemies (undead and constructs are unaffected) must Save vs. Spell or lose 2 points of Strength every round for 5 rounds. The Strength loss is cumulative, but this spell cannot reduce the Strength of a creature below 1.



GLOBE OF BLADES

Range: 0

Duration: 1 turn

Casting Time: 9

Area of Effect: Special

Saving Throw: Special

The priest employs this spell to set up a globe of razor-sharp blades. These whirl and flash around the caster, creating a dangerous barrier. Any creature attempting to pass through the blade barrier suffers 10d10 points of damage. Creatures within the area of the barrier when it is invoked are entitled to a Saving Throw vs. Spell at -2. If this is successful, the blades are avoided and no damage is suffered. The barrier remains for 1 turn.



GREATER ELEMENTAL SUMMONING

(Requires Elemental Summoning)

Range: 30 ft.

Duration: 1 turn

Casting Time: 9

Area of Effect: Special

Saving Throw: None

Druids, having a more powerful link to the elements, can cast a stronger version of Elemental Summoning. This spell can summon the Elemental Princes themselves, randomly chosen from earth, air, or fire. The elemental prince will remain for the duration of the spell and serve the caster faithfully until it is slain or until the spell ends.

The Elemental Prince of Air is Chan, the Elemental Prince of Earth is Sunnis, and the Elemental Prince of Fire is Zaaman Rul.



IMPLOSION

Range: 40 ft.

Duration: 2 rounds

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: Special

This spell creates a rift in the earth beneath the target which implodes and closes in upon itself, crushing and burning the target and holding it for 1 round. The spell does 10d10 fire damage and 10d10 blunt damage. The victim can save vs. Spell for half.



MASS RAISE DEAD

Quest-level Necromancy



Range: 30 ft.

Duration: Permanent

Casting Time: 2

Area of Effect: Up to 5 party members

Saving Throw: None

A more powerful version of Raise Dead, this spell brings up to 5 party members back to life and heals 3d10+1 Hit Points per level of the caster. They can regain the rest of their Hit Points by natural healing or curative magic. This spell restores life to dwarves, gnomes, half-elves, halflings, elves, half-orcs, and humans.

STORM OF VENGEANCE

Range: 270 ft.

Duration: 3 rounds

Casting Time: 8

Area of Effect: 30-ft. radius

Saving Throw: Special

Casting this spell causes the earth to shake and the heavens to boil with blood and energy. All enemies of the caster are struck down by acidic rain, earthquakes, and lightning.

All enemies of 8th level or lower are slain instantly. The survivors are struck by acidic, poisonous rain and lightning. The storm lasts for 3 rounds. Each round, the victims suffer 1d6 electrical damage, 1d6 fire damage, and 1d6 acid damage (Save vs. Spell for half damage). They also have a chance to be poisoned (Save vs. Death) in the first round.



SUMMON DEVA

Range: 120 ft.

Duration: 4 rounds + 1 round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell opens a celestial gate and calls forth an angelic deva to fight at the caster's side until it disappears at the end of the spell's duration, or until the deva's earthly avatar is slain.



SUMMON FALLEN DEVA

Range: 120 ft.

Duration: 4 rounds + 1 round/level

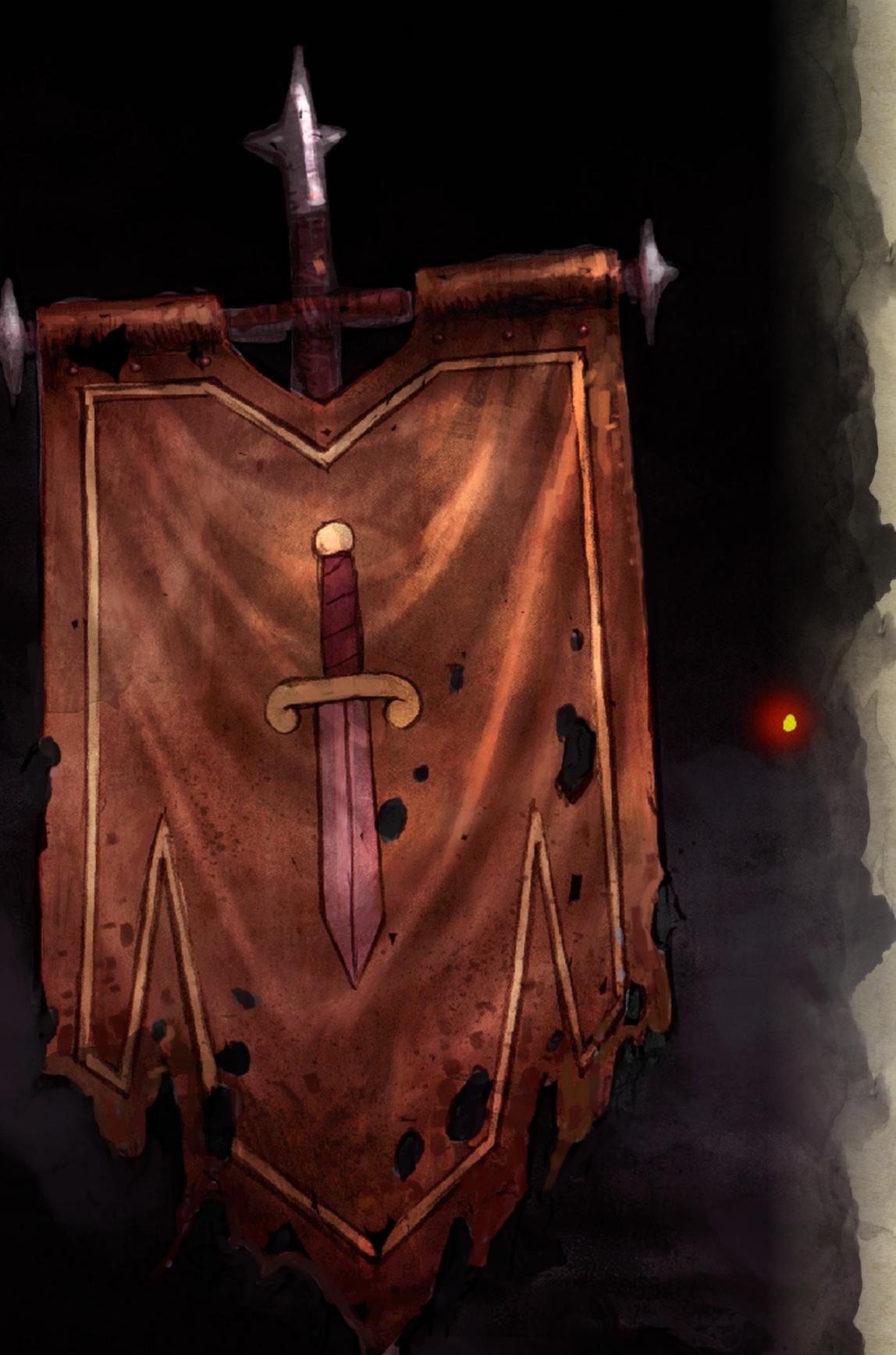
Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell opens an abyssal gate and calls forth a demonic deva to fight at the caster's side until it disappears at the end of the spell's duration, or until the deva's earthly avatar is slain.





CHAPTER 11: EQUIPMENT

Coran gazed down the length of the Paladin's sword and whistled softly. "That is a fine sword you have there, friend," he said.

It was true. The four foot long blade was a gleaming silver, inscribed with sigils that glowed soft blue in the dungeon's dim light.

Despite its length, it was perfectly balanced, held easily in a single gauntleted hand, and Coran judged it sharp enough to slice the motes of dust that drifted through the confines of the cell. Though the weapon was far too unwieldy for one such as him to use in combat, Coran was gripped by an unquenchable desire to possess it. "An item of such beauty is wasted in battle," he said. "It should be held by one who can truly appreciate its finer qualities."

"You'll appreciate its finer qualities soon enough," said the Helmite. He lunged forward, and in an instant Coran had seen a good deal more of the blade than he'd wished.

A character's equipment offers a variety of effects, ranging from improved damage and attack rolls to magic resistance and special abilities. This chapter deals with the mundane equipment you will find in the world; magic items may change the effects of the equipment described here, but the basics will remain the same.

ARMOR AND SHIELDS

Armor comes in a variety of weights and protective tiers. Each armor lists one or more secondary Armor Class values depending on the type of attack being made.

There are also four categories of shields: Large, Medium, Small, and Buckler. Each of these shields come in a variety of styles.

BUCKLER

Shield

Armor Class Bonus +1 (+0 vs. Piercing or Missile)

Strength Required 4

Weight 2 lbs.

Bucklers are slightly smaller versions of small shields. Unlike other shields, bucklers can be used by Thieves.

CHAIN MAIL

Thieving abilities and wizard spellcasting are disabled while this armor is equipped.

Base Armor Class 5 (3 vs. Slashing, 7 vs. Crushing)

Wizard Spellcasting Disabled

Thieving Abilities Disabled

Strength Required 8

Weight 40 lbs.

Chain mail is made of interlocking metal rings. It is always worn over a layer of padded fabric or soft leather to prevent chafing and to lessen the impact of blows.

ARMOR	ARMOR CLASS	STRENGTH REQUIRED	WEIGHT
<i>Armor</i>			
Leather Armor	8 (10 vs. Piercing or Missile)	4	15 lbs.
Studded Leather Armor	7 (5 vs. Slashing, 6 vs. Piercing or Missile)	6	25 lbs.
Hide Armor	6 (8 vs. Piercing or Missile)	6	40 lbs.
Chain Mail	5 (3 vs. Slashing, 7 vs. Crushing)	8	40 lbs.
Splint Mail	4 (3 vs. Piercing or Missile, 2 vs. Crushing)	8	40 lbs.
Plate Mail	3 (0 vs. Slashing)	12	50 lbs.
Full Plate	1 (-3 vs. Slashing, -2 vs. Piercing or Missile)	15	70 lbs.
<i>Shield</i>			
Buckler	+1 (+0 vs. Piercing or Missile)	4	2 lbs.
Small Shield	+1 (+0 vs. Missile)	4	3 lbs.
Medium Shield	+1	12	8 lbs.
Large Shield	+1 (+2 vs. Missile)	15	15 lbs.

FULL PLATE ARMOR

Thieving abilities and wizard spellcasting are disabled while this armor is equipped.

Base Armor Class 1 (–3 vs. Slashing, –2 vs. Piercing or Missile)

Wizard Spellcasting Disabled

Thieving Disabled

Strength Required 15

Weight 70 lbs.

The best (and heaviest) armor a warrior can buy, both in appearance and protection. The perfectly fitted interlocking plates are specially angled to deflect arrows and blows, and the entire suit is carefully adorned with rich engraving and embossed detail.

HIDE ARMOR

Wizard spellcasting is disabled while this armor is equipped.

Base Armor Class 6 (8 vs. Piercing or Missile)

Wizard Spellcasting Disabled

Thieving Penalties:

- **Open Locks** –10%
- **Find Traps** –10%
- **Pick Pockets** –10%
- **Move Silently** –20%

Strength Required 10

Weight 40 lbs.

This armor is made from the thick hide of a very large animal (an elephant for example) or from many layers of normal leather from common animals, like cows. Hide armor is far too bulky, inflexible and heavy to be used much in advanced human cultures. However, among the barbaric humanoid masses throughout the dark forests and misty jungles of the world, hide armor is common. Even though it does offer more protection than leather armor, one must get by the offensive odor and shoddy appearance in order to wear it effectively.

LARGE SHIELD

Shield

Armor Class Bonus +1 (+2 vs. Missile)

Strength Required 15

Weight 15 lbs.

Also known as the kite or tower shield, this massive metal or wooden shield reaches nearly from the chin to the toe of the user. The shield must be firmly fastened to the forearm with the shield hand firmly gripping it at all times.

LEATHER ARMOR

Wizard spellcasting is disabled while this armor is equipped.

Base Armor Class 8 (10 vs. Piercing or Missile)

Wizard Spellcasting Disabled

Strength Required 4

Weight 15 lbs.

This armor is made of leather hardened in boiling oil and then shaped into breastplate and spaulders. The remainder of the suit is fashioned from more flexible, somewhat softer materials.

MEDIUM SHIELD

Shield

Armor Class Bonus +1

Strength Required 12

Weight 8 lbs.

This shield is carried in the same manner as a small shield. Medium shields are usually made of metal, range from three to four feet in diameter, and can be of any shape, from round to square to a dragon's spread wings. A typical medieval shield resembles a triangle with one point facing downward.

SMALL SHIELD

Shield

Armor Class Bonus +1 (+0 vs. Missile)

Strength Required 4

Weight 3 lbs.

The small shield is usually round and is carried on the forearm, gripped with the shield hand. Its light weight compared to a medium shield permits the user to carry other items in that hand, although that hand cannot wield or carry another weapon.

PLATE MAIL

Thieving abilities and wizard spellcasting are disabled while this armor is equipped.

Base Armor Class 3 (0 vs. Slashing)

Wizard Spellcasting Disabled

Thieving Disabled

Strength Required 12

Weight 50 lbs.

A combination of chain armor with metal plates covering the vital areas such as the chest, abdomen, and groin. The weight is distributed over the entire body, and the whole thing is held together with buckles and straps.

SPLINT MAIL

Thieving abilities and wizard spellcasting are disabled while this armor is equipped.

Base Armor Class 4 (3 vs. Piercing or Missile, 2 vs. Crushing)

Wizard Spellcasting Disabled

Thieving Disabled

Strength Required 8

Weight 40 lbs.

A more sturdy variant on chain mail, splint mail features strips of reinforced steel added to the backing of chain, leather, or cloth. Since a person's body does not normally swivel in mid-torso as much as it flexes back to front, splint mail is more restrictive in battle.

STUDED LEATHER ARMOR

Wizard spellcasting is disabled while this armor is equipped.

Base Armor Class 7 (5 vs. Slashing, 6 vs. Piercing or Missile)

Wizard Spellcasting Disabled

Strength Required 6

Weight 25 lbs.

This armor is made from unhardened leather reinforced with close-set metal rivets.

WEAPONS

Throughout the game you will find a variety of weapons. Make sure your character is proficient with the weapons they wield!

Each weapon lists one or more fields in its entry. Those fields are:

- **Melee or Ranged:** Ranged weapons may be used against any target you can see; melee weapons require that you be standing next to your target. Note that wielding a ranged weapon while next to your target will incur a -8 penalty to your attack roll. Attacking any creature that is not wielding a melee weapon receives a +4 bonus to attack and damage rolls.
- **Damage:** The amount of damage this weapon deals on a successful attack, before applying modifiers from proficiency and other sources.
- **To Hit:** An additional bonus to the weapon's attack rolls.
- **Speed Factor:** The base speed that determines when during the round the wielder will attack with the weapon.
- **Attacks per Round:** The number of attacks this weapon allows in each round. Weapons with this field do not benefit from bonus attacks from weapon specialization or warrior levels.

- **Hands:** The number of hands required to wield this weapon. One-handed ranged weapons can be equipped with a shield; one-handed melee weapons can be equipped with a shield or a second one-handed melee weapon.
- **Strength Required:** The minimum Strength score required to equip the weapon.
- **Weight:** The amount added to the character's encumbrance while this weapon is in inventory.

BASTARD SWORD

One-handed Melee Weapon

Damage 2d4 Slashing

Speed Factor 8

Strength Required 11

Weight 10 lbs.

Also known as the hand-and-a-half sword, the bastard sword derives its name from the fact that it is halfway between the two-handed sword and the long sword. The bastard sword has a double-edged blade and a long grip, which can accommodate both hands if preferred. The overall length of the bastard sword ranges between four feet and four feet ten inches.

BATTLE AXE

One-handed Melee Weapon

Damage 1d8 Slashing

Speed Factor 7

Strength Required 10

Weight 7 lbs.

There are two varieties of axes: throwing axes and battle axes. Proficiency with Axes gives a character proficiency with both of these varieties.

The most common version of the battle axe is a stout pole about four feet in length with a single-edged, trumpet-shaped blade mounted on one end.

CLUB

One-handed Melee Weapon

Damage 1d6 Crushing

Speed Factor 4

Strength Required 5

Weight 3 lbs.

Most clubs are stout, hardwood sticks, narrow at the grip and wider at the end. This simple weapon has been used since people first began using tools. Anyone can find a good stout piece of wood and swing it; hence the club's widespread use.

COMPOSITE LONGBOW

Two-handed Ranged Weapon

Damage 1d6+2 Missile (requires Arrow)

To Hit +1

Speed Factor 7

Rate of Fire 2

Strength Required 18

Weight 10 lbs.

The composite longbow is a longbow whose staff is made from more than one type of material. This gives greater flexibility and makes arrows fired from the bow deliver more damage.

DAGGER

One-handed Melee Weapon

Damage 1d4 Piercing

Speed Factor 2

Strength Required 3

Weight 1 lbs.

The typical dagger has a pointed, usually double-edged blade, as opposed to a knife, which has a single edge and is a bit shorter.

DART

One-handed Ranged Weapon

Damage 1d3 Missile

Speed Factor 2

Rate of Fire 3

Weight 0 lbs.

The dart is a small, easily concealable missile weapon that is thrown, rather than fired from a bow or other launcher.

FLAIL

One-handed Melee Weapon

Damage 1d6+1 Crushing

Speed Factor 7

Strength Required 13

Weight 15 lbs.

The flail is a sturdy wooden handle attached with a hinge or chain to an iron rod, a wooden rod with spikes, or a spiked iron ball. The weapon was originally used as a tool for threshing grain.

HALBERD

Two-handed Melee Weapon

Damage 1d10 Piercing or Slashing (whichever is better)

Speed Factor 9

Strength Required 13

Weight 15 lbs.

A halberd can be best described as a cross between a spear and an axe. By far the oldest and most often used polearm, it consists of a cleaver-like axe blade mounted on a staff averaging six feet in length. The axe blade is balanced at the rear with a fluke and crowned by a sharp square spike. The fluke is sometimes replaced by a hook used to dismount cavalry.

HEAVY CROSSBOW

Two-handed Ranged Weapon

Damage 1d8+2 Missile (requires Bolt)

Speed Factor 10

Strength Required 12

Weight 14 lbs.

Though functionally very similar to the light crossbow described below, the heavy crossbow is designed for wielders with greater strength, and deal more damage as a result.

KATANA

One-handed Melee Weapon

Damage 1d10 Slashing

Speed Factor 4

Strength Required 6

Weight 6 lbs.

The katana is a single-edged, slightly curved sword that ends with a chisel point. The katana is perhaps one of the finest swords ever made, the steps to its creation a long and secret process that is more art form than anything else. This blade is an important facet of Kara-Turan culture, where it is a grievous insult to touch or wield a samurai's katana. For anyone outside of Kara-Tur to own such a blade is a rare occurrence. Either the foreigner is a greatly honored friend of an important minister, or they have murdered a samurai.

LIGHT CROSSBOW

Two-handed Ranged Weapon

Damage 1d8 Missile (requires Bolt)

Speed Factor 5

Strength Required 8

Weight 7 lbs.

A crossbow is a bow mounted crosswise on a wooden or metal shaft, the latter called a tiller. The bow is usually made of ash or yew. The crossbow fires a bolt. The light crossbow is designed to be usable by Thieves.

LONG SWORD

One-handed Melee Weapon

Damage 1d8 Slashing

Speed Factor 5

Strength Required 6

Weight 4 lbs.

There is no single version of the long sword, but most long swords have a double-edged blade and a sharp point at the tip. Despite the tip, the long sword is designed for slashing, not thrusting.

WEAPON	DAMAGE	RANGED TO HIT	RATE OF FIRE	SPEED FACTOR	REQUIRED STRENGTH	WEIGHT (LBS)
<i>One-Handed Melee Weapons</i>						
Bastard Sword	2d4 Slashing	-	-	8	11	10 lbs.
Battle Axe	1d8 Slashing	-	-	7	10	7 lbs.
Club	1d6 Crushing	-	-	4	5	3 lbs.
Dagger	1d4 Piercing	-	-	2	3	1 lb.
Flail	1d6+1 Crushing	-	-	7	13	15 lbs.
Katana	1d10 Slashing	-	-	4	6	6 lbs.
Long Sword	1d8 Slashing	-	-	5	6	4 lbs.
Mace	1d6+1 Crushing	-	-	7	10	10 lbs.
Morning Star	2d4 Crushing	-	-	7	11	12 lbs.
Ninjato	1d8 Slashing	-	-	4	6	5 lbs.
Scimitar	1d8 Slashing	-	-	5	10	4 lbs.
Short Sword	1d6 Piercing	-	-	3	5	3 lbs.
Throwing Axe (melee)	1d6+1 Slashing	-	-	4	4	1 lb.
Wakizashi	1d8 Piercing	-	-	3	5	3 lbs.
War Hammer	1d4+1 Crushing	-	-	4	9	6 lbs.
<i>Two-Handed Melee Weapons</i>						
Halberd	1d10 Piercing or Slashing	-	-	9	13	15 lbs.
Quarterstaff	1d6 Crushing	-	-	4	5	4 lbs.
Spear	1d6 Piercing	-	-	6	5	5 lbs.
Two-Handed Sword	1d10 Slashing	-	-	10	14	15 lbs.
<i>One-Handed Ranged Weapons</i>						
Dart	1d3 Missile	-	3	2	-	-
Sling (Bullet)	1d4+1 Missile	-	1	6	3	-
Throwing Axe	1d6+1 Missile	-	1	4	4	1 lb.
<i>Two-Handed Ranged Weapons</i>						
Composite Longbow (Arrow)	1d6+2 Missile	+1	2	7	18	10 lbs.
Longbow (Arrow)	1d6 Missile	+1	2	7	6	3 lbs.
Shortbow (Arrow)	1d6 Missile	-	2	6	6	2 lbs.
Light Crossbow (Bolt)	1d8 Missile	-	*	5	8	7 lbs.
Heavy Crossbow (Bolt)	1d8+2 Missile	-	*	10	12	14 lbs.
Throwing Dagger	1d4 Missile	-	2	2	3	-
* Crossbows do not allow a set number of attacks per round. Instead, these weapons use the wielder's number of attacks, including any bonus attacks from specialization or warrior levels.						

LONGBOW

Two-handed Ranged Weapon

Damage 1d6 Missile (requires Arrow)
To Hit +1
Speed Factor 7
Rate of Fire 2
Strength Required 6
Weight 3 lbs.

The longbow is similar to the shortbow, except that the staff is about as tall as the archer—usually six to six-and-a-half feet. It has better range and accuracy than the shortbow, but a slower Speed Factor.

MACE

One-handed Melee Weapon

Damage 1d6+1 Crushing
Speed Factor 7
Strength Required 10
Weight 10 lbs.

The mace is a direct descendant of the basic club, being nothing more than a wooden shaft with a stone or iron head mounted on the end. The head design varies: Some are spiked, others flanged, and still others have pyramidal knobs.

MORNING STAR

One-handed Melee Weapon

Damage 2d4 Crushing
Speed Factor 7
Strength Required 11
Weight 12 lbs.

The morning star is a wooden shaft topped with a metal head covered by a spiked iron sheath. Morning stars have an overall length of about four feet. Some have a round, oval, or cylindrical shaped head studded with spikes. Extending from most morning star heads, regardless of design, is a long point for thrusting.

NINJATO

One-handed Melee Weapon

Damage 1d8 Slashing
Speed Factor 4
Strength Required 6
Weight 5 lbs.

The ninjato is short with a straight blade, making it ideal for subterfuge. The ninjato is also more suited to fighting in closed places, sometimes giving the ninja an advantage over the longer blades that the samurai use.

QUARTERSTAFF

One-handed Melee Weapon

Damage 1d6 Crushing
Speed Factor 4
Strength Required 5
Weight 4 lbs.

The simplest and humblest of staff weapons, the quarterstaff is a length of wood ranging six to nine feet in length. High-quality quarterstaves are made of stout oak and are shod with metal at both ends. The quarterstaff must be wielded with both hands.

SCIMITAR

One-handed Melee Weapon

Damage 1d8 Slashing
Speed Factor 5
Strength Required 10
Weight 4 lbs.

The scimitar is closely related to the classical saber, a single edged curved sword with protective hilt. The blade has a greater curve to it and is tapered to an elongated, sharp point. The origins of the scimitar are largely unknown; however, they have been very popular in the southern region of the realms.

SHORT SWORD

One-handed Melee Weapon

Damage 1d6 Slashing
Speed Factor 3
Strength Required 5
Weight 3 lbs.

The short sword is the first type of sword to come into existence. In the simplest of terms, a short sword can be considered a dagger with a blade so long that it can no longer be called a dagger. The term short sword has come to be used to describe a double-edged blade about two feet in length. The sword tip is usually pointed, ideal for thrusting.

SHORTBOW

Two-handed Ranged Weapon

Damage 1d6 Missile (requires Arrow)
Speed Factor 6
Rate of Fire 2
Strength Required 6
Weight 2 lbs.

Shortbows were the first bows to be developed, although today it is more of a default term that refers to anything that is not a longbow. Shortbow staves are about five feet long on average, and are ideal for use by Thieves.

SLING

One-handed Ranged Weapon

Damage 1d4+1 Missile (requires Bullet)
Speed Factor 6
Rate of Fire 1
Strength Required 3
Weight 0 lbs.

Slings have existed since the beginning of recorded history. The basic sling consists of a leather or fabric strap with a pouch for holding the weapon's missile: a smooth stone bullet. The weapon is held by both ends of the strap and twirled around the wielder's head. The bullet is then launched by releasing one of the strap's ends.

SPEAR

Two-handed Melee Weapon

Damage 1d6 Piercing
Speed Factor 6
Strength Required 5
Weight 5 lbs.

One of the earliest weapons, dating back to the most primitive of times, the first spears were simply wooden poles or sticks sharpened at one end. When the civilized races mastered metals, spearheads were made from iron and steel. Although weaponsmiths have experimented with different types of polearms, the spear remains a classic implement for most warriors.

THROWING AXE

One-handed Melee or Ranged Weapon

Damage 1d6+1 Slashing (Melee), 1d6+1 Missile (Thrown)
Speed Factor 4
Strength Required 4
Weight 1 lbs.

The hand axe or throwing axe is also known as a hatchet. The axe blade has a sharp steel blade counterbalanced by a pointed fluke. The short handle has a point on the bottom, and the head may have a spike on the top.

THROWING DAGGER

One-handed Ranged Weapon

Damage 1d4 Missile
Speed Factor 2
Rate of Fire 2
Strength Required 3
Weight 0 lbs.

Proficiency with Daggers also grants proficiency with Throwing Daggers, which are balanced specifically to be used as ranged weapons.

TWO-HANDED SWORD

Two-handed Melee Weapon

Damage 1d10 Slashing
Speed Factor 10
Strength Required 14
Weight 15 lbs.

Weaponsmiths have always looked for ways to improve existing weapons. In an effort to enhance the long sword, the blade was lengthened. Eventually, the handle had to be extended and two hands became necessary to properly swing the sword.

WAKIZASHI

One-handed Melee Weapon

Damage 1d8 Piercing
Speed Factor 3
Strength Required 5
Weight 3 lbs.

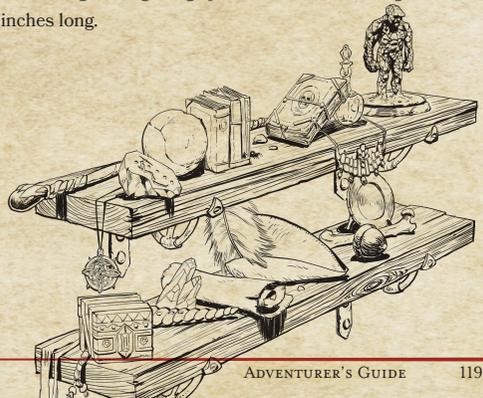
The wakizashi, or companion sword, is extremely important to Kara-Turan samurai. It is worn at all times, even indoors, and is near the samurai when she sleeps at night. As finely made as the katana, the wakizashi, a shorter sword with a length between twelve and twenty-four inches, is a dangerous weapon in the hands of a skilled user.

WAR HAMMER

One-handed Melee Weapon

Damage 1d4+1 Crushing
Speed Factor 4
Strength Required 9
Weight 6 lbs.

Mounted knights cannot effectively use long pole weapons while on horseback and, as a result, many weapons have been fitted with shorter shafts so they may be wielded with just one hand. Maces and flails are two examples of this—the war hammer is another. The horseman's war hammer is the descendant of the lucerne hammer. It is made entirely of steel, with small metal disks protecting and strengthening the grip. The shaft is about eighteen inches long.





APPENDIX: PLAYER'S BESTIARY

A hollow chittering of teeth echoed in the fog. Karilan was not alone. He drew Nightslayer from its scabbard. The blade's light cut through the white veil, revealing the source of the sound. Wreathed in red vapor, a horrific mass of fanged mouths and razor sharp claws floated above the ground, its body churning ceaselessly, folding back inside itself. Karilan could see no eyes in the nishruu, but the monstrous creature sensed Nightslayer. Drawn irresistibly to the sword's magic, the slaving maws opened wide as the otherworldly beast lurched towards Karilan.

The following entries describe the combat abilities for the creatures that you can recruit or summon to your cause. These creatures include familiars, spirit animals, and powerful demonic mists like the nishruu.

Note that creatures you cannot control, such as those summoned by a Shaman's dance or the Gate spell, are not listed here. Summon these creatures at your own risk!

CREATURES BY SPELL

FIND FAMILIAR

Cat
Dust Mephit
Faerie Dragon
Ferret
Imp
Pseudodragon
Quasit
Rabbit

ANIMAL SUMMONING I

Dire Wolf
War Dog

ANIMAL SUMMONING II

Black Bear
Brown Bear
Cave Bear
Panther

ANIMAL SUMMONING III

Cave Bear
Lion
Winter Wolf
Polar Bear

MONSTER SUMMONING I

Tasloi
Kobold
Xvart
Gibberling
Wild Dog

MONSTER SUMMONING II

Gnoll
Hobgoblin
Wolf

MONSTER SUMMONING III

Dire Wolf
Worg
Ghoul
Ogre Berserker

CALL WOODLAND BEINGS

Nymph

WYVERN CALL

Wyvern

SUMMON NISHRUU

Nishruu

SUMMON EFREETI

Efreeti

SUMMON HAKEASHAR

Hakeashar

SUMMON DJINNI

Djinni

CONJURE ANIMALS

Polar Bear

CONJURE LESSER AIR

ELEMENTAL

Lesser Air Elemental

CONJURE LESSER EARTH

ELEMENTAL

Lesser Earth Elemental

CONJURE LESSER FIRE

ELEMENTAL

Lesser Fire Elemental

CONJURE AIR ELEMENTAL

Air Elemental
Greater Air Elemental
Elder Air Elemental

CONJURE EARTH

ELEMENTAL

Earth Elemental
Greater Earth Elemental
Elder Earth Elemental

CONJURE FIRE ELEMENTAL

Fire Elemental
Greater Fire Elemental
Elder Fire Elemental

ELEMENTAL SUMMONING

Greater Air Elemental
Greater Earth Elemental
Greater Fire Elemental
Zaaman Ruul
Sunnis
Chan

GREATER ELEMENTAL

SUMMONING

Zaaman Ruul
Sunnis
Chan

CARRION SUMMONS

Carrion Crawler

AERIAL SERVANT

Aerial Servant

MORDENKAINEN'S SWORD

Magical Sword

ANIMATE DEAD

Skeleton Warrior

SPIDER SPAWN

Giant Spider
Phase Spider
Sword Spider

INVISIBLE STALKER

Invisible Stalker

SUMMON SPIRIT ANIMAL

Spirit Bear
Spirit Lion
Spirit Snake
Spirit Wolf

FAMILIARS

A character who casts the *Find Familiar* spell receives a permanent (if fragile) companion in the form of a magical beast. The type of beast is determined based on the caster's alignment; once summoned, it will serve its master faithfully until dismissed or killed.

Note that if your familiar dies, you will permanently lose one point of Constitution. This point cannot be recovered by any means, but you may summon a new familiar immediately by casting the *Find Familiar* spell again.

PSEUDODRAGON

Lawful Good / Neutral Good Familiar

Armor Class 0

Hit Points 12 (3 Hit Dice)

Saving Throws

vs. **Death** 15

vs. **Wand** 17

vs. **Polymorph** 16

vs. **Breath** 18

vs. **Spell** 18

Magic Resistance 35%

Immunities level drain, sleep, petrification

SPECIAL TRAITS

Claw. *Melee Weapon Attack:* THAC0 15, APR 2, damage 1d3.

Regeneration. The pseudodragon recovers one Hit Point every round.

Blur. The pseudodragon can cast *Blur* once per day as the spell of the same name.

FERRET

Lawful Neutral Familiar

Armor Class 2

Hit Points 12

Saving Throws

vs. **Death** 15

vs. **Wand** 17

vs. **Polymorph** 16

vs. **Breath** 18

vs. **Spell** 18

Magic Resistance 35%

Pick Pockets 50%

Hide in Shadows 25%

Move Silently 25%

Find Traps 20%

Immunities level drain, sleep, petrification

SPECIAL TRAITS

Claw. *Melee Weapon Attack:* THAC0 15, APR 2, damage 1d3.

Blur. The ferret can cast *Blur* once per day as the spell of the same name.

IMP

Lawful Evil Familiar

Armor Class 4

Hit Points 9 (7 Hit Dice)

Saving Throws

vs. **Death** 12

vs. **Wand** 14

vs. **Polymorph** 13

vs. **Breath** 14

vs. **Spell** 15

Magic Resistance 15%

Fire Resistance 100%

Cold Resistance 100%

Electricity Resistance 100%

Immunities level drain, sleep, petrification

SPECIAL TRAITS

Claw. *Melee Weapon Attack:* THAC0 17, APR 1, damage 1d6.

Regeneration. The imp recovers one Hit Point every round.

Polymorph Self. The imp can cast *Polymorph Self* once per day as the spell of the same name.

RABBIT

True Neutral Familiar

Armor Class 3

Hit Points 12

Saving Throws

vs. **Death** 15

vs. **Wand** 17

vs. **Polymorph** 16

vs. **Breath** 18

vs. **Spell** 18

Magic Resistance 45%

Fire Resistance 75%

Cold Resistance 75%

Electricity Resistance 75%

Hide in Shadows 20%

Move Silently 20%

Find Traps 40%

Immunities level drain, sleep, petrification

SPECIAL TRAITS

Claw. *Melee Weapon Attack:* THAC0 15, APR 2, damage 1d2.

DUST MEPHIT

Neutral Evil Familiar

Armor Class 8

Hit Points 12

Saving Throws

vs. Death 15

vs. Wand 17

vs. Polymorph 16

vs. Breath 18

vs. Spell 18

Magic Resistance 10%

Fire Resistance 100%

Slashing Resistance 35%

Piercing Resistance 35%

Missile Resistance 35%

Immunities level drain, sleep, petrification

SPECIAL TRAITS

Claw. *Melee Weapon Attack:* THACO 15, APR 2, damage 1d2.

Regeneration. The dust mephit recovers one Hit Point every round.

Glass Dust. The dust mephit can cast Glass Dust once per day, which functions like the spell *Glitterdust*.

FAIRY DRAGON

Chaotic Good Familiar

Armor Class 6

Hit Points 12

Saving Throws

vs. Death 15

vs. Wand 17

vs. Polymorph 16

vs. Breath 18

vs. Spell 18

Magic Resistance 25%

Immunities level drain, sleep, petrification

SPECIAL TRAITS

Claw. *Melee Weapon Attack:* THACO 15, APR 2, damage 1d2.

Regeneration. The dust mephit recovers one Hit Point every round.

Mirror Image. The dust mephit can cast Mirror Image twice per day, which functions like the spell of the same name.

CAT

Chaotic Neutral Familiar

Armor Class 2

Hit Points 12

Saving Throws

vs. Death 15

vs. Wand 17

vs. Polymorph 16

vs. Breath 18

vs. Spell 18

Magic Resistance 35%

Pick Pockets 15%

Hide in Shadows 65%

Move Silently 65%

Immunities level drain, sleep, petrification

SPECIAL TRAITS

Claw. *Melee Weapon Attack:* THACO 15, APR 2, damage 1d3.

QUASIT

Chaotic Evil Familiar

Armor Class 4

Hit Points 12

Saving Throws

vs. Death 12

vs. Wand 14

vs. Polymorph 13

vs. Breath 14

vs. Spell 15

Magic Resistance 15%

Fire Resistance 100%

Cold Resistance 100%

Electricity Resistance 100%

Immunities level drain, sleep, petrification

SPECIAL TRAITS

Claw. *Melee Weapon Attack:* THACO 15, APR 2, damage 1d6.

Regeneration. The dust mephit recovers one Hit Point every round.

Horror. The dust mephit can cast Horror once per day, which functions like the spell of the same name.

SUMMONED MONSTERS

Many spells conjure temporary allies, which fight for the caster until slain or until the spell that summoned them ends. The following section does not include creatures that the player cannot control, such as pit fiends; these monsters are supremely unknowable, and are summoned at the caster's own peril.

DIRE WOLF

Summoned by Animal Summoning I, Monster Summoning III

Armor Class 6
Hit Points 33
Saving Throws
vs. **Death** 13
vs. **Wand** 15
vs. **Polymorph** 14
vs. **Breath** 16
vs. **Spell** 16

SPECIAL TRAITS

Paw. Melee Weapon Attack: THACO 14, APR 1, damage 1d8+2 piercing.

WAR DOG

Summoned by Animal Summoning I, Monster Summoning I

Armor Class 6
Hit Points 17
Saving Throws
vs. **Death** 14
vs. **Wand** 16
vs. **Polymorph** 15
vs. **Breath** 17
vs. **Spell** 17

SPECIAL TRAITS

Paw. Melee Weapon Attack: THACO 19, APR 1, damage 1d8 piercing.

BLACK BEAR

Summoned by Animal Summoning II

Armor Class 7
Hit Points 25
Saving Throws
vs. **Death** 13
vs. **Wand** 15
vs. **Polymorph** 14
vs. **Breath** 16
vs. **Spell** 16

SPECIAL TRAITS

Paw. Melee Weapon Attack: THACO 19, APR 3, damage 1d6 crushing.

BROWN BEAR

Summoned by Animal Summoning II

Armor Class 6
Hit Points 41
Saving Throws
vs. **Death** 11
vs. **Wand** 13
vs. **Polymorph** 12
vs. **Breath** 13
vs. **Spell** 14

SPECIAL TRAITS

Paw. Melee Weapon Attack: THACO 15, APR 3, damage 1d8+1 crushing.

CAVE BEAR

Summoned by Animal Summoning II, Animal Summoning III

Armor Class 6
Hit Points 50
Saving Throws
vs. **Death** 10
vs. **Wand** 12
vs. **Polymorph** 11
vs. **Breath** 12
vs. **Spell** 13

SPECIAL TRAITS

Paw. Melee Weapon Attack: THACO 13, APR 3, damage 1d10+1 crushing.

PANTHER

Summoned by Animal Summoning II

Armor Class 6
Hit Points 33
Saving Throws
vs. **Death** 13
vs. **Wand** 15
vs. **Polymorph** 14
vs. **Breath** 16
vs. **Spell** 16

SPECIAL TRAITS

Paw. Melee Weapon Attack: THACO 16, APR 3, damage 1d8+2 piercing.

LION

Animal Summoning III

Armor Class 5

Hit Points 42

Saving Throws

vs. Death 13

vs. Wand 15

vs. Polymorph 14

vs. Breath 16

vs. Spell 16

SPECIAL TRAITS

Paw. Melee Weapon Attack: THAC0 14, APR 3, damage 1d12+2 piercing.

WINTER WOLF

Summoned by Animal Summoning III

Armor Class -1

Hit Points 63

Saving Throws

vs. Death 10

vs. Wand 12

vs. Polymorph 11

vs. Breath 12

vs. Spell 13

Cold Resistance 100%

SPECIAL TRAITS

Paw. Melee Weapon Attack: THAC0 10, APR 3, damage 2d4+1 cold.

Cold Breath. Ranged Weapon Attack: THAC0 7, APR 1, damage 6d4 cold (Save vs. Breath for half).

POLAR BEAR

Summoned by Animal Summoning III, Conjure Animals

Armor Class 6

Hit Points 70

Saving Throws

vs. Death 8

vs. Wand 10

vs. Polymorph 9

vs. Breath 10

vs. Spell 11

SPECIAL TRAITS

Paw. Melee Weapon Attack: THAC0 9, APR 3, damage 1d12+4 crushing. Treated as a +3 magical weapon when determining what enemies it can damage.

LESSER FIRE ELEMENTAL

Summoned by Conjure Lesser Fire Elemental

Armor Class 2

Hit Points 64 (8 HD)

Saving Throws

vs. Death 10

vs. Wand 12

vs. Polymorph 11

vs. Breath 11

vs. Spell 13

Fire Resistance 100%

SPECIAL TRAITS

Paw. Melee Weapon Attack: THAC0 13, APR 1, damage 3d8 crushing and 1d6 fire. Treated as a +4 magical weapon when determining what enemies it can damage.

Protected From Weapons. The elemental is immune to all attacks from weapons with a +1 or lesser enchantment.

LESSER EARTH ELEMENTAL

Summoned by Conjure Lesser Earth Elemental

Armor Class 2

Hit Points 64 (8 HD)

Saving Throws

vs. Death 10

vs. Wand 12

vs. Polymorph 11

vs. Breath 11

vs. Spell 13

SPECIAL TRAITS

Paw. Melee Weapon Attack: THAC0 13, APR 1, damage 4d8 crushing. Treated as a +4 magical weapon when determining what enemies it can damage.

Protected From Weapons. The elemental is immune to all attacks from weapons with a +1 or lesser enchantment.

LESSER AIR ELEMENTAL

Summoned by Conjure Lesser Air Elemental

Armor Class 2
Hit Points 64 (8 HD)
Saving Throws
vs. **Death** 10
vs. **Wand** 12
vs. **Polymorph** 11
vs. **Breath** 11
vs. **Spell** 13

SPECIAL TRAITS

Paw. Melee Weapon Attack: THAC0 13, APR 1, damage 1d20 crushing. Treated as a +4 magical weapon when determining what enemies it can damage.

Protected From Weapons. The elemental is immune to all attacks from weapons with a +1 or lesser enchantment.

FIRE ELEMENTAL

Summoned by Conjure Fire Elemental, Elemental Summoning

Armor Class 2
Hit Points 96 (12 HD)
Saving Throws
vs. **Death** 7
vs. **Wand** 9
vs. **Polymorph** 8
vs. **Breath** 8
vs. **Spell** 10
Fire Resistance 100%

SPECIAL TRAITS

Paw. Melee Weapon Attack: THAC0 8, APR 1, damage 3d8+2 crushing and 1d6 fire. Treated as a +4 magical weapon when determining what enemies it can damage.

Protected From Weapons. The elemental is immune to all attacks from weapons with a +1 or lesser enchantment.

EARTH ELEMENTAL

Summoned by Conjure Earth Elemental, Elemental Summoning

Armor Class 2
Hit Points 96 (12 HD)
Saving Throws
vs. **Death** 7
vs. **Wand** 9
vs. **Polymorph** 8
vs. **Breath** 8
vs. **Spell** 10

SPECIAL TRAITS

Paw. Melee Weapon Attack: THAC0 6, APR 1, damage 4d8+7 crushing. Treated as a +4 magical weapon when determining what enemies it can damage.

Protected From Weapons. The elemental is immune to all attacks from weapons with a +1 or lesser enchantment.

AIR ELEMENTAL

Summoned by Conjure Air Elemental, Elemental Summoning

Armor Class 2
Hit Points 96 (12 HD)
Saving Throws
vs. **Death** 7
vs. **Wand** 9
vs. **Polymorph** 8
vs. **Breath** 8
vs. **Spell** 10

SPECIAL TRAITS

Paw. Melee Weapon Attack: THAC0 8, APR 1, damage 1d20+1 crushing. Treated as a +4 magical weapon when determining what enemies it can damage.

Protected From Weapons. The elemental is immune to all attacks from weapons with a +1 or lesser enchantment.

GREATER FIRE ELEMENTAL

Summoned by Conjure Fire Elemental

Armor Class 2

Hit Points 128 (16 HD)

Saving Throws

vs. Death 4

vs. Wand 6

vs. Polymorph 5

vs. Breath 4

vs. Spell 7

Fire Resistance 100%

SPECIAL TRAITS

Paw. Melee Weapon Attack: THAC0 2, APR 1, damage 3d8+8 crushing and 1d6 fire. Treated as a +2 magical weapon when determining what enemies it can damage.

Protected From Weapons. The elemental is immune to all attacks from weapons with a +1 or lesser enchantment.

GREATER EARTH ELEMENTAL

Summoned by Conjure Earth Elemental

Armor Class 2

Hit Points 128 (16 HD)

Saving Throws

vs. Death 4

vs. Wand 6

vs. Polymorph 5

vs. Breath 4

vs. Spell 7

SPECIAL TRAITS

Paw. Melee Weapon Attack: THAC0 6, APR 1, damage 4d8+7 crushing. Treated as a +4 magical weapon when determining what enemies it can damage.

Protected From Weapons. The elemental is immune to all attacks from weapons with a +1 or lesser enchantment.

GREATER AIR ELEMENTAL

Summoned by Conjure Air Elemental

Armor Class 2

Hit Points 128 (16 HD)

Saving Throws

vs. Death 4

vs. Wand 6

vs. Polymorph 5

vs. Breath 4

vs. Spell 7

SPECIAL TRAITS

Paw. Melee Weapon Attack: THAC0 2, APR 1, damage 1d20+7 crushing. Treated as a +4 magical weapon when determining what enemies it can damage.

Protected From Weapons. The elemental is immune to all attacks from weapons with a +1 or lesser enchantment.

ELDER FIRE ELEMENTAL

Summoned by Conjure Fire Elemental

Armor Class -5

Hit Points 192 (24 HD)

Saving Throws

vs. Death 2

vs. Wand 4

vs. Polymorph 3

vs. Breath 3

vs. Spell 5

Fire Resistance 100%

SPECIAL TRAITS

Paw. Melee Weapon Attack: THAC0 2, APR 1, damage 3d8+13 crushing and 1d6 fire. Treated as a +4 magical weapon when determining what enemies it can damage.

Protected From Weapons. The elemental is immune to all attacks from weapons with a +1 or lesser enchantment.

ELDER EARTH ELEMENTAL

Summoned by Conjure Earth Elemental

Armor Class 2

Hit Points 192 (24 HD)

Saving Throws

vs. Death 3

vs. Wand 5

vs. Polymorph 4

vs. Breath 4

vs. Spell 6

SPECIAL TRAITS

Paw. Melee Weapon Attack: THAC0 6, APR 1, damage 4d8+12 crushing. Treated as a +4 magical weapon when determining what enemies it can damage.

Protected From Weapons. The elemental is immune to all attacks from weapons with a +1 or lesser enchantment.

ELDER AIR ELEMENTAL

Summoned by Conjure Air Elemental

Armor Class 2

Hit Points 192 (24 HD)

Saving Throws

vs. Death 2

vs. Wand 4

vs. Polymorph 3

vs. Breath 3

vs. Spell 5

SPECIAL TRAITS

Paw. Melee Weapon Attack: THAC0 -4, APR 1, damage 1d20+10 crushing. Treated as a +4 magical weapon when determining what enemies it can damage.

Protected From Weapons. The elemental is immune to all attacks from weapons with a +1 or lesser enchantment.

ZAAMAN RUL

Summoned by Elemental Summoning, Greater Elemental Summoning

Armor Class -7

Hit Points 160 (? HD)

Saving Throws

vs. Death 3

vs. Wand 5

vs. Polymorph 4

vs. Breath 4

vs. Spell 6

Fire Resistance 125%

Magic Resistance 60%

SPECIAL TRAITS

Paw. Melee Weapon Attack: THAC0 -1, APR 2, damage 1d6+12 crushing +3d8 fire. Treated as a +2 magical weapon when determining what enemies it can damage. Dispel on hit.

Protected From Weapons. Zaaman Rul is immune to all attacks from weapons with a +2 or lesser enchantment.

Fire Shield (Red). Zaaman Rul is protected continuously by the effects of the *Fire Shield (Red)* spell.

Flame Strike. Zaaman Rul can cast the *Flame Strike* spell twice as an innate ability.

SUNNIS

Summoned by Elemental Summoning, Greater Elemental Summoning

Armor Class -11

Hit Points 230 (? HD)

Saving Throws

vs. Death 3

vs. Wand 5

vs. Polymorph 4

vs. Breath 4

vs. Spell 6

Fire Resistance 75%

Cold Resistance 40%

Acid Resistance 40%

Magic Resistance 70%

SPECIAL TRAITS

Paw. Melee Weapon Attack: THAC0 -4, APR 3, damage 3d12+17 crushing. Treated as a +2 magical weapon when determining what enemies it can damage. Dispel on hit.

Protected From Weapons. Sunnis is immune to all attacks from weapons with a +2 or lesser enchantment.

Earthquake. Sunnis can cast the *Earthquake* spell twice as an innate ability.

Stoneskin. Sunnis automatically casts *Stoneskin* on himself when he spots an enemy creature.

PLANETAR / FALLEN PLANETAR

Summoned by *Summon Planetar*, *Summon Dark Planetar*

Armor Class –8

Hit Points 110 (? HD)

Saving Throws

vs. Death 3

vs. Wand 5

vs. Polymorph 4

vs. Breath 4

vs. Spell 6

Fire Resistance 100%

Cold Resistance 100%

Electricity Resistance 100%

Magic Resistance 75%

Slashing Resistance 10%

Crushing Resistance 10%

Piercing Resistance 10%

Missile Resistance 10%

Immunities backstab, charm, poison, petrification, level drain, confusion, feeblemind

SPECIAL TRAITS

Silver Sword. Melee Weapon Attack: THAC0 –4, APR 4, damage 2d10+15 slashing. Treated as a +4 magical weapon when determining what enemies it can damage. On a successful hit, there is a 25% chance that the target will be affected by a *Dispel Magic* effect, a 25% chance that all illusions on the target will be dispelled, and a 25% chance that the target must save vs. Death with a –2 penalty or be instantly slain.

Protected From Weapons. The planetar is immune to all attacks from weapons with a +2 or lesser enchantment.

Haste. The planetar is constantly under the effects of the *Haste* spell.

See Invisibility. The planetar can see invisible creatures and attack them as though they were visible.

Spellcasting. The planetar can cast spells as though she were a 25th-level Cleric and Mage:

- **3/day:** *Remove Fear*, *Cure Disease*, *Dispel Magic*, *Remove Curse*, *Lesser Restoration*, *Neutralize Poison*, *True Seeing*, *Flame Strike*, *Insect Plague*, *Raise Dead*, *Heal*, *Earthquake*, *Fire Storm*, *Holy Word*, *Symbol*, *Fear*, and *Symbol*, *Death*.
- **2/day:** *Magic Missile*.
- **1/day:** *Detect Invisibility*, *Flame Arrow*, *Improved Invisibility*, *Chaos*.

NYMPH

Summoned by *Call Woodland Beings*

Armor Class 6

Hit Points 24 (5 HD)

Saving Throws

vs. Death 13

vs. Wand 15

vs. Polymorph 14

vs. Breath 16

vs. Spell 16

SPECIAL TRAITS

Fist. Melee Weapon Attack: THAC0 15, APR 1, damage 1d6 crushing.

Spellcasting. The nymph can cast the following spells as though she were a 5th-level Cleric:

- **2/day:** *Hold Person*
- **1/day:** *Barkskin*, *Miscast Magic*, *Call Lightning*, *Cause Serious Wounds*, *Mental Domination*, *Mass Cure*, *Confusion*, *Hold Monster*

WYVERN

Summoned by *Wyvern Call*

Armor Class 1

Hit Points 63 (7 HD)

Saving Throws

vs. Death 7

vs. Wand 9

vs. Polymorph 8

vs. Breath 9

vs. Spell 8

SPECIAL TRAITS

Tail. Melee Weapon Attack: THAC0 10, APR 2, damage 2d8 crushing.

Stinger. Melee Weapon Attack: THAC0 10, APR 2, damage 1d6 piercing, and the target must save vs. Poison with a –4 penalty or suffer 5 points of damage per second for 20 seconds.

Free Action. The wyvern is immune to all spells and effects that would entangle, hold, slow, or paralyze it.

NISHRUU

Summoned by *Summon Nishruu*

Armor Class 10

Hit Points 72 (9 HD)

Saving Throws

vs. Death 5

vs. Wand 7

vs. Polymorph 6

vs. Breath 9

vs. Spell 12

Magic Resistance 100%

Fire Resistance 100%

Cold Resistance 100%

Electricity Resistance 100%

Acid Resistance 100%

Slashing Resistance 20%

Crushing Resistance 50%

Piercing Resistance 50%

Missile Resistance 70%

SPECIAL TRAITS

Drain Magic. Melee Weapon Attack: THAC0 10, APR 2. When the nishruu hits, the target loses one memorized spell, if it has any spells memorized, and every magic item in the target's inventory is drained of 1 charge if it has any charges left.

Spell Immunity (Lower Resistance). The nishruu is immune to the effects of the Lower Resistance spell.

Spellcasting. The nishruu can cast the following spells as though she were a 9th-level Mage:

- **2/day:** *Magic Missile*
- **1/day:** *Stinking Cloud*, *Melf's Acid Arrow*, *Agannazar's Scorcher*, *Ghost Armor*, *Lightning Bolt*

TASLOI

Summoned by *Monster Summoning I*

Armor Class 5

Hit Points 8 (1 HD)

Saving Throws

vs. Death 14

vs. Wand 16

vs. Polymorph 15

vs. Breath 17

vs. Spell 17

SPECIAL TRAITS

Spear. Melee Weapon Attack: THAC0 19, APR 1, damage 1d6 piercing.

HAKEASHAR

Summoned by *Summon Hakeashar*

Armor Class 8

Hit Points 92 (12 HD)

Saving Throws

vs. Death 9

vs. Wand 11

vs. Polymorph 10

vs. Breath 9

vs. Spell 12

Magic Resistance 100%

Fire Resistance 100%

Cold Resistance 100%

Electricity Resistance 100%

Acid Resistance 100%

Slashing Resistance 20%

Crushing Resistance 50%

Piercing Resistance 50%

Missile Resistance 70%

SPECIAL TRAITS

Drain Magic. Melee Weapon Attack: THAC0 9, APR 2. When the hakeashar hits, the target loses one memorized spell, if it has any spells memorized, and every magic item in the target's inventory is drained of 1 charge if it has any charges left.

Protected From Weapons. The hakeashar is immune to any damage from attacks with non-magical weapons.

Spellcasting. The hakeashar can cast the following spells as though she were a 9th-level Mage:

- **2/day:** *Magic Missile*
- **1/day:** *Stinking Cloud*, *Melf's Acid Arrow*, *Agannazar's Scorcher*, *Ghost Armor*, *Lightning Bolt*

KOBOLD

Summoned by *Monster Summoning I*

Armor Class 7

Hit Points 4 (1 HD)

Saving Throws

vs. Death 16

vs. Wand 18

vs. Polymorph 17

vs. Breath 20

vs. Spell 19

SPECIAL TRAITS

Short Sword. Melee Weapon Attack: THAC0 20, APR 1, damage 1d6 piercing.

Shortbow. Ranged Weapon Attack: THAC0 20, APR 2, damage 1d6 missile.

XVART

Summoned by Monster Summoning I

Armor Class 5

Hit Points 7 (1 HD)

Saving Throws

vs. **Death** 14

vs. **Wand** 16

vs. **Polymorph** 15

vs. **Breath** 17

vs. **Spell** 17

SPECIAL TRAITS

Short Sword. Melee Weapon Attack: THAC0 19, APR 1, damage 1d6 piercing.

WILD DOG

Summoned by Monster Summoning I

Armor Class 7

Hit Points 9 (1 HD)

Saving Throws

vs. **Death** 14

vs. **Wand** 16

vs. **Polymorph** 15

vs. **Breath** 17

vs. **Spell** 17

SPECIAL TRAITS

Bite. Melee Weapon Attack: THAC0 19, APR 1, damage 1d4 piercing.

GIBBERLING

Summoned by Monster Summoning I

Armor Class 10

Hit Points 8 (1 HD)

Saving Throws

vs. **Death** 14

vs. **Wand** 16

vs. **Polymorph** 15

vs. **Breath** 17

vs. **Spell** 17

SPECIAL TRAITS

Claws. Melee Weapon Attack: THAC0 20, APR 1, damage 1d8 slashing.

GNOLL

Summoned by Monster Summoning II

Armor Class 5

Hit Points 18 (2 HD)

Saving Throws

vs. **Death** 14

vs. **Wand** 16

vs. **Polymorph** 15

vs. **Breath** 17

vs. **Spell** 17

SPECIAL TRAITS

Halberd. Melee Weapon Attack: THAC0 17, APR 1, damage 1d10 slashing.

WOLF

Summoned by Monster Summoning II

Armor Class 7

Hit Points 24 (3 HD)

Saving Throws

vs. **Death** 13

vs. **Wand** 15

vs. **Polymorph** 14

vs. **Breath** 16

vs. **Spell** 16

SPECIAL TRAITS

Bite. Melee Weapon Attack: THAC0 18, APR 1, damage 1d4 piercing.

HOBGOBLIN

Summoned by Monster Summoning II

Armor Class 5

Hit Points 8 (1 HD)

Saving Throws

vs. **Death** 14

vs. **Wand** 16

vs. **Polymorph** 15

vs. **Breath** 17

vs. **Spell** 17

SPECIAL TRAITS

Shortbow. Ranged Weapon Attack: THAC0 18, APR 2, damage 1d6 missile.

Bastard Sword. Melee Weapon Attack: THAC0 18, APR 2, damage 2d4 slashing.

WORG

Summoned by Monster Summoning III

Armor Class 6
Hit Points 26 (3 HD)
Saving Throws
vs. **Death** 13
vs. **Wand** 15
vs. **Polymorph** 14
vs. **Breath** 16
vs. **Spell** 16

SPECIAL TRAITS

Bite. Melee Weapon Attack: THAC0 16, APR 1, damage 1d8+3 piercing.

GHOUL

Summoned by Monster Summoning III

Armor Class 6
Hit Points 15 (2 HD)
Saving Throws
vs. **Death** 12
vs. **Wand** 14
vs. **Polymorph** 13
vs. **Breath** 15
vs. **Spell** 13

Immunities stun, level drain, confusion, fear, charm, poison, sleep, petrification, paralysis

SPECIAL TRAITS

Ghoul Touch. Melee Weapon Attack: THAC0 18, APR 1, damage 1d6+1 crushing, and the target must save vs. Poison or be paralyzed for 5 rounds.

OGRE BERSERKER

Summoned by Monster Summoning III

Armor Class 3
Hit Points 42 (5 HD)
Saving Throws
vs. **Death** 9
vs. **Wand** 11
vs. **Polymorph** 10
vs. **Breath** 12
vs. **Spell** 12

SPECIAL TRAITS

Morning Star. Melee Weapon Attack: THAC0 12, APR 1, damage 1d10+6 crushing. Treated as a +1 magical weapon for the purposes of determining what enemies it can damage.

SKELETON WARRIOR (3 HD)

Summoned by Animate Dead (1st-level caster)

Armor Class 6
Hit Points 20 (3 HD)
Saving Throws
vs. **Death** 5
vs. **Wand** 7
vs. **Polymorph** 6
vs. **Breath** 5
vs. **Spell** 8

Cold Resistance 100%

Magic Resistance 25%

Slashing Resistance 40%

Piercing Resistance 50%

Missile Resistance 60%

Immunities stun, level drain, confusion, fear, charm, poison, sleep, petrification, paralysis

SPECIAL TRAITS

Long Sword. Melee Weapon Attack: THAC0 18, APR 1, damage 1d8+1 slashing.

SKELETON WARRIOR (5 HD)

Summoned by Animate Dead (7th-level caster)

Armor Class 6
Hit Points 40 (5 HD)
Saving Throws
vs. **Death** 5
vs. **Wand** 7
vs. **Polymorph** 6
vs. **Breath** 5
vs. **Spell** 8

Cold Resistance 100%

Magic Resistance 45%

Slashing Resistance 40%

Piercing Resistance 50%

Missile Resistance 60%

Immunities stun, level drain, confusion, fear, charm, poison, sleep, petrification, paralysis

SPECIAL TRAITS

Long Sword +1. Melee Weapon Attack: THAC0 13, APR 3/2, damage 1d8+2 slashing.

SKELETON WARRIOR (7 HD)

Summoned by *Animate Dead* (11th-level caster)

Armor Class 3

Hit Points 60 (7 HD)

Saving Throws

vs. Death 5

vs. Wand 7

vs. Polymorph 6

vs. Breath 5

vs. Spell 8

Cold Resistance 100%

Magic Resistance 65%

Slashing Resistance 40%

Piercing Resistance 50%

Missile Resistance 60%

Immunities stun, level drain, confusion, fear, charm, poison, sleep, petrification, paralysis

SPECIAL TRAITS

Bastard Sword +1. Melee Weapon Attack: THAC0 12, APR 3/2, damage 2d4+2 slashing.

SKELETON WARRIOR (9 HD)

Summoned by *Animate Dead* (15th-level caster)

Armor Class 2

Hit Points 80 (9 HD)

Saving Throws

vs. Death 5

vs. Wand 7

vs. Polymorph 6

vs. Breath 5

vs. Spell 8

Cold Resistance 100%

Magic Resistance 90%

Slashing Resistance 40%

Piercing Resistance 50%

Missile Resistance 60%

Immunities stun, level drain, confusion, fear, charm, poison, sleep, petrification, paralysis

SPECIAL TRAITS

Two-Handed Sword. Melee Weapon Attack: THAC0 7, APR 2, damage 1d10+4 slashing. Treated as a +3 magical weapon for the purposes of determining what enemies it can damage.

Protected From Weapons. The skeleton warrior takes no damage from non-magical weapons.

CARRION CRAWLER

Summoned by *Carrion Summons*

Armor Class 3

Hit Points 40 (5 HD)

Saving Throws

vs. Death 13

vs. Wand 15

vs. Polymorph 14

vs. Breath 16

vs. Spell 16

SPECIAL TRAITS

Slam. Melee Weapon Attack: THAC0 15, APR 4, damage 1d2 crushing.

EFREETI

Summoned by *Summon Efreeti*

Armor Class 2

Hit Points 80 (5 HD)

Saving Throws

vs. Death 8

vs. Wand 10

vs. Polymorph 9

vs. Breath 9

vs. Spell 11

Fire Resistance 125%

SPECIAL TRAITS

Slam. Melee Weapon Attack: THAC0 8, APR 1, damage 3d8+8 crushing.

Spellcasting. The efreeti can cast the following spells as though he were a 5th-level Mage:

- **2/day:** *Magic Missile*
- **1/day:** *Stinking Cloud, Melf's Acid Arrow, Aganazzar's Scorching, Ghost Armor, Lightning Bolt*

DJINNI

Summoned by *Summon Djinni*

Armor Class 4

Hit Points 59 (5 HD)

Saving Throws

vs. **Death** 10

vs. **Wand** 12

vs. **Polymorph** 11

vs. **Breath** 12

vs. **Spell** 13

SPECIAL TRAITS

Slam. Melee Weapon Attack: THAC0 9, APR 1, damage 2d8+9 crushing.

Spellcasting. The djinni can cast the following spells as though he were a 5th-level Mage:

- **2/day:** *Magic Missile*
- **1/day:** *Stinking Cloud*, *Melf's Acid Arrow*, *Agannazar's Scorchers*, *Ghost Armor*, *Lightning Bolt*

INVISIBLE STALKER

Summoned by *Invisible Stalker*

Armor Class -3

Hit Points 64 (9 HD)

Saving Throws

vs. **Death** 10

vs. **Wand** 12

vs. **Polymorph** 11

vs. **Breath** 12

vs. **Spell** 13

Fire Resistance 30%

Cold Resistance 30%

Electricity Resistance 30%

Acid Resistance 30%

Missile Resistance 80%

Immunities stun, level drain, confusion, fear, charm, poison, sleep, petrification, paralysis

SPECIAL TRAITS

Invisible Blade. Melee Weapon Attack: THAC0 10, APR 1, damage 2d8+3 slashing.

Invisibility. The invisible stalker is naturally invisible, appearing only when it attacks its target.

MAGICAL SWORD

Summoned by *Mordenkainen's Sword*

Armor Class -20

Hit Points 36 (10 HD)

Saving Throws

vs. **Death** 13

vs. **Wand** 15

vs. **Polymorph** 14

vs. **Breath** 16

vs. **Spell** 16

Fire Resistance 100%

Cold Resistance 100%

Electricity Resistance 100%

Acid Resistance 100%

Missile Resistance 100%

Piercing Resistance 100%

Slashing Resistance 100%

Crushing Resistance 100%

Immunities Intelligence drain, charm, stun, sleep, hold, confusion, paralysis, feblemind, fear, poison

SPECIAL TRAITS

Magical Blade. Melee Weapon Attack: THAC0 6, APR 1, damage 5d4+4 slashing.

GIANT SPIDER

Summoned by *Spider Spawn*

Armor Class 4

Hit Points 35 (4 HD)

Saving Throws

vs. **Death** 9

vs. **Wand** 10

vs. **Polymorph** 9

vs. **Breath** 10

vs. **Spell** 10

Immunities web

SPECIAL TRAITS

Bite. Melee Weapon Attack: THAC0 13, APR 1, damage 1d8 piercing, and the target must save vs. Poison or suffer 2 points of damage per second for 37 seconds.

PHASE SPIDER

Summoned by Spider Spawn

Armor Class 5

Hit Points 44 (5 HD)

Saving Throws

vs. **Death** 11

vs. **Wand** 13

vs. **Polymorph** 12

vs. **Breath** 13

vs. **Spell** 14

Immunities web

SPECIAL TRAITS

Bite. Melee Weapon Attack: THAC0 12, APR 2, damage 1d6 piercing, and the target must save vs. Poison or suffer 5 points of damage per second for 20 seconds. Treated as a +1 magical weapon for purposes of determining what enemies it can damage.

SWORD SPIDER

Summoned by Spider Spawn

Armor Class 3

Hit Points 45 (5 HD)

Saving Throws

vs. **Death** 11

vs. **Wand** 13

vs. **Polymorph** 12

vs. **Breath** 13

vs. **Spell** 14

Immunities web

SPECIAL TRAITS

Bite. Melee Weapon Attack: THAC0 15, APR 5, damage 2d6 piercing. Treated as a +1 magical weapon for purposes of determining what enemies it can damage.

AERIAL SERVANT

Summoned by Aerial Servant

Armor Class 3

Hit Points 128 (16 HD)

Saving Throws

vs. **Death** 4

vs. **Wand** 6

vs. **Polymorph** 5

vs. **Breath** 4

vs. **Spell** 7

Immunities web

SPECIAL TRAITS

Slam. Melee Weapon Attack: THAC0 5, APR 1, damage 4d8 crushing. Treated as a +4 magical weapon for purposes of determining what enemies it can damage.

SPIRIT ANIMALS

The Totemic Druid kit can summon a powerful spirit companion. When the character uses this ability, they may choose either a snake, a bear, a lion, or a wolf.

SPIRIT BEAR (1 HD)

Spirit Animal

Armor Class 6

Hit Points 16 (1 HD)

Saving Throws

vs. **Death** 15

vs. **Wand** 16

vs. **Polymorph** 16

vs. **Breath** 16

vs. **Spell** 17

Cold Resistance 25%

Immunities fear, polymorph

SPECIAL TRAITS

Claw. Melee Weapon Attack: THAC0 17, APR 2, damage 1d4 crushing or slashing, and the target must save vs. Death with a +4 bonus or be panicked for 8 seconds. Treated as a +6 magical weapon for purposes of determining what enemies it can damage.

SPIRIT LION (1 HD)

Spirit Animal

Armor Class 5

Hit Points 12 (1 HD)

Saving Throws

vs. **Death** 15

vs. **Wand** 16

vs. **Polymorph** 16

vs. **Breath** 16

vs. **Spell** 17

Electricity Resistance 25%

Immunities charm, polymorph

SPECIAL TRAITS

Claw. Melee Weapon Attack: THAC0 16, APR 2, damage 1d4 piercing. Treated as a +6 magical weapon for purposes of determining what enemies it can damage.

SPIRIT SNAKE (1 HD)

Spirit Animal

Armor Class 3

Hit Points 8 (1 HD)

Saving Throws

vs. **Death** 14

vs. **Wand** 16

vs. **Polymorph** 16

vs. **Breath** 16

vs. **Spell** 17

Immunities haste, slow, grease, web, entangle, paralysis, hold, poison, polymorph

SPECIAL TRAITS

Bite. Melee Weapon Attack: THAC0 16, APR 1, damage 1d4 piercing, and the target must save vs. Poison with a +3 bonus or be poisoned and suffer 2 points of damage per second for 3 seconds. Treated as a +4 magical weapon for purposes of determining what enemies it can damage.

SPIRIT WOLF (1 HD)

Spirit Animal

Armor Class 4

Hit Points 9 (1 HD)

Saving Throws

vs. **Death** 14

vs. **Wand** 16

vs. **Polymorph** 15

vs. **Breath** 16

vs. **Spell** 17

Cold Resistance 100%

Electricity Resistance 25%

Immunities polymorph, sleep

SPECIAL TRAITS

Bite. Melee Weapon Attack: THAC0 17, APR 1, damage 1 piercing, 1d3 cold. Treated as a +4 magical weapon for purposes of determining what enemies it can damage.

SPIRIT BEAR (3 HD)

Spirit Animal

Armor Class 5

Hit Points 32 (3 HD)

Saving Throws

vs. **Death** 14

vs. **Wand** 16

vs. **Polymorph** 15

vs. **Breath** 16

vs. **Spell** 16

Cold Resistance 50%

Electricity Resistance 25%

Poison Resistance 25%

Immunities fear, polymorph, sleep

SPECIAL TRAITS

Claw. Melee Weapon Attack: THAC0 16, APR 2, damage 1d6 crushing or slashing, and the target must save vs. Death with a +4 bonus or be panicked for 8 seconds. Treated as a +6 magical weapon for purposes of determining what enemies it can damage.

SPIRIT LION (3 HD)

Spirit Animal

Armor Class 4

Hit Points 23 (3 HD)

Saving Throws

vs. **Death** 14

vs. **Wand** 16

vs. **Polymorph** 15

vs. **Breath** 16

vs. **Spell** 16

Cold Resistance 25%

Electricity Resistance 50%

Poison Resistance 25%

Immunities charm, fear, berserk, polymorph

SPECIAL TRAITS

Claw. Melee Weapon Attack: THAC0 14, APR 2, damage 1d5 piercing. Treated as a +6 magical weapon for purposes of determining what enemies it can damage.

SPIRIT SNAKE (3 HD)

Summon Spirit Animal

Armor Class 2

Hit Points 15 (3 HD)

Saving Throws

vs. **Death** 13

vs. **Wand** 15

vs. **Polymorph** 14

vs. **Breath** 15

vs. **Spell** 16

Cold Resistance 25%

Electricity Resistance 25%

Immunities haste, slow, grease, web, entangle, paralysis, hold, poison, polymorph, petrification

SPECIAL TRAITS

Bite. Melee Weapon Attack: THAC0 14, APR 1, damage 1d6 piercing, and the target must save vs. Poison with a +2 bonus or be poisoned and suffer 2 points of damage per second for 4 seconds. Treated as a +6 magical weapon for purposes of determining what enemies it can damage.

SPIRIT WOLF (3 HD)

Summon Spirit Animal

Armor Class 3

Hit Points 19 (3 HD)

Saving Throws

vs. **Death** 13

vs. **Wand** 15

vs. **Polymorph** 14

vs. **Breath** 15

vs. **Spell** 16

Cold Resistance 100%

Electricity Resistance 50%

Poison Resistance 50%

Immunities petrification, polymorph, sleep

SPECIAL TRAITS

Bite. Melee Weapon Attack: THAC0 15, APR 2, damage 1d2 piercing, 1d4 cold, and the target must save vs. Death with a +5 bonus or be paralyzed for 3 seconds. Treated as a +6 magical weapon for purposes of determining what enemies it can damage.

SPIRIT LION (5 HD)

Summon Spirit Animal

Armor Class 3

Hit Points 36 (5 HD)

Saving Throws

vs. **Death** 12

vs. **Wand** 14

vs. **Polymorph** 13

vs. **Breath** 14

vs. **Spell** 15

Cold Resistance 50%

Electricity Resistance 75%

Poison Resistance 50%

Immunities charm, berserk, fear, polymorph, haste, slow, paralysis, grease, web, entangle, hold, stun

SPECIAL TRAITS

Claw. Melee Weapon Attack: THAC0 12, APR 3, damage 1d5+2 piercing. Treated as a +6 magical weapon for purposes of determining what enemies it can damage.

SPIRIT BEAR (5 HD)

Spirit Animal

Armor Class 4

Hit Points 48 (5 HD)

Saving Throws

vs. **Death** 12

vs. **Wand** 14

vs. **Polymorph** 13

vs. **Breath** 14

vs. **Spell** 15

Cold Resistance 75%

Electricity Resistance 50%

Poison Resistance 50%

Immunities fear, polymorph, sleep

SPECIAL TRAITS

Claw. Melee Weapon Attack: THAC0 14, APR 3, damage 1d6 slashing, and the target must save vs. Death with a +4 bonus or be panicked for 12 seconds. Treated as a +6 magical weapon for purposes of determining what enemies it can damage.

SPIRIT SNAKE (5 HD)

Spirit Animal

Armor Class 1

Hit Points 23 (5 HD)

Saving Throws

vs. **Death** 11

vs. **Wand** 13

vs. **Polymorph** 12

vs. **Breath** 13

vs. **Spell** 14

Cold Resistance 50%

Electricity Resistance 50%

Immunities haste, slow, grease, web, entangle, paralysis, hold, poison, polymorph, petrification, feeblemind, confusion

SPECIAL TRAITS

Bite. Melee Weapon Attack: THAC0 13, APR 2, damage 1d6 piercing, and the target must save vs. Poison with a +1 bonus or be poisoned and suffer 2 points of damage per second for 5 seconds. Treated as a +6 magical weapon for purposes of determining what enemies it can damage.

SPIRIT WOLF (5 HD)

Spirit Animal

Armor Class 2

Hit Points 28 (5 HD)

Saving Throws

vs. **Death** 11

vs. **Wand** 13

vs. **Polymorph** 12

vs. **Breath** 13

vs. **Spell** 14

Cold Resistance 100%

Electricity Resistance 75%

Immunities charm, polymorph, sleep, petrification, level drain

SPECIAL TRAITS

Bite. Melee Weapon Attack: THAC0 13, APR 2, damage 1d2 piercing, 1d4 cold, and the target must save vs. Death with a +4 bonus or be paralyzed for 3 seconds. Treated as a +6 magical weapon for purposes of determining what enemies it can damage.

SPIRIT BEAR (7 HD)

Spirit Animal

Armor Class 3

Hit Points 72 (7 HD)

Saving Throws

vs. **Death** 10

vs. **Wand** 12

vs. **Polymorph** 11

vs. **Breath** 12

vs. **Spell** 13

Cold Resistance 100%

Electricity Resistance 75%

Poison Resistance 75%

Immunities fear, polymorph, sleep, paralysis, web, entangle, hold, slow, grease, feeblemind, confusion, petrification

SPECIAL TRAITS

Claw. Melee Weapon Attack: THAC0 12, APR 3, damage 1d8 crushing or slashing, and the target must save vs. Death with a +3 bonus or be panicked for 20 seconds. Treated as a +6 magical weapon for purposes of determining what enemies it can damage.

SPIRIT LION (7 HD)

Spirit Animal

Armor Class 2

Hit Points 54 (7 HD)

Saving Throws

vs. **Death** 10

vs. **Wand** 12

vs. **Polymorph** 11

vs. **Breath** 12

vs. **Spell** 13

Cold Resistance 75%

Electricity Resistance 100%

Poison Resistance 75%

Immunities charm, berserk, fear, polymorph, haste, slow, paralysis, grease, web, entangle, hold, stun, feeblemind, confusion, chaos shield

SPECIAL TRAITS

Claw. Melee Weapon Attack: THAC0 10, APR 3, damage 1d6+2 piercing or slashing. Treated as a +6 magical weapon for purposes of determining what enemies it can damage.

SPIRIT SNAKE (7 HD)

Spirit Animal

Armor Class 0

Hit Points 34 (7 HD)

Saving Throws

vs. **Death** 9

vs. **Wand** 11

vs. **Polymorph** 10

vs. **Breath** 11

vs. **Spell** 12

Cold Resistance 75%

Electricity Resistance 75%

Immunities haste, slow, grease, web, entangle, paralysis, hold, poison, polymorph, petrification, feeblemind, confusion, sleep

SPECIAL TRAITS

Bite. Melee Weapon Attack: THAC0 11, APR 2, damage 1d8 piercing, and the target must save vs. Poison with a +1 bonus or be poisoned and suffer 2 points of damage per second for 5 seconds. Treated as a +6 magical weapon for purposes of determining what enemies it can damage.

SPIRIT WOLF (7 HD)

Spirit Animal

Armor Class 1

Hit Points 42 (7 HD)

Saving Throws

vs. **Death** 9

vs. **Wand** 11

vs. **Polymorph** 10

vs. **Breath** 11

vs. **Spell** 12

Cold Resistance 100%

Electricity Resistance 100%

Poison Resistance 100%

Immunities charm, poison, petrification, polymorph, level drain, sleep

SPECIAL TRAITS

Bite. Melee Weapon Attack: THAC0 11, APR 2, damage 1d2 piercing, 1d6 cold, and the target must save vs. Death with a +3 bonus or be paralyzed for 5 seconds. Treated as a +6 magical weapon for purposes of determining what enemies it can damage.

SPIRIT BEAR (10 HD)

Spirit Animal

Armor Class 2

Hit Points 96 (10 HD)

Saving Throws

vs. **Death** 8

vs. **Wand** 10

vs. **Polymorph** 9

vs. **Breath** 10

vs. **Spell** 11

Cold Resistance 100%

Electricity Resistance 100%

Poison Resistance 100%

Immunities fear, polymorph, sleep, paralysis, web, entangle, hold, slow, grease, feeblemind, confusion, petrification, haste, charm, level drain

SPECIAL TRAITS

Claw. Melee Weapon Attack: THAC0 10, APR 3, damage 1d10 crushing or slashing, and the target must save vs. Death with a +3 bonus or be panicked for 30 seconds. Treated as a +6 magical weapon for purposes of determining what enemies it can damage.

Protected From Weapons. The spirit animal is immune to all damage from non-magical weapons.

SPIRIT LION (10 HD)

Spirit Animal

Armor Class 1

Hit Points 72 (10 HD)

Saving Throws

vs. **Death** 8

vs. **Wand** 10

vs. **Polymorph** 9

vs. **Breath** 10

vs. **Spell** 11

Cold Resistance 100%

Electricity Resistance 100%

Poison Resistance 100%

Immunities charm, berserk, fear, polymorph, haste, slow, paralysis, grease, web, entangle, hold, stun, feeblemind, confusion, chaos shield, poison, petrification, level drain, sleep

SPECIAL TRAITS

Claw. Melee Weapon Attack: THAC0 8, APR 3, damage 1d8+2 piercing or slashing. Treated as a +6 magical weapon for purposes of determining what enemies it can damage.

Protected From Weapons. The spirit animal is immune to all damage from non-magical weapons.

SPIRIT SNAKE (10 HD)

Spirit Animal

Armor Class -1

Hit Points 45 (10 HD)

Saving Throws

vs. **Death** 7

vs. **Wand** 9

vs. **Polymorph** 8

vs. **Breath** 9

vs. **Spell** 10

Cold Resistance 100%

Electricity Resistance 100%

Immunities haste, slow, grease, web, entangle, paralysis, hold, poison, polymorph, petrification, feeblemind, confusion, sleep, charm, fear, level drain

SPECIAL TRAITS

Bite. Melee Weapon Attack: THAC0 9, APR 2, damage 1d10 piercing, and the target must save vs. Poison or be poisoned and suffer 2 points of damage per second for 6 seconds. Treated as a +6 magical weapon for purposes of determining what enemies it can damage.

Protected From Weapons. The spirit animal is immune to all damage from non-magical weapons.

SPIRIT WOLF (10 HD)

Spirit Animal

Armor Class 0

Hit Points 56 (10 HD)

Saving Throws

vs. **Death** 7

vs. **Wand** 9

vs. **Polymorph** 8

vs. **Breath** 9

vs. **Spell** 10

Cold Resistance 100%

Electricity Resistance 100%

Poison Resistance 100%

Immunities charm, berserk, fear, polymorph, haste, slow, paralysis, grease, web, entangle, hold, stun, feeblemind, confusion, chaos shield, poison, petrification, level drain, sleep

SPECIAL TRAITS

Bite. Melee Weapon Attack: THAC0 9, APR 3, damage 1d4 piercing, 1d6 cold, and the target must save vs. Death with a +1 bonus or be paralyzed for 7 seconds. The target must also save vs. Death with a +5 bonus or be drained of one level. Treated as a +6 magical weapon for purposes of determining what enemies it can damage.

Protected From Weapons. The spirit animal is immune to all damage from non-magical weapons.

APPENDIX: CLASS TABLES



ACH CLASS HAS ITS OWN PROGRESSION for experience points, THAC0, and Saving Throws, as well as spell slots for spellcasters and known spells for Sorcerers and Shamans. These progressions dive into the fine details of character building, and so they

have been compiled on the following pages for ease of convenience.

Class progression tables list the experience points required for each level as well as the THAC0 and Saving Throws for that level, along with annotated class features as referenced in the class's description. Saving Throw values are listed in the following order: Death, Wands, Polymorph, Breath, Spell.

FIGHTER CLASS PROGRESSION

Level	XP Required	THAC0	Saving Throws	Features
1	0	20	14/16/15/17/17	4 Proficiencies
2	2,000	19	14/16/15/17/17	
3	4,000	18	13/15/14/16/16	1 Proficiency
4	8,000	17	13/15/14/16/16	
5	16,000	16	11/13/12/13/14	
6	32,000	15	11/13/12/13/14	1 Proficiency
7	64,000	14	10/12/11/12/13	+1/2 Attacks per Round
8	125,000	13	10/12/11/12/13	
9	250,000	12	8/10/9/9/11	1 Proficiency
10	500,000	11	8/10/9/9/11	
11	750,000	10	7/9/8/8/10	
12	1,000,000	9	7/9/8/8/10	1 Proficiency
13	1,250,000	8	5/7/6/5/8	+1/2 Attacks per Round
14	1,500,000	7	5/7/6/5/8	
15	1,750,000	6	4/6/5/4/7	1 Proficiency
16	2,000,000	5	4/6/5/4/7	
17	2,250,000	4	3/5/4/4/6	
18	2,500,000	3	3/5/4/4/6	1 Proficiency
19	2,750,000	2	3/5/4/4/6	
20	3,000,000	1	3/5/4/4/6	High-Level Ability
21	3,250,000	0	3/5/4/4/6	High-Level Ability, 1 Proficiency
22	3,500,000	0	3/5/4/4/6	High-Level Ability
23	3,750,000	0	3/5/4/4/6	High-Level Ability
24	4,000,000	0	3/5/4/4/6	High-Level Ability, 1 Proficiency
25	4,250,000	0	3/5/4/4/6	High-Level Ability
26	4,500,000	0	3/5/4/4/6	High-Level Ability
27	4,750,000	0	3/5/4/4/6	High-Level Ability, 1 Proficiency
28	5,000,000	0	3/5/4/4/6	High-Level Ability
29	5,250,000	0	3/5/4/4/6	High-Level Ability
30	5,500,000	0	3/5/4/4/6	High-Level Ability, 1 Proficiency
31	5,750,000	0	3/5/4/4/6	High-Level Ability
32	6,000,000	0	3/5/4/4/6	High-Level Ability
33	6,250,000	0	3/5/4/4/6	High-Level Ability, 1 Proficiency
34	6,500,000	0	3/5/4/4/6	High-Level Ability
35	6,750,000	0	3/5/4/4/6	High-Level Ability
36	7,000,000	0	3/5/4/4/6	High-Level Ability, 1 Proficiency
37	7,250,000	0	3/5/4/4/6	High-Level Ability
38	7,500,000	0	3/5/4/4/6	High-Level Ability
39	7,750,000	0	3/5/4/4/6	High-Level Ability, 1 Proficiency
40	8,000,000	0	3/5/4/4/6	High-Level Ability

PALADIN CLASS PROGRESSION

Level	XP Required	THAC0	Saving Throws	Features	—Spells Per Level—			
					1	2	3	4
1	0	20	14/16/15/17/17	4 Proficiencies, Lay On Hands, Detect Evil, Protection From Evil, Saving Throw Bonus, Turn Undead	-	-	-	-
2	2,250	19	14/16/15/17/17		-	-	-	-
3	4,500	18	13/15/14/16/16	1 Proficiency	-	-	-	-
4	9,000	17	13/15/14/16/16		-	-	-	-
5	18,000	16	11/13/12/13/14		-	-	-	-
6	36,000	15	11/13/12/13/14	1 Proficiency	-	-	-	-
7	75,000	14	10/12/11/12/13	+1/2 Attacks per Round	-	-	-	-
8	150,000	13	10/12/11/12/13		-	-	-	-
9	300,000	12	8/10/9/9/11	1 Proficiency	1	-	-	-
10	600,000	11	8/10/9/9/11		2	-	-	-
11	900,000	10	7/9/8/8/10		2	1	-	-
12	1,200,000	9	7/9/8/8/10	1 Proficiency	2	2	-	-
13	1,500,000	8	5/7/6/5/8	+1/2 Attacks per Round	2	2	1	-
14	1,800,000	7	5/7/6/5/8		3	2	1	-
15	2,100,000	6	4/6/5/4/7	1 Proficiency	3	2	1	1
16	2,400,000	5	4/6/5/4/7		3	3	2	1
17	2,700,000	4	3/5/4/4/6		3	3	3	1
18	3,000,000	3	3/5/4/4/6	High-Level Ability, 1 Proficiency	3	3	3	1
19	3,300,000	2	3/5/4/4/6	High-Level Ability	3	3	3	2
20	3,600,000	1	3/5/4/4/6	High-Level Ability	3	3	3	3
21	3,900,000	0	3/5/4/4/6	High-Level Ability, 1 Proficiency	3	3	3	3
22	4,200,000	0	3/5/4/4/6	High-Level Ability	3	3	3	3
23	4,500,000	0	3/5/4/4/6	High-Level Ability	3	3	3	3
24	4,800,000	0	3/5/4/4/6	High-Level Ability, 1 Proficiency	3	3	3	3
25	5,100,000	0	3/5/4/4/6	High-Level Ability	3	3	3	3
26	5,400,000	0	3/5/4/4/6	High-Level Ability	3	3	3	3
27	5,700,000	0	3/5/4/4/6	High-Level Ability, 1 Proficiency	3	3	3	3
28	6,000,000	0	3/5/4/4/6	High-Level Ability	3	3	3	3
29	6,300,000	0	3/5/4/4/6	High-Level Ability	3	3	3	3
30	6,600,000	0	3/5/4/4/6	High-Level Ability, 1 Proficiency	3	3	3	3
31	6,900,000	0	3/5/4/4/6	High-Level Ability	3	3	3	3
32	7,200,000	0	3/5/4/4/6	High-Level Ability	3	3	3	3
33	7,500,000	0	3/5/4/4/6	High-Level Ability, 1 Proficiency	3	3	3	3
34	7,800,000	0	3/5/4/4/6	High-Level Ability	3	3	3	3

RANGER CLASS PROGRESSION

Level	XP Required	THACO	Saving Throws	Features	Stealth	—Spells Per Level—		
					Bonus	1	2	3
1	0	20	14/16/15/17/17	4 Proficiencies, Racial Enemy, Two-Weapon Style, Charm Animal	+15%	-	-	-
2	2,250	19	14/16/15/17/17		+21%	-	-	-
3	4,500	18	13/15/14/16/16	1 Proficiency	+27%	-	-	-
4	9,000	17	13/15/14/16/16		+33%	-	-	-
5	18,000	16	11/13/12/13/14		+40%	-	-	-
6	36,000	15	11/13/12/13/14	1 Proficiency	+47%	-	-	-
7	75,000	14	10/12/11/12/13	+1/2 Attacks per Round	+55%	-	-	-
8	150,000	13	10/12/11/12/13		+62%	1	-	-
9	300,000	12	8/10/9/9/11	1 Proficiency	+70%	2	-	-
10	600,000	11	8/10/9/9/11		+78%	2	1	-
11	900,000	10	7/9/8/8/10		+86%	2	2	-
12	1,200,000	9	7/9/8/8/10	1 Proficiency	+94%	2	2	1
13	1,500,000	8	5/7/6/5/8	+1/2 Attacks per Round	+99%	3	2	1
14	1,800,000	7	5/7/6/5/8		+99%	3	2	2
15	2,100,000	6	4/6/5/4/7	1 Proficiency	+99%	3	3	2
16	2,400,000	5	4/6/5/4/7		+99%	3	3	3
17	2,700,000	4	3/5/4/4/6		+99%	3	3	3
18	3,000,000	3	3/5/4/4/6	High-Level Ability, 1 Proficiency	+99%	3	3	3
19	3,300,000	2	3/5/4/4/6	High-Level Ability	+99%	3	3	3
20	3,600,000	1	3/5/4/4/6	High-Level Ability	+99%	3	3	3
21	3,900,000	0	3/5/4/4/6	High-Level Ability, 1 Proficiency	+99%	3	3	3
22	4,200,000	0	3/5/4/4/6	High-Level Ability	+99%	3	3	3
23	4,500,000	0	3/5/4/4/6	High-Level Ability	+99%	3	3	3
24	4,800,000	0	3/5/4/4/6	High-Level Ability, 1 Proficiency	+99%	3	3	3
25	5,100,000	0	3/5/4/4/6	High-Level Ability	+99%	3	3	3
26	5,400,000	0	3/5/4/4/6	High-Level Ability	+99%	3	3	3
27	5,700,000	0	3/5/4/4/6	High-Level Ability, 1 Proficiency	+99%	3	3	3
28	6,000,000	0	3/5/4/4/6	High-Level Ability	+99%	3	3	3
29	6,300,000	0	3/5/4/4/6	High-Level Ability	+99%	3	3	3
30	6,600,000	0	3/5/4/4/6	High-Level Ability, 1 Proficiency	+99%	3	3	3
31	6,900,000	0	3/5/4/4/6	High-Level Ability	+99%	3	3	3
32	7,200,000	0	3/5/4/4/6	High-Level Ability	+99%	3	3	3
33	7,500,000	0	3/5/4/4/6	High-Level Ability, 1 Proficiency	+99%	3	3	3
34	7,800,000	0	3/5/4/4/6	High-Level Ability	+99%	3	3	3

CLERIC CLASS PROGRESSION

Level	XP Required	THACO	Saving Throws	Features	—Spell Slots Per Spell Level—						
					1	2	3	4	5	6	7
1	0	20	10/14/13/16/15	Turn Undead, 2 Proficiencies	1	-	-	-	-	-	-
2	1,500	20	10/14/13/16/15		2	-	-	-	-	-	-
3	3,000	20	10/14/13/16/15		2	1	-	-	-	-	-
4	6,000	18	9/13/12/15/14	1 Proficiency	3	2	-	-	-	-	-
5	13,000	18	9/13/12/15/14		3	3	1	-	-	-	-
6	27,500	18	9/13/12/15/14		3	3	2	-	-	-	-
7	55,000	16	7/11/10/13/12		3	3	2	1	-	-	-
8	110,000	16	7/11/10/13/12	1 Proficiency	3	3	3	2	-	-	-
9	225,000	16	7/11/10/13/12		4	4	3	2	1	-	-
10	450,000	14	6/10/9/12/11		4	4	3	3	2	-	-
11	675,000	14	6/10/9/12/11		5	4	4	3	2	1	-
12	900,000	14	6/10/9/12/11	1 Proficiency	6	5	5	3	2	2	-
13	1,125,000	12	5/9/8/11/10		6	6	6	4	2	2	-
14	1,350,000	12	5/9/8/11/10		6	6	6	5	3	2	1
15	1,575,000	12	5/9/8/11/10		6	6	6	6	4	2	1
16	1,800,000	10	4/8/7/10/9	1 Proficiency	7	7	7	6	4	3	1
17	2,025,000	10	4/8/7/10/9		7	7	7	7	5	3	2
18	2,250,000	10	4/8/7/10/9		8	8	8	8	6	4	2
19	2,475,000	8	2/6/5/8/7		9	9	8	8	6	4	2
20	2,700,000	8	2/6/5/8/7	1 Proficiency	9	9	9	8	7	5	2
21	2,925,000	8	2/6/5/8/7		9	9	9	9	8	6	2
22	3,150,000	6	2/6/5/8/7	High-Level Ability	9	9	9	9	8	6	3
23	3,375,000	6	2/6/5/8/7	High-Level Ability	9	9	9	9	9	7	3
24	3,600,000	6	2/6/5/8/7	High-Level Ability, 1 Proficiency	9	9	9	9	9	7	3
25	3,825,000	6	2/6/5/8/7	High-Level Ability, Holy Symbol	9	9	9	9	9	7	3
26	4,050,000	6	2/6/5/8/7	High-Level Ability	9	9	9	9	9	8	3
27	4,275,000	6	2/6/5/8/7	High-Level Ability	9	9	9	9	9	8	3
28	4,500,000	6	2/6/5/8/7	High-Level Ability, 1 Proficiency	9	9	9	9	9	8	4
29	4,725,000	6	2/6/5/8/7	High-Level Ability	9	9	9	9	9	8	4
30	4,950,000	6	2/6/5/8/7	High-Level Ability	9	9	9	9	9	8	4
31	5,175,000	6	2/6/5/8/7	High-Level Ability	9	9	9	9	9	8	5
32	5,400,000	6	2/6/5/8/7	High-Level Ability, 1 Proficiency	9	9	9	9	9	8	5
33	5,625,000	6	2/6/5/8/7	High-Level Ability	9	9	9	9	9	8	5
34	5,850,000	6	2/6/5/8/7	High-Level Ability	9	9	9	9	9	8	6
35	6,075,000	6	2/6/5/8/7	High-Level Ability	9	9	9	9	9	8	6
36	6,300,000	6	2/6/5/8/7	High-Level Ability, 1 Proficiency	9	9	9	9	9	8	6
37	6,525,000	6	2/6/5/8/7	High-Level Ability	9	9	9	9	9	8	6
38	6,750,000	6	2/6/5/8/7	High-Level Ability	9	9	9	9	9	8	7
39	6,975,000	6	2/6/5/8/7	High-Level Ability	9	9	9	9	9	8	7
40	8,000,000	6	2/6/5/8/7	High-Level Ability, 1 Proficiency	9	9	9	9	9	8	7

DRUID CLASS PROGRESSION

Level	XP Required	THACO	Saving Throws	Features	—Spell Slots Per Spell Level—							
					1	2	3	4	5	6	7	
1	0	20	10/14/13/16/15	2 Proficiencies	1	-	-	-	-	-	-	-
2	2,000	20	10/14/13/16/15		2	-	-	-	-	-	-	-
3	4,000	20	10/14/13/16/15		2	1	-	-	-	-	-	-
4	7,500	18	9/13/12/15/14	1 Proficiency	3	2	-	-	-	-	-	-
5	12,500	18	9/13/12/15/14		3	3	1	-	-	-	-	-
6	20,000	18	9/13/12/15/14		3	3	2	-	-	-	-	-
7	35,000	16	7/11/10/13/12	Shapeshift	3	3	2	1	-	-	-	-
8	60,000	16	7/11/10/13/12	1 Proficiency	3	3	3	2	-	-	-	-
9	90,000	16	7/11/10/13/12		4	4	3	2	1	-	-	-
10	125,000	14	6/10/9/12/11		4	4	3	3	2	-	-	-
11	200,000	14	6/10/9/12/11		5	4	4	3	2	1	-	-
12	300,000	14	6/10/9/12/11	1 Proficiency	6	5	5	3	2	2	-	-
13	750,000	12	5/9/8/11/10		6	6	6	4	2	2	-	-
14	1,500,000	12	5/9/8/11/10		6	6	6	5	3	2	1	-
15	3,000,000	12	5/9/8/11/10	High-Level Ability, Poison Immunity	6	6	6	6	6	6	6	6
16	3,150,000	10	4/8/7/10/9	High-Level Ability , 1 Proficiency	7	7	7	6	6	6	6	6
17	3,300,000	10	4/8/7/10/9	High-Level Ability	7	7	7	7	6	6	6	6
18	3,450,000	10	4/8/7/10/9	High-Level Ability, Elemental Resistance (10%)	8	8	8	8	6	6	6	6
19	3,600,000	8	2/6/5/8/7	High-Level Ability	9	9	8	8	6	6	6	6
20	3,750,000	8	2/6/5/8/7	High-Level Ability , 1 Proficiency	9	9	9	8	7	6	6	6
21	3,900,000	8	2/6/5/8/7	High-Level Ability, Elemental Resistance (20%)	9	9	9	9	8	6	6	6
22	4,150,000	6	2/6/5/8/7	High-Level Ability	9	9	9	9	8	6	6	6
23	4,400,000	6	2/6/5/8/7	High-Level Ability	9	9	9	9	9	7	6	6
24	4,700,000	6	2/6/5/8/7	High-Level Ability, 1 Proficiency, Elemental Resistance (30%)	9	9	9	9	9	7	6	6
25	5,000,000	6	2/6/5/8/7	High-Level Ability,	9	9	9	9	9	7	7	7
26	5,500,000	6	2/6/5/8/7	High-Level Ability	9	9	9	9	9	7	7	7
27	6,000,000	6	2/6/5/8/7	High-Level Ability	9	9	9	9	9	7	7	7
28	6,500,000	6	2/6/5/8/7	High-Level Ability, 1 Proficiency	9	9	9	9	9	7	7	7
29	7,000,000	6	2/6/5/8/7	High-Level Ability	9	9	9	9	9	7	7	7
30	7,500,000	6	2/6/5/8/7	High-Level Ability	9	9	9	9	9	7	7	7
31	8,000,000	6	2/6/5/8/7	High-Level Ability	9	9	9	9	9	7	7	7

MONK CLASS PROGRESSION

Level	XP Required	THAC0	Saving Throws	Features	Skill Points	Base AC	Fist
1	0	20	10/14/13/16/13	2 Proficiencies, Fast Movement, Stunning Blow	0	9	1d6
2	1,500	19	10/14/13/16/13		10	8	1d6
3	3,000	18	10/14/13/16/13		20	8	1d8
4	6,000	17	9/13/12/15/12	1 Proficiency	30	7	1d8
5	13,000	16	9/13/12/15/12	Fast Movement, Immunity to Disease Immunity to Haste and Slow	40	7	1d8
6	27,500	15	9/13/12/15/12		50	6	1d10
7	55,000	14	7/11/10/13/10	Lay On Hands	60	6	1d10
8	110,000	13	7/11/10/13/10	Speed Factor Bonus (+1), 1 Proficiency	70	5	1d10
9	225,000	12	6/10/9/12/9	Enchanted Fists (+1), Immunity to Charm	80	5	1d12
10	450,000	11	5/9/8/11/8	Fast Movement	90	4	1d12
11	675,000	10	5/9/8/11/8	Immunity to Poison	100	4	1d12
12	900,000	9	5/9/8/11/8	Enchanted Fists (+2), 1 Proficiency Speed Factor Bonus (+2),	110	3	1d12
13	1,125,000	8	4/8/7/10/7	Quivering Palm	120	3	1d12
14	1,350,000	7	4/8/7/10/7	Magic Resistance	130	2	1d12
15	1,575,000	6	4/8/7/10/7	Enchanted Fists (+3), Fast Movement	140	2	1d20
16	1,800,000	5	3/7/6/9/6	1 Proficiency	150	1	1d20
17	2,025,000	4	3/7/6/9/6		160	1	1d20
18	2,250,000	3	3/7/6/9/6		170	0	1d20
19	2,475,000	2	1/5/4/7/4		180	0	1d20
20	2,700,000	1	1/5/4/7/4	Fast Movement, 1 Proficiency Immunity to Non-Magical Weapons	190	0	1d20
21	2,925,000	0	1/5/4/7/4		200	-1	1d20
22	3,150,000	0	1/5/4/7/4	High-Level Ability	210	-1	1d20
23	3,375,000	0	1/5/4/7/4	High-Level Ability	220	-1	1d20
24	3,600,000	0	1/5/4/7/4	High-Level Ability, 1 Proficiency	230	-2	1d20
25	3,825,000	0	1/5/4/7/4	High-Level Ability, Fast Movement Enchanted Fists (+4)	240	-2	1d20
26	4,050,000	0	1/5/4/7/4	High-Level Ability	250	-2	1d20
27	4,275,000	0	1/5/4/7/4	High-Level Ability	260	-3	1d20
28	4,500,000	0	1/5/4/7/4	High-Level Ability, 1 Proficiency	270	-3	1d20
29	4,725,000	0	1/5/4/7/4	High-Level Ability	280	-3	1d20
30	4,950,000	0	1/5/4/7/4	High-Level Ability, Fast Movement	290	-4	1d20
31	5,175,000	0	1/5/4/7/4	High-Level Ability	300	-4	1d20
32	5,400,000	0	1/5/4/7/4	High-Level Ability, 1 Proficiency	310	-4	1d20
33	5,625,000	0	1/5/4/7/4	High-Level Ability	320	-4	1d20
34	5,850,000	0	1/5/4/7/4	High-Level Ability	330	-4	1d20
35	6,075,000	0	1/5/4/7/4	High-Level Ability, Fast Movement	340	-5	1d20
36	6,300,000	0	1/5/4/7/4	High-Level Ability, 1 Proficiency	350	-5	1d20
37	6,525,000	0	1/5/4/7/4	High-Level Ability	360	-5	1d20
38	6,750,000	0	1/5/4/7/4	High-Level Ability	370	-5	1d20
39	6,975,000	0	1/5/4/7/4	High-Level Ability	380	-5	1d20
40	8,000,000	0	1/5/4/7/4	High-Level Ability, Fast Movement, 1 Proficiency	390	-6	1d20

SHAMAN CLASS PROGRESSION

Level	XP Required	THAC0	Saving Throws	Features	Detect Illusions	—Spell Slots Per Level—							
						1	2	3	4	5	6	7	
1	0	20	10/14/13/16/15	2 Proficiencies, Shamanic Dance, Spirit Call I	24%	3	-	-	-	-	-	-	-
2	2,500	20	10/14/13/16/15		28%	4	-	-	-	-	-	-	-
3	5,000	20	10/14/13/16/15		32%	5	-	-	-	-	-	-	-
4	10,000	18	9/13/12/15/14	1 Proficiency	36%	6	3	-	-	-	-	-	-
5	20,000	18	9/13/12/15/14		40%	6	4	-	-	-	-	-	-
6	40,000	18	9/13/12/15/14	Spirit Call II	44%	6	5	3	-	-	-	-	-
7	60,000	16	7/11/10/13/12		48%	6	6	4	-	-	-	-	-
8	90,000	16	7/11/10/13/12	1 Proficiency	52%	6	6	5	3	-	-	-	-
9	135,000	16	7/11/10/13/12		56%	6	6	6	4	-	-	-	-
10	250,000	14	6/10/9/12/11		60%	6	6	6	5	3	-	-	-
11	375,000	14	6/10/9/12/11		64%	6	6	6	6	4	-	-	-
12	750,000	14	6/10/9/12/11	Spirit Call III, 1 Proficiency	68%	6	6	6	6	5	3	-	-
13	1,125,000	12	5/9/8/11/10		72%	6	6	6	6	6	4	-	-
14	1,500,000	12	5/9/8/11/10		76%	6	6	6	6	6	5	3	-
15	1,875,000	12	5/9/8/11/10		80%	6	6	6	6	6	6	4	-
16	2,250,000	10	4/8/7/10/9	1 Proficiency	84%	6	6	6	6	6	6	5	-
17	2,625,000	10	4/8/7/10/9		88%	6	6	6	6	6	6	6	-
18	3,000,000	10	4/8/7/10/9	High-Level Ability, Spirit Call IV	92%	6	6	6	6	6	6	6	-
19	3,375,000	8	2/6/5/8/7	High-Level Ability	96%	6	6	6	6	6	6	6	-
20	3,750,000	8	2/6/5/8/7	High-Level Ability, 1 Proficiency	100%	6	6	6	6	6	6	6	-
21	4,125,000	8	2/6/5/8/7	High-Level Ability	100%	6	6	6	6	6	6	6	-
22	4,500,000	6	2/6/5/8/7	High-Level Ability	100%	6	6	6	6	6	6	6	-
23	4,875,000	6	2/6/5/8/7	High-Level Ability	100%	6	6	6	6	6	6	6	-
24	5,250,000	6	2/6/5/8/7	High-Level Ability, 1 Proficiency	100%	6	6	6	6	6	6	6	-
25	5,625,000	6	2/6/5/8/7	High-Level Ability	100%	6	6	6	6	6	6	6	-
26	6,000,000	6	2/6/5/8/7	High-Level Ability	100%	6	6	6	6	6	6	6	-
27	6,375,000	6	2/6/5/8/7	High-Level Ability	100%	6	6	6	6	6	6	6	-
28	6,750,000	6	2/6/5/8/7	High-Level Ability, 1 Proficiency	100%	6	6	6	6	6	6	6	-
29	7,125,000	6	2/6/5/8/7	High-Level Ability	100%	6	6	6	6	6	6	6	-
30	7,500,000	6	2/6/5/8/7	High-Level Ability	100%	6	6	6	6	6	6	6	-
31	7,875,000	6	2/6/5/8/7	High-Level Ability	100%	6	6	6	6	6	6	6	-

SHAMAN SPELLS KNOWN

—Spells Known Per Spell Level—

Level	1	2	3	4	5	6	7
1	2	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	3	-	-	-	-	-	-
4	3	1	-	-	-	-	-
5	4	2	-	-	-	-	-
6	4	2	1	-	-	-	-
7	5	3	2	-	-	-	-
8	5	3	2	1	-	-	-
9	5	4	3	2	-	-	-
10	5	4	3	2	1	-	-
11	5	5	4	3	2	-	-
12	5	5	4	3	2	1	-
13	5	5	4	4	3	2	-
14	5	5	4	4	3	2	1
15	5	5	4	4	4	3	2
16	5	5	4	4	4	3	2
17	5	5	4	4	4	3	3
18	5	5	4	4	4	3	3
19	5	5	4	4	4	3	3
20	5	5	4	4	4	3	3
21	5	5	4	4	4	4	3
22	5	5	5	4	4	4	4
23	5	5	5	5	4	4	4
24	5	5	5	5	4	4	4
25	5	5	5	5	4	4	4
26	5	5	5	5	4	4	4
27	5	5	5	5	4	4	4
28	5	5	5	5	5	4	4
29	5	5	5	5	5	4	4
30	5	5	5	5	5	5	4
31	5	5	5	5	5	5	5

SORCERER CLASS PROGRESSION

Level	XP Required	THAC0	Saving Throws	Features	—Spell Slots Per Spell Level—									
					1	2	3	4	5	6	7	8	9	
1	0	20	14/11/13/15/12	1 Proficiency	3	-	-	-	-	-	-	-	-	-
2	2,500	20	14/11/13/15/12		4	-	-	-	-	-	-	-	-	-
3	5,000	20	14/11/13/15/12		5	-	-	-	-	-	-	-	-	-
4	10,000	19	14/11/13/15/12		6	3	-	-	-	-	-	-	-	-
5	20,000	19	14/11/13/15/12		6	4	-	-	-	-	-	-	-	-
6	40,000	19	13/9/11/13/10	1 Proficiency	6	5	3	-	-	-	-	-	-	-
7	60,000	18	13/9/11/13/10		6	6	4	-	-	-	-	-	-	-
8	90,000	18	13/9/11/13/10		6	6	5	3	-	-	-	-	-	-
9	135,000	18	13/9/11/13/10		6	6	6	4	-	-	-	-	-	-
10	250,000	17	13/9/11/13/10		6	6	6	5	3	-	-	-	-	-
11	375,000	17	11/7/9/11/8		6	6	6	6	4	-	-	-	-	-
12	750,000	17	11/7/9/11/8	1 Proficiency	6	6	6	6	5	3	-	-	-	-
13	1,125,000	16	11/7/9/11/8		6	6	6	6	6	4	-	-	-	-
14	1,500,000	16	11/7/9/11/8		6	6	6	6	6	5	3	-	-	-
15	1,875,000	16	11/7/9/11/8		6	6	6	6	6	6	4	-	-	-
16	2,250,000	15	10/5/7/9/6		6	6	6	6	6	6	5	3	-	-
17	2,625,000	15	10/5/7/9/6		6	6	6	6	6	6	6	4	-	-
18	3,000,000	15	10/5/7/9/6	High-Level Ability, 1 Proficiency	6	6	6	6	6	6	6	6	5	3
19	3,375,000	14	10/5/7/9/6	High-Level Ability	6	6	6	6	6	6	6	6	6	4
20	3,750,000	14	10/5/7/9/6	High-Level Ability	6	6	6	6	6	6	6	6	6	6
21	4,125,000	14	8/3/5/7/4	High-Level Ability	6	6	6	6	6	6	6	6	6	6
22	4,500,000	13	8/3/5/7/4	High-Level Ability	6	6	6	6	6	6	6	6	6	6
23	4,875,000	13	8/3/5/7/4	High-Level Ability	6	6	6	6	6	6	6	6	6	6
24	5,250,000	13	8/3/5/7/4	High-Level Ability, 1 Proficiency	6	6	6	6	6	6	6	6	6	6
25	5,625,000	13	8/3/5/7/4	High-Level Ability	6	6	6	6	6	6	6	6	6	6
26	6,000,000	13	8/3/5/7/4	High-Level Ability	6	6	6	6	6	6	6	6	6	6
27	6,375,000	13	8/3/5/7/4	High-Level Ability	6	6	6	6	6	6	6	6	6	6
28	6,750,000	13	8/3/5/7/4	High-Level Ability	6	6	6	6	6	6	6	6	6	6
29	7,125,000	13	8/3/5/7/4	High-Level Ability	6	6	6	6	6	6	6	6	6	6
30	7,500,000	13	8/3/5/7/4	High-Level Ability, 1 Proficiency	6	6	6	6	6	6	6	6	6	6
31	7,875,000	13	8/3/5/7/4	High-Level Ability	6	6	6	6	6	6	6	6	6	6

SORCERER SPELLS KNOWN

—Spells Known Per Spell Level—

Level	1	2	3	4	5	6	7	8	9
1	2	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	3	-	-	-	-	-	-	-	-
4	3	1	-	-	-	-	-	-	-
5	4	2	-	-	-	-	-	-	-
6	4	2	1	-	-	-	-	-	-
7	5	3	2	-	-	-	-	-	-
8	5	3	2	1	-	-	-	-	-
9	5	4	3	2	-	-	-	-	-
10	5	4	3	2	1	-	-	-	-
11	5	5	4	3	2	-	-	-	-
12	5	5	4	3	2	1	-	-	-
13	5	5	4	4	3	2	-	-	-
14	5	5	4	4	3	2	1	-	-
15	5	5	4	4	4	3	2	-	-
16	5	5	4	4	4	3	2	1	-
17	5	5	4	4	4	3	3	2	-
18	5	5	4	4	4	3	3	2	1
19	5	5	4	4	4	3	3	3	2
20	5	5	4	4	4	3	3	3	3
21	5	5	4	4	4	4	3	3	3
22	5	5	5	4	4	4	4	3	3
23	5	5	5	5	4	4	4	4	3
24	5	5	5	5	4	4	4	4	3
25	5	5	5	5	4	4	4	4	4
26	5	5	5	5	4	4	4	4	4
27	5	5	5	5	4	4	4	4	4
28	5	5	5	5	5	4	4	4	4
29	5	5	5	5	5	4	4	4	4
30	5	5	5	5	5	5	4	4	4
31	5	5	5	5	5	5	5	4	4

MAGE CLASS PROGRESSION

Level	XP Required	THAC0	Saving Throws	Features	—Spell Slots Per Spell Level—									
					1	2	3	4	5	6	7	8	9	
1	0	20	14/11/13/15/12	1 Proficiency	1	-	-	-	-	-	-	-	-	-
2	2,500	20	14/11/13/15/12		2	-	-	-	-	-	-	-	-	-
3	5,000	20	14/11/13/15/12		2	1	-	-	-	-	-	-	-	-
4	10,000	19	14/11/13/15/12		3	2	-	-	-	-	-	-	-	-
5	20,000	19	14/11/13/15/12		4	2	1	-	-	-	-	-	-	-
6	40,000	19	13/9/11/13/10	1 Proficiency	4	2	2	-	-	-	-	-	-	-
7	60,000	18	13/9/11/13/10		4	3	2	1	-	-	-	-	-	-
8	90,000	18	13/9/11/13/10		4	3	3	2	-	-	-	-	-	-
9	135,000	18	13/9/11/13/10		4	3	3	2	1	-	-	-	-	-
10	250,000	17	13/9/11/13/10		4	4	3	2	2	-	-	-	-	-
11	375,000	17	11/7/9/11/8		4	4	4	3	3	-	-	-	-	-
12	750,000	17	11/7/9/11/8	1 Proficiency	4	4	4	4	4	1	-	-	-	-
13	1,125,000	16	11/7/9/11/8		5	5	5	4	4	2	-	-	-	-
14	1,500,000	16	11/7/9/11/8		5	5	5	4	4	2	1	-	-	-
15	1,875,000	16	11/7/9/11/8		5	5	5	5	5	2	1	-	-	-
16	2,250,000	15	10/5/7/9/6		5	5	5	5	5	3	2	1	-	-
17	2,625,000	15	10/5/7/9/6		5	5	5	5	5	3	3	2	-	-
18	3,000,000	15	10/5/7/9/6	High-Level Ability, 1 Proficiency	5	5	5	5	5	3	3	2	1	-
19	3,375,000	14	10/5/7/9/6	High-Level Ability	5	5	5	5	5	3	3	3	1	-
20	3,750,000	14	10/5/7/9/6	High-Level Ability	5	5	5	5	5	4	3	3	2	-
21	4,125,000	14	8/3/5/7/4	High-Level Ability	5	5	5	5	5	4	3	3	2	-
22	4,500,000	13	8/3/5/7/4	High-Level Ability	5	5	5	5	5	5	3	3	3	-
23	4,875,000	13	8/3/5/7/4	High-Level Ability	5	5	5	5	5	5	3	3	3	-
24	5,250,000	13	8/3/5/7/4	High-Level Ability, 1 Proficiency	5	5	5	5	5	5	4	3	3	-
25	5,625,000	13	8/3/5/7/4	High-Level Ability	5	5	5	5	5	5	4	4	3	-
26	6,000,000	13	8/3/5/7/4	High-Level Ability	5	5	5	5	5	5	4	4	3	-
27	6,375,000	13	8/3/5/7/4	High-Level Ability	5	5	5	5	5	5	4	4	4	-
28	6,750,000	13	8/3/5/7/4	High-Level Ability	5	5	5	5	5	5	5	4	4	-
29	7,125,000	13	8/3/5/7/4	High-Level Ability	5	5	5	5	5	5	5	5	4	-
30	7,500,000	13	8/3/5/7/4	High-Level Ability, 1 Proficiency	5	5	5	5	5	5	5	5	4	-
31	7,875,000	13	8/3/5/7/4	High-Level Ability	5	5	5	5	5	5	5	5	4	-

THIEF CLASS PROGRESSION

Level	XP Required	THACO	Saving Throws	Features	Thieving Skill Points	Backstab Multiplier
1	0	20	13/14/12/16/15	2 Proficiencies, Set Trap 1/day	40	x2
2	1,250	20	13/14/12/16/15		65	x2
3	2,500	19	13/14/12/16/15		90	x2
4	5,000	19	13/14/12/16/15	1 Proficiency	115	x2
5	10,000	18	12/12/11/15/13		140	x3
6	20,000	18	12/12/11/15/13	Set Trap 2/day	165	x3
7	40,000	17	12/12/11/15/13		190	x3
8	70,000	17	12/12/11/15/13	1 Proficiency	215	x3
9	110,000	16	11/10/10/14/11		240	x4
10	160,000	16	11/10/10/14/11		265	x4
11	220,000	15	11/10/10/14/11	Set Trap 3/day	290	x4
12	440,000	15	11/10/10/14/11	1 Proficiency	315	x4
13	660,000	14	10/8/9/13/9		340	x5
14	880,000	14	10/8/9/13/9		365	x5
15	1,100,000	13	10/8/9/13/9		390	x5
16	1,320,000	13	10/8/9/13/9	Set Trap 4/day, 1 Proficiency	415	x5
17	1,540,000	12	9/6/8/12/7		440	x5
18	1,760,000	12	9/6/8/12/7		465	x5
19	1,980,000	11	9/6/8/12/7		490	x5
20	2,200,000	11	9/6/8/12/7	1 Proficiency	515	x5
21	2,420,000	10	8/4/7/11/5	Set Trap 5/day	540	x5
22	2,640,000	10	8/4/7/11/5		565	x5
23	2,860,000	10	8/4/7/11/5		590	x5
24	3,080,000	10	8/4/7/11/5	High-Level Ability, 1 Proficiency	615	x5
25	3,300,000	10	8/4/7/11/5	High-Level Ability	640	x5
26	3,520,000	10	8/4/7/11/5	High-Level Ability, Set Trap 6/day	665	x5
27	3,740,000	10	8/4/7/11/5	High-Level Ability	690	x5
28	3,960,000	10	8/4/7/11/5	High-Level Ability, 1 Proficiency	715	x5
29	4,180,000	10	8/4/7/11/5	High-Level Ability	740	x5
30	4,400,000	10	8/4/7/11/5	High-Level Ability	765	x5
31	4,620,000	10	8/4/7/11/5	High-Level Ability, Set Trap 7/day	790	x5
32	4,840,000	10	8/4/7/11/5	High-Level Ability, 1 Proficiency	815	x5
33	5,060,000	10	8/4/7/11/5	High-Level Ability	840	x5
34	5,280,000	10	8/4/7/11/5	High-Level Ability	865	x5
35	5,500,000	10	8/4/7/11/5	High-Level Ability	890	x5
36	5,720,000	10	8/4/7/11/5	High-Level Ability, Set Trap 7/day, 1 Proficiency	915	x5
37	5,940,000	10	8/4/7/11/5	High-Level Ability	940	x5
38	6,160,000	10	8/4/7/11/5	High-Level Ability	965	x5
39	6,380,000	10	8/4/7/11/5	High-Level Ability	990	x5
40	8,000,000	10	8/4/7/11/5	High-Level Ability, 1 Proficiency	1015	x5

BARD CLASS PROGRESSION

Level	XP Required	THAC0	Saving Throws	Features	Pick Pockets	—Spell Slots—					
						1	2	3	4	5	6
1	0	20	13/14/12/16/15	2 Proficiencies, Bard Song, Pick Pockets	25%	-	-	-	-	-	-
2	1,250	20	13/14/12/16/15		30%	1	-	-	-	-	-
3	2,500	19	13/14/12/16/15		35%	2	-	-	-	-	-
4	5,000	19	13/14/12/16/15	1 Proficiency	40%	2	1	-	-	-	-
5	10,000	18	12/12/11/15/13		45%	3	1	-	-	-	-
6	20,000	18	12/12/11/15/13		50%	3	2	-	-	-	-
7	40,000	17	12/12/11/15/13		55%	3	2	1	-	-	-
8	70,000	17	12/12/11/15/13	1 Proficiency	60%	3	3	1	-	-	-
9	110,000	16	11/10/10/14/11		65%	3	3	2	-	-	-
10	160,000	16	11/10/10/14/11		70%	3	3	2	1	-	-
11	220,000	15	11/10/10/14/11		75%	3	3	3	1	-	-
12	440,000	15	11/10/10/14/11	1 Proficiency	80%	3	3	3	2	-	-
13	660,000	14	10/8/9/13/9		85%	3	3	3	2	1	-
14	880,000	14	10/8/9/13/9		90%	3	3	3	3	1	-
15	1,100,000	13	10/8/9/13/9		95%	3	3	3	3	2	-
16	1,320,000	13	10/8/9/13/9	1 Proficiency	99%	4	3	3	3	2	1
17	1,540,000	12	9/6/8/12/7		99%	4	4	3	3	3	1
18	1,760,000	12	9/6/8/12/7		99%	4	4	4	3	3	2
19	1,980,000	11	9/6/8/12/7		99%	4	4	4	4	3	2
20	2,200,000	11	9/6/8/12/7	1 Proficiency	99%	4	4	4	4	4	3
21	2,420,000	10	8/4/7/11/5		99%	5	4	4	4	4	3
22	2,640,000	10	8/4/7/11/5		99%	5	5	4	4	4	3
23	2,860,000	10	8/4/7/11/5		99%	5	5	5	4	4	3
24	3,080,000	10	8/4/7/11/5	High-Level Ability, 1 Proficiency	99%	5	5	5	4	4	3
25	3,300,000	10	8/4/7/11/5	High-Level Ability	99%	5	5	5	5	4	3
26	3,520,000	10	8/4/7/11/5	High-Level Ability	99%	5	5	5	5	4	3
27	3,740,000	10	8/4/7/11/5	High-Level Ability	99%	5	5	5	5	4	3
28	3,960,000	10	8/4/7/11/5	High-Level Ability, 1 Proficiency	99%	5	5	5	5	5	3
29	4,180,000	10	8/4/7/11/5	High-Level Ability	99%	5	5	5	5	5	3
30	4,400,000	10	8/4/7/11/5	High-Level Ability	99%	5	5	5	5	5	4
31	4,620,000	10	8/4/7/11/5	High-Level Ability	99%	5	5	5	5	5	4
32	4,840,000	10	8/4/7/11/5	High-Level Ability, 1 Proficiency	99%	5	5	5	5	5	4
33	5,060,000	10	8/4/7/11/5	High-Level Ability	99%	5	5	5	5	5	4
34	5,280,000	10	8/4/7/11/5	High-Level Ability	99%	5	5	5	5	5	4
35	5,500,000	10	8/4/7/11/5	High-Level Ability	99%	5	5	5	5	5	4
36	5,720,000	10	8/4/7/11/5	High-Level Ability, 1 Proficiency	99%	5	5	5	5	5	4
37	5,940,000	10	8/4/7/11/5	High-Level Ability	99%	5	5	5	5	5	4
38	6,160,000	10	8/4/7/11/5	High-Level Ability	99%	5	5	5	5	5	5
39	6,380,000	10	8/4/7/11/5	High-Level Ability	99%	5	5	5	5	5	5
40	8,000,000	10	8/4/7/11/5	High-Level Ability, 1 Proficiency	99%	5	5	5	5	5	5