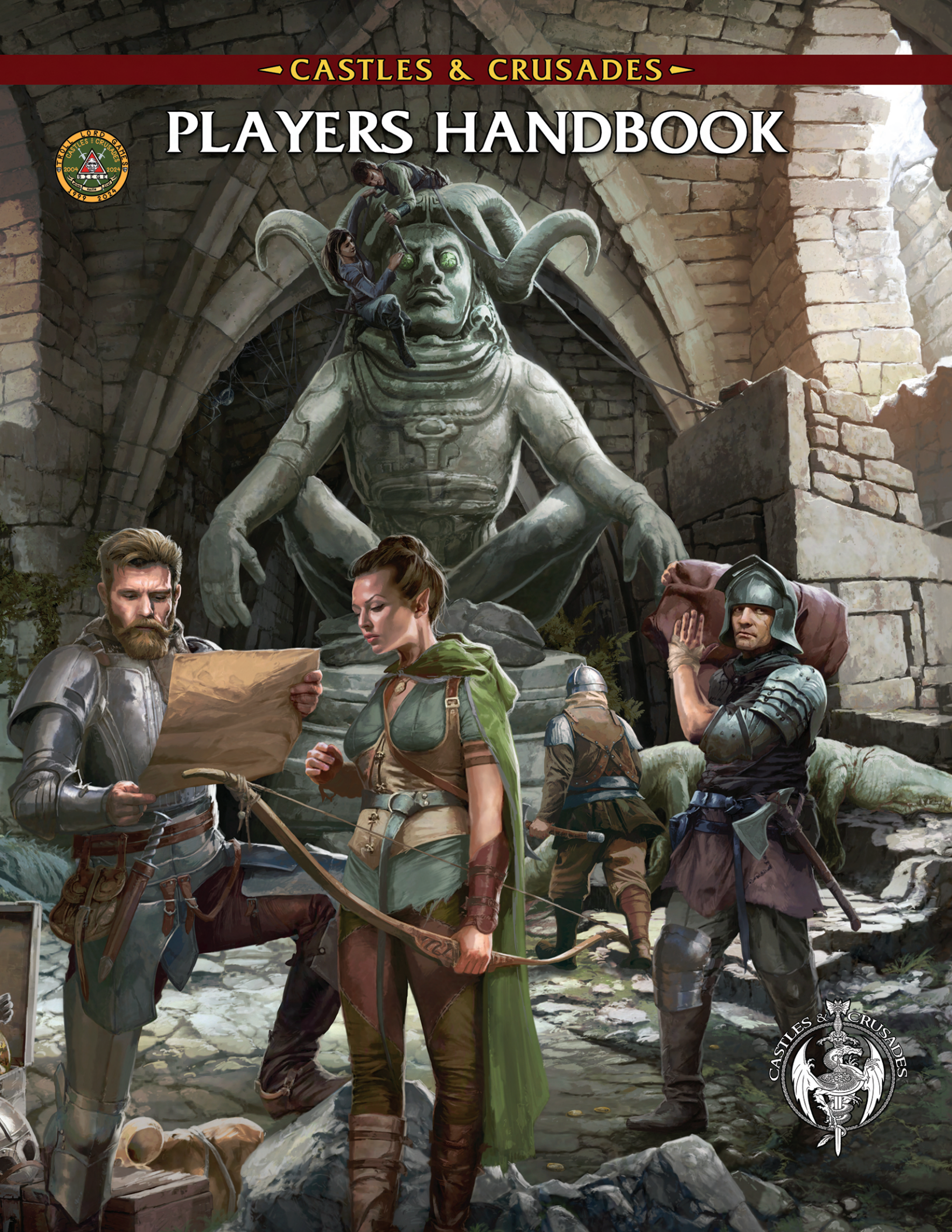


— CASTLES & CRUSADES —

PLAYERS HANDBOOK



CASTLES & CRUSADES[®]

PLAYERS HANDBOOK

A Guide and Rules System for Fantasy Role playing

by

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In the immortal days of our youth we found high adventure and fought many a campaign against all manner of villainy and evil. We slew dragons, brought down corrupt tyrants, explored uncharted territories and freed the world of grotesque creatures of mythical proportions.

We were heroes on a crusade. These youthful adventures were brought to us by Gary Gygax through the medium of role play and the fantastic game that made it all possible. We bring you our own game now, one that we hope captures those early days of grand quests and exploration. The **Castles & Crusades** role playing game pulls on those early experiences and makes them real again.

First and foremost, we would like to thank E. Gary Gygax for sharing his wonderful vision with the rest of us. Without it, none would have followed. Our hats are off to you good sir.

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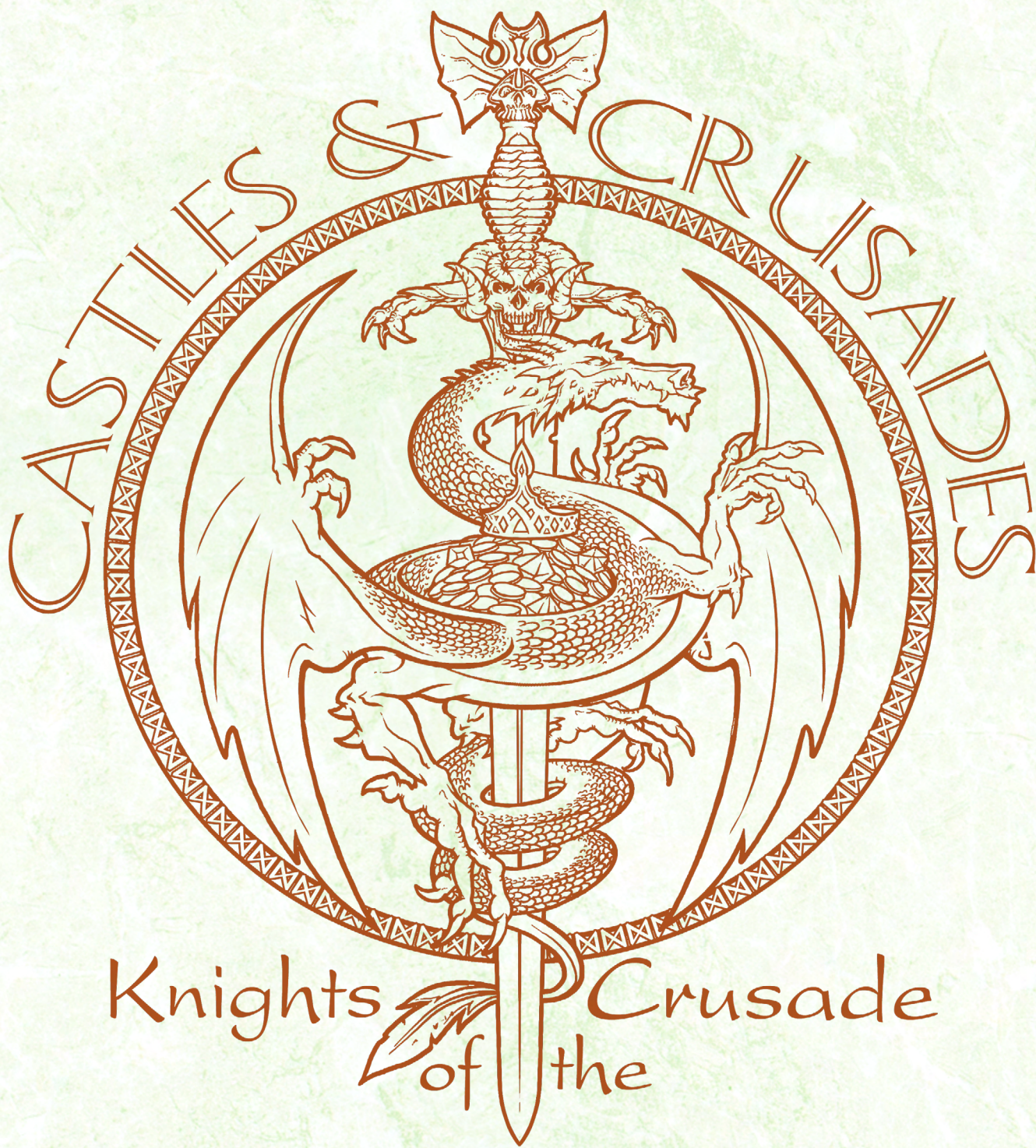


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WHERE ROLL PLAYING AND ROLE PLAYING MEET

I run my games fairly consistently. All of my games combine intense interaction between the players and myself with quick-moving, heart-stopping combats. These many moments, actions, and interactions must be woven together over a night's play through exciting storytelling and player involvement. When the tale is woven tightly, emotions are awakened, creating unforgettable moods. This is where "roll playing" and "role playing" meet, and the result is an electrifying evening of gaming.

Capturing a mood is difficult. It is a challenge to create the intricate interplay between a bartender who is bought and paid for by a thieves guild and a character seeking to pry information from him. The task involves descriptive text, acting, accents, and a great number of things. The sounds of sword clashing upon shield, of flesh and bone grinding against metal, all this against a background of a field awash in blood and combat are demanding to capture in narrative. How does one help players imagine the sound of a bow creaking as the arrow is drawn back? How does one make them fear that sound? The tale in the game must cascade over the players, engulfing them in a wash of emotions: fear, rage, courage, elation. Once you've captured everyone's emotions, the game becomes pure fun, like a good movie – one where you forget you're in a theater.

The core of any game's philosophy has to have the goal of creating and capturing a mood charged with excitement. Anything that detracts from that objective detracts from the game. How does one capture that mood? Foremost, the rules guiding game play must be easily understood. Ideally, the basic rules of the game should be easily grasped within about fifteen minutes. A player should be able to sit down with another player, create a character, and have the basics of the game explained to them in just that time. As a foundation, the rules must be kept simple and logical, easy to comprehend and easy to enact. Expanding the game comes later, much like adding stories to a building. Start with a firm, square foundation and everything else follows.

The game must be adaptable as well. Gamers are diverse people, all with different imaginations, different tastes, and different desires. They all want to play a game that suits their tastes. Those playing should be able to add, discard, and change rules and ideas to fit their needs without worrying about the effects those changes have on the workings of the rest of the game. There should only be a few hard and fast rules. Everything else is extra.

The main impediment to these objectives is an overabundance of rules. A glut of rules unnecessarily restricts the flow of the story, and even worse, the flow of the game. Rules do serve a purpose in that they codify actions and reactions during game play. However, rules can also impede the imagination. They can reduce the element of uncertainty and the emotions that come with it. They can describe too much and thus hinder the capacity for narrative development for all participants. At its worst, codifying too much into game rules reduces emotion and mood. This misses the goal of capturing the emotions of the participants, and thus you've lost the heart of the game! An efficient and concise set of rules allows for easy play and adaptability and is a necessary ingredient.

A rules-light, adaptable game naturally engenders a gaming environment where one is bound only by imagination. When so unleashed, one can act without restraint to create a gaming environment that is fun for all. That is the core philosophy of this game just as it is the core philosophy of the original game. At its heart, it was intended to be a fun game to play and this game adheres to the same philosophy. **Castles & Crusades** is neither a realistic game nor a simulation but a fantasy game where imagination rules.

Stephen K. Dunawt



C&C: THE RPG



A world of heroism and epic adventure lives inside each of our minds. We can all imagine a world where stalwart knights battle ancient dragons, powerful wizards duel one another with mighty magics and the brave-of-heart rescue mystic artifacts from the clutches of evil villains. These are the kinds of adventures many of us create in our minds on lazy afternoons, reading through our favorite novels. A pair of nefarious rogues make their way through serpentine alleys and rambling cities, seeking fortune and fame. A band of desperate heroes battle against an inevitable apocalypse, standing for justice and honor as the world succumbs to chaos and evil. A fellowship of brave adventurers descends into dungeons deep beneath the earth in search of treasure and glory or undertakes the eternal struggle against evil, battling foes across wasted and barren plains. We imagine other worlds and mystical places fraught with danger. In these worlds of fantasy, magic is real and heroes abound.

With the **Castles & Crusades** role playing game, these imaginings come to life as you play the role of a hero seeking adventure in a fantastic world populated by mythic creatures and legendary beasts. Or, as the Castle Keeper, you can design the worlds and stories that make up the game, guiding friends and fellow gamers through epic adventures in wondrous settings of your own making.

WHAT IS A ROLE PLAYING GAME?

A role playing game, or RPG, is a game in which the participants assume the role of characters such as a knight or a wizard and create a story based upon the actions the characters take. **Castles & Crusades** is a classic-style RPG in which all of the action and conflict occurs through verbal description. Role playing games were originally extrapolated from the miniature wargaming hobby, and have been described by some as mature versions of children's games like "Cops and Robbers." More recently, some have described RPGs as impromptu theater. However one describes it, the players of an RPG develop fantastic stories and adventures through interaction with one another and the person running the game. The story's content and nature is only limited by the flow of the participants' collective imagination.

Most players in RPGs create a fictional character as one of the protagonists of the story. Each player envisions the character they would like to play, and creates the character using the game's rules, recording information about that character onto paper. While the characters exist only on paper, each player helps to propel the story forward by imaginatively and actively playing the character's persona. In **Castles & Crusades**, players assume the role of a character that might be typical of medieval fantasy or sword-and-sorcery stories. Each character is defined in part by a series of die rolls that indicate various strengths and weaknesses of the character. Other aspects of a character,



THE RPG

such as chosen profession, background, personality, abilities or knowledge are determined by the player's choices or simply made up to best suit the concept of the character.

The player guides the character through the story or adventure presented in the game. Like any story, adventures have a beginning, middle and end, and the characters involved have a goal to achieve. Adventures can take the characters (and thus the players) from lost cities of magic and wealth to the dankest of dungeon deeps, battling fearsome creatures and performing heroic acts along the way. As in any good story, a character's actions have consequences: they may have an immediate effect on the adventure, or perhaps they are simply the planting of a seed that may affect the future of the character or story. An adventure may take one gaming session of several hours to complete, or it may last the course of several gaming sessions. A series of adventures involving the same characters is called a campaign, and can potentially last for years.



A very important player of the game is the Castle Keeper. The Castle Keeper's authorial role involves creating a setting and designing a plot for each adventure. The Castle Keeper also assumes the role of all the other individuals who populate the story setting, such as supporting characters, villains, or monsters. As the players describe what their characters do during the game, the Castle Keeper paints a verbal picture of the environment and conveys the action through flavorful storytelling.

Throughout their adventures, characters are constantly challenged and must overcome obstacles of all types. These perils could include fighting monsters, disarming traps, or outwitting villains. In some cases, the management of these obstacles is covered in the rules and the outcome is determined by chance. But just as often, no dice are necessary to decide what happens. Role playing can be used as a medium to determine the outcome of situations as well. As a player describes the actions of their or her character, the Castle Keeper in their role as referee fairly assesses the meaning of those actions, and can often simply use judgment, rather than dice, to determine the result.

Thus, an RPG is a game in which players assume the roles of characters and undertake fantastic adventures, the outcomes of which are partially determined by chance. Unlike traditional games, there is no clearly defined winner. Even if a character dies, or an adventure meets with disaster, there will always be more characters and more adventures. The goal of the game, for all participants, is to have fun developing characters, telling stories, and pursuing adventure. The true treasure is a well-played character and a well-crafted adventure.

Role playing games are a unique form of storytelling entertainment, and the **Castles & Crusades** rules are designed to be simple and fast, allowing the players to explore those mythic worlds inside our imagination through a memorable and fun gaming experience.

WHAT DO YOU NEED TO PLAY?

Unlike many other games, **Castles & Crusades** players require only this book of rules, a pencil or pen, some paper, and a set of dice. The Castle Keeper will need the **Castles & Crusades: Monsters & Treasure** rulebook and will find the **Castles & Crusades: Castle Keepers Guide** very handy as well. With these, a few friends and a healthy imagination, you are set to begin.

There are other gaming aids that might make play more interesting and manageable, and we would be remiss not to make you aware of them. There are published adventures, world settings, and reference screens that make the job of the Castle Keeper easier. There are source books that aid players in developing characters and enhancing game play, and there are useful items such as pre-printed character sheets. Miniature figures can be used to visually represent characters and monsters. Vinyl mats offer a surface for placing miniatures and drawing settings, and three-dimensional representations of dungeon or castle scenery can also be used to aid visualization during the game. All of these are optional, of course, but they may help

enhance game play. As you read these rules and play through adventures, you will be able to decide for yourself if additional gaming aids would make your game more fun to play.

DICE

To play **Castles & Crusades**, several different types of dice are necessary. Dice with 4, 6, 8, 10, 12 and 20 sides are used in **Castles & Crusades**. All can be found at many local game stores. There are various notations in the rules telling what type and how many dice should be rolled during game play. These notations may appear cryptic to first-time roleplayers, but they are easily learned: d4 = four-sided die; d6 = six-sided die; d8 = eight-sided die; d10 = ten-sided die; d12 = twelve-sided die; d20 = twenty-sided die; d100 = the result of 2 ten-sided dice (before rolling, one die is designated the 'tens' and the other is designated the 'ones').

It is also possible to generate random scores for which no die exists. The most common are d2 and d3. To roll a d2 by using a six-sided die, the results 1-3 would equal a score of 1, while 4-6 equal 2. To roll a d3 using a six-sided die, the results 1-2 are equal to 1, while 3-4 equal 2 and 5-6 equal 3.

When the rules require it, rolls of more than one die will be expressed in the following format: [# of dice] die type [+/- any modifiers]. For example, an instruction to roll 3d6 means that 3 six-sided dice are rolled, and the results are added together. A notation to roll 3d6+3 means that 3 six-sided dice are rolled and added together, then 3 is added to the total.

Sometimes, the rules might require rolling two different die types, adding the results together, and then dividing by a set number. For example, the rules might require the results of 1d4 and 1d6 to be added together and then divided by 2. Always drop the fraction unless the rules specify otherwise. If, in this case, you rolled a 3 and a 4, the result would be 3.5, but dropping the fraction gives a final result of 3. Exceptions to this are rare and are noted in the rules. One common exception, for example, is that certain rules have a minimum result of 1.

HAVING FUN

It is important to remember the main reason for playing RPGs is to have fun. Ultimately, **Castles & Crusades** is an amusing pastime in which family and friends gather to play a game and enjoy each other's company. Again, one can never win or lose a game of **Castles & Crusades** as it is not that type of game. The only winners are those that go home happy every week after playing an entertaining game, have some stories to tell, and are eager for the next game to learn what happens to their character next!

Cooperation plays a vital role in everyone's enjoyment of the game during each session. For the players, cooperation is essential to their characters' survival. A group of characters,

called "the party," usually works together to overcome obstacles during the game. They must make both group and individual choices about how and when a character should act to achieve any given goal, while allowing each player to develop and play their character as they wish. For the Castle Keeper, cooperation with the players is essential to running a rewarding game. It is important for the Castle Keeper to remember that the tale belongs, in great part, to the players as well as the Castle Keeper.

A vivid imagination is vital to being a good Castle Keeper, as is a good grasp of the game rules. Castle Keepers need to develop the ability to improvise, and also need to exercise impartial judgment. The rules in this book help the Castle Keeper decide what is possible in the game and what effects character actions can have. Yet, it should be remembered that the rules are guidelines. In the end, the Castle Keeper has the ultimate authority in determining what happens in the game and its story. This is a great responsibility but care must be taken to avoid abusing this authority.

It is not fun for one player to allow another to win in a traditional game, nor is it good sport for a more skilled player to beat another in an arrogant fashion. Likewise, a good Castle Keeper makes the game challenging for the players by not allowing them to easily overcome opponents and gather treasure. At the same time, a skilled Castle Keeper always allows for the possibility that the players have a chance of success. The Castle Keeper should apply the rules of the game fairly, but should also know when to break them to make the game more enjoyable.

Recognition of each participant's involvement in the game is likewise important. Players and the Castle Keeper should always strive to create opportunities for everyone at the gaming table to be involved in the story of the game. Of course, there will be times when the story dictates that a player sit quietly at the table, their character unable to act while others are engaged in the action. However, no one should be consistently pushed to the rear of the party, never given the chance to make the perfect arrow shot or to rescue the helpless victim.

An easy way to keep everyone involved is to encourage a constant dialogue among the players and with the Castle Keeper. Also, acting the role of your character by speaking to the other players and informing the Castle Keeper of your character's actions is the meat and drink of any role-playing game. It also creates an atmosphere of improvisation, with players and Castle Keeper alike reacting spontaneously to one another. This environment helps to add to the game's storyline and character development.

A game does need rules. The key to this game, however, is simple: the more you get involved in playing your character, and the less time you have to spend worrying about the rules of the game, the more fun the game will become. With that in mind, let's proceed to the next section of this book, and the most important part of any role playing game: the process of character creation.

CREATING THE CHARACTER



With the exception of the Castle Keeper, each person playing **Castles & Crusades** creates a character to use during the game. To create this character, the player begins by simply imagining the type of character they desire to play, be it a wandering barbarian, reclusive wizard, traveling dwarf, noble elf, a dastardly villain or virtuous knight. The player begins by generating attribute scores with dice rolls. Attribute scores define the character's physical and mental traits. Next, the player chooses a class, or profession, for the character that best fits how the character is imagined. In the same manner, the player chooses a race which best fits both the persona and class desired. Lastly, the player fills in the details: examples include technical game-related aspects of the character, such as combat bonuses, as well as the character's persona and history. These steps are outlined below and detailed in their appropriate sections.

IMAGINE A CHARACTER

Decide, in a general manner, the type of character desired. Is the character a noble dwarf fighter, a haggard half-orc barbarian, or a disdainful elf knight? Literature, film, theater and comic books are rife with examples of heroes and villains that players can draw upon for inspiration for their characters. Yet, as the creator of your own character, you can build upon these examples to create complex villainous montages or even more profoundly heroic and noble characters. Stretch your imagination! Create the character as you imagine them to be. In the end, imagination is the only limit when creating a persona.

ROLL ATTRIBUTES

Each character has six attributes, generated by rolling dice. The attributes are: **strength**, **dexterity**, **constitution**, **intelligence**, **wisdom** and **charisma**. Each attribute has an impact on the game and can significantly influence class selection. After rolling the dice to generate these scores, you can choose how those scores are placed. Naturally, it is important to place the scores in a manner that reflects your character concept, desired class and desired race.

CHOOSE A CLASS

A class is a basic concept upon which the character is modelled. This is one of the more difficult aspects of character creation because each class represents an archetype found in literature, film or within role playing games themselves. Each class should be very broadly interpreted. It is possible to have wildly diverse characters that are members of the same class. Classes should be considered examples of archetypes that provide a broad representation for the type of character desired. This is necessary in order to accommodate the needs of the player and the setting where the character's adventures occur.

Each of the thirteen classes has unique abilities and specialized areas of knowledge:

The **Barbarian** draws upon vestigial, primal will in combat.

The **Bard** influences others through the power of words.

The **Cleric** is avowed to a deity and dispenses divine justice.

The **Druid** owes allegiance to the natural powers of the world.

The **Fighter** is a warrior with great prowess on the battlefield.

The **Illusionist** magically distorts the perceptions of others.

The **Knight** is a natural leader and strong combatant.

The **Monk** conditions the body to withstand the rigors of war and the elements.

The **Paladin** is a warrior blessed by divinity, a paragon of good.

The **Ranger** is an extraordinary woodsman and warrior.

The **Rogue** is a rascal and an opportunist.

The **Wizard** is a practitioner of powerful arcane magics.

The **Assassin** is an expert at killing and eliminating targeted enemies.

CHOOSE A RACE

Select a race that best fits your imagined character concept. In **Castles & Crusades**, one can choose the versatile human, a long-lived elf, a willful dwarf, a curious gnome, a quick-footed halfling, a forlorn half-elf, or a pernicious half-orc. Each race is unique and has its own special abilities, capacities, culture and personality. Closely examine each race prior to making a selection. In particular, ensure that the race selected does not have cultural or personality characteristics that conflict harshly with the persona of the character you wish to create.

HIT POINTS

Hit points represent a body's ability to withstand damage. A character's hit points equals the amount of damage they can take before being killed or knocked unconscious. Hit points are rolled at the beginning of play and for each level the character gains thereafter. The die to roll hit points is listed in the character class (see below). The standard rule calls for the player to roll the appropriate die, as determined by their class description (see **Classes**). Their character's constitution modifier is added or subtracted and the result is the character's hit points. This process is repeated for each level.

There are a number of optional rules the Castle Keeper may allow for generating hit points.

Optional Rule #1: the character begins play with maximum hit points. Constitution modifier is added or subtracted.

Optional Rule #2: the player rolls their character's hit point die the number of times equal to 1 plus their constitution bonus (see **Classes**) and takes the highest roll. They do this at start of play and for each level thereafter. Constitution modifier is added or subtracted.

FLESHING OUT THE CHARACTER

The most important step in character generation comes last: detailing the character's persona. The player fleshes out the details of the character's personality, physical description, world view, background, goals and motivations – including the moral “disposition” best suited to the character's personality. Then the character's starting money is determined and the player equips the character with clothing, armor, weapons and other adventuring gear.

ATTRIBUTES

Attributes represent a character's physical and mental traits. All characters in **Castles & Crusades** have two types of Attributes: **Physical & Mental**.

PHYSICAL ATTRIBUTES: Strength (Str), Dexterity (Dex) & Constitution (Con)

MENTAL ATTRIBUTES: Intelligence (Int), Wisdom (Wis) & Charisma (Cha)

Each attribute has a numeric score ranging from 3 to 18. Each attribute score also has a corresponding modifier, which is a bonus or penalty added to or subtracted from certain die rolls during the game as detailed throughout the rules.

There are two types of attributes: primary and secondary. Of the six attributes each character has, the player selects a few to be primary attributes. The remaining attributes are secondary. The distinction is important when determining the outcome of many actions in **Castles & Crusades**. When a character uses a class ability, such as a rogue attempting to pick a fat giant's pocket or a ranger tracking a brigand through a dark forest, an attribute check is rolled to determine if the action is successful. Each class ability has an attribute check associated with it. If the class ability's associated attribute is one of the character's primary attributes, the character has a greater chance of successfully performing the task. The same principle holds true for the other aspects of the game in which an attribute check is required.

Attribute checks are explained in greater detail later. For now, just remember that the selection of primary and secondary attributes significantly affects the possibility of success for many

actions in the game. Attribute checks associated with a primary attribute are significantly more likely to succeed than those actions performed with a secondary attribute.

THE THREE PHYSICAL ATTRIBUTES

Strength: This attribute reflects physical strength, including the ability to lift or move heavy objects and make powerful attacks. The modifier affects melee combat and damage, and all checks involving strength. Characters can military press 10 times their strength and dead lift 15 times their strength score.

Dexterity: This attribute represents a character's reflexes, manual dexterity and hand-eye coordination, including the ability to dodge and defend against attacks. The modifier affects armor class, ranged combat and all checks involving dexterity.

Constitution: This attribute reflects overall health, and also represents a character's ability to withstand pain, suffer physical damage, avoid fatigue and fight off sickness or poison. The modifier affects hit points, and it applies to all checks involving constitution.

THE THREE MENTAL ATTRIBUTES

Intelligence: This attribute reflects mental aptitude. It represents a character's ability to learn quickly, apply that learning effectively and use deductive reasoning. The modifier affects the number of arcane spells a character can cast each day, the number of languages a character can learn and all checks involving intelligence.

Wisdom: This attribute reflects depth of personal experience, the ability to make well-considered decisions or judgments, and represents a spiritual connection to a deity. The modifier affects the number of divine spells that can be cast each day, attempts to turn the undead and all checks involving wisdom.

Charisma: This attribute represents strength of attractiveness, willpower, personality, and leadership. It is the degree to which a character is able to influence others. The modifier affects a creature's loyalty and reactions to the character, the number of undead the character can turn and all checks involving charisma.

GENERATING ATTRIBUTE SCORES

Attribute scores are generated by rolling 3d6. The player adds the results of the three dice together to create a total score that ranges between 3 and 18. This process is repeated six times. Once the six scores are generated, each score is assigned to one attribute, in any order the player chooses. When assigning attribute scores, the player should consider the race and class of the character being created. A character's race may raise or lower an attribute score, and certain attribute scores may affect a character's class abilities.

THE RPG

Normally, attribute scores only increase or decrease during the course of a game as a result of magic, poison, curses or other extraordinary events. Should an attribute score change during game play, the modifier changes to correspond to the new score, if applicable. It is possible for an attribute score to fall below 3 or exceed 18 during game play. However, attribute scores for characters that fall outside of this range are rare, and are usually associated with monsters, powerful magical items or other entities controlled by the Castle Keeper.

ATTRIBUTE MODIFIERS

Each attribute score has a corresponding modifier that can alter die rolls in the game. The modifier is a number added to (or subtracted from) a roll of the die when a character uses an attribute to take an action, make a saving throw or use a class ability. For example, a character attempting to bend the bars of a prison cell would have their strength modifier applied to the roll. The amount of damage delivered to a foe is likewise affected by the attribute modifier. A positive modifier is called a bonus and a negative modifier, a penalty. Higher attribute scores have higher bonuses, and lower attribute scores have larger penalties. So, whether fighting a nasty troll, a hungry wyvern or avoiding the gaze of a gorgon, attribute modifiers play a decidedly important role in the game.

PRIMARY & SECONDARY ATTRIBUTES

There are two types of attributes: primary and secondary. Primary attributes are those physical or mental abilities in which a character is particularly well trained or very experienced in using. Secondary attributes are those the character uses with only average skill. A player selects the character's primary attributes after choosing a class and race.

Human characters have three primary attributes. Demi-human races (dwarf, elf, gnome, half-elf, halfling and half-orc) have only two primary attributes. Each class has one primary attribute associated with it that cannot be changed. The player selects the others. So, a human character receives one primary attribute designated by the class and the other two are selected by the player. If playing a demi-human character, the player can select only one additional primary attribute. For example, the primary attribute for the ranger class is strength. If the player chooses to play an elf ranger, they select one of the five remaining attributes as the other primary attribute. If it were a human ranger, the player would select two more primary attributes rather than just one. The remaining attributes are considered to be secondary.

ATTRIBUTE CHECKS

As mentioned before, the distinction between primary and secondary attributes is important. Almost all non-combat actions in **Castles & Crusades** for which the Castle Keeper

deems a roll is necessary to determine success or failure are resolved by an attribute check.

Every check has an associated attribute. Whenever one of these checks is made a d20 is rolled by the player. Attribute modifiers are added to this roll, as is the character level if applicable, which it almost always is. If the result is equal to or greater than a number generated by the Castle Keeper, called the challenge class, then the attribute check is successful.

The challenge class is a number generated by the Castle Keeper that represents the degree of difficulty for performing that action. The challenge class is generated in two steps. The first is ascertaining the challenge base. This is determined by whether or not the associated attribute is a primary or secondary one. If the associated attribute is a primary attribute, the challenge base is 12 and if it is a secondary attribute, the challenge base is 18. Next, the Castle Keeper adds or subtracts the challenge level to the challenge class. The challenge level represents the degree of difficulty the Castle Keeper believes appropriate for the action being taken. This usually ranges between 0 and 10, but can go higher. The sum total is the challenge class, and the player must roll higher than that to successfully perform the action.

Example

A 3rd level elf ranger with a 15 wisdom as a primary attribute attempts to track a pair of wily kobolds through a mountain pass. The player rolls a d20 and adds the ranger's level (+3), attribute modifier (+1) and racial bonus (none) to the roll. If the number generated is equal to or higher than the challenge class determined by the Castle Keeper, the attempt is successful and the ranger is able to track the kobolds to their secret lair. The challenge class is the combination of the challenge base (12) and the challenge level (assume a 3 as the trail is a few days old) for a total of 15. The player rolls a 13 and adds 4 for a total of 17. This is greater than the 15 necessary so the ranger successfully tracks the kobolds to their dark and foreboding lair atop craggy hill.

A more thorough discussion of the rules and use of checks, called the **Siege Engine™**, is located in the Castle Keeper's section of the rules (see **Attributes and the Game**). While building the character, keep in mind that checks involving the use of a primary attribute are far more likely to be successful than checks involving secondary attributes.

ATTRIBUTE MODIFIERS

1	2-3	4-5	6-8	9-12	13-15	16-17	18-19
-4	-3	-2	-1	0	+1	+2	+3

CLASSES



The character classes each represent a broad archetype. Although each character of a particular class is bound by certain similarities, players should utilize the archetype template to build a unique character and create a unique persona. The class describes a character's capabilities in the game, and reflects only their chosen profession, training and way of life, not who they are as an entire person. Each player chooses a class that best applies to the hero they wish to create and play in the game. From this, the player creates the personality and traits that define the rest of the character. There are many types of character classes:

BARBARIANS live outside the civilized world. Neither ignorant nor savage, they are, rather, a people who relish freedom, actively despising the urbane for allowing the beliefs of society to codify their behavior.

BARDS are found in all cultures and societies. Through song, oration and action they inspire, pass on knowledge of history and tradition and influence the beliefs and behavior of others.

CLERICS are spiritually bound to a deity. They are usually members of religious orders, though some choose to live as wandering hermits. They wield the magic of the divine and, fortified with the armaments of war, become powerful emissaries for their causes.

DRUIDS are called to a primeval spirituality. They turn to the world shaped by nature, and not men, for their guidance and wisdom. Often unconcerned with the needs of man, they simply follow the principles of the natural order.

FIGHTERS are brave warriors who take up arms to meet their foes in the crucible of battle. Fearless, they don themselves in the accoutrements of battle, relying upon their superior martial skills to overcome obstacles.

ILLUSIONISTS study the arcane and the nature of man and beast, using powers of oration and sorcery to twist the minds of those around them. They conjure manifestations and dreams, making the unreal real to all but the canniest of observers.

KNIGHTS are members of warrior-castes. As born leaders, they use their social standing, charisma, gallant actions and honorable codes to set the tone of behavior for those around them. Through their actions, they often inspire people to great deeds.

MONKS are warriors who primarily rely upon the strength of their bodies and willpower for survival. They are deadly combatants, having honed their bodies into lethal weapons.

PALADINS are the holiest of warriors, living lives of purity and good while serving the religious precepts of their deity. They are dreaded by their foes for they serve as the martial arm of religious justice.

RANGERS are a lonely breed, expert at surviving in the untrammelled places of the world and devoting themselves to protecting civilization from the depredations and incursions of creatures of evil intent.

ROGUES rascallions and the like make their living through nefarious and occasionally dastardly deeds. Living on the ethical edge and spending much of their lives avoiding harsh justice, these fearless villains are found in all walks of life.

WIZARDS delve into the mysterious worlds of the arcane and wield magic like a weapon. They are often possessed of an overwhelming thirst for knowledge and, as often as not, power.

ASSASSINS, MULTI CLASSING, CLASS & A HALF

Castles & Crusades encourages you to push the boundaries of your imagination, to adapt the game to your playing style and make it your own. The nature of the class may evolve and the type of class you want to play as well.

ASSASSINS are stealthy and cunning, expert killers who rarely have motives beyond the collection of payment for a job well rendered. Although not always evil, they are typically indifferent to any suffering and pain they cause.

MULTICLASSING/CLASS AND A HALF combine the skills, with some limitations, of two classes into one, allowing the player to create their own archetype.

The class descriptions define the parameters and abilities of each class. It may be beneficial for a player to consult other chapters for details about saving throws, combat or spell use before selecting a class. Each class description includes many features: the prime attribute, hit points, disposition, weapons allowed and other aspects of the class. Most of the information needed by players is in this section. Familiarization with the class and its features is essential to playing the class well.

CLASSES AND THE CASTLE KEEPER

Before choosing a class, consult with the Castle Keeper. The type of adventure or the environment in which it occurs may help with this decision. For instance, if the CK plans a game set in a dungeon environment, it would be disadvantageous to play a steppe barbarian. The CK should consider creating an adventure according to the classes chosen by the players. For example, if a player decides to play a rogue who is the scion of a wealthy family and decides that this rogue enjoys pilfering the treasuries of family acquaintances, then planning an adventure in a dungeon atop a remote mountain wouldn't work out too well.

Maintaining a constant dialogue between the Castle Keeper and the players is important to an enjoyable game of **Castles & Crusades**. The Castle Keeper bears an awesome responsibility in the role of entertainer. To manage this, the players and the CK should come to an understanding prior to play to ensure that everyone's needs are met to the greatest degree possible. The CK is also responsible for ensuring that the players are playing their classes properly, and for helping players choose a class that best fits the type of adventurer they envision.

CLASSES

CLASS DESCRIPTION TERMINOLOGY

PRIME ATTRIBUTE: There is one prime attribute designated for each class. If the character is human, the player is allowed to choose two more prime attributes for that character for a total of three. All other races allow the player to choose only one more prime attribute for a total of two.

HIT POINTS (HP): This is the die type rolled, at each level, for the character's hit points. The constitution modifier is added to, or subtracted from, the result whenever hit points are rolled. The results are cumulative, so a **5th level** barbarian has 5d12 hit points.

BONUS TO HIT (BtH): This is the modifier that is added to a "to hit" roll when making a melee or missile attack.

DISPOSITION: The suggested disposition for the class.

WEAPONS: All members of the class are proficient in the use of every weapon on this list. If a character uses a weapon that does not appear on this list, the character suffers a -4 penalty on all "to hit" rolls with that weapon.

ARMOR: All members of a class are proficient in the use of every armor type on this list. Several classes have restrictions on the type of armor they can wear. **Class Reference Table: Armor, Shields, Helms** is supplied below as a quick reference for all of the classes.

Armor use restrictions reflect that class archetype's background, training and experience and the limitations of it. A character may wear any armor, but if the armor type does not appear in the list for their class, the character may not be able to use all of their class abilities while the armor is worn, unless the description of the ability states otherwise.

CLASS REFERENCE TABLE: ARMOR, SHIELDS, HELMS

Class	Armor	Shields	Helms
ASSASSIN	Leather, leather coat, padded (and see class)	Small, pavis	Leather coif
BARBARIAN	Any	Any	Any
BARD	Breastplates, chain shirt, cuir bouille, greek ensemble, hide, laminar leather, leather, leather coat, padded, ring mail, studded leather	Small, medium	Basinet, casquetel, chainmail and leather coif, normal helm, pot helm, war hat
CLERIC	Any	Any	Any
DRUID	Cuir bouille, laminar leather, padded, leather, leather coat, hide	Any wooden	Leather coif
FIGHTER	Any	Any	Any
ILLUSIONIST	None	None	None
KNIGHT	Any	Any	Any
MONK	None	None	None
PALADIN	Any	Any	Any
RANGER	Breastplates, chainmail hauberk & shirt, cuir bouille, greek ensemble, leather, chain coif, leather coat, padded, ring mail, scale mail, studded leather	Small, medium, pavis	Benin, casquetel, chainmail and leather coif, norman and pot helm, war hat
ROGUE	Leather, leather coat, padded (and see class)	Small, medium, pavis	Leather coif, war hat
WIZARD	None	None	None

Example

The rogue Felthing has grown up on the streets of Margleburg and has never worn any armor other than leather and padded. When Felthing puts on his first set of full plate mail, it is likely that a certain amount of discomfort and restriction would hamper Felthing's ability to pick a pocket.

This does not mean that the rogue would be unable to wear plate mail, but that Felthing may suffer a penalty when using any of his Rogue class abilities while wearing it. Likewise, if a wizard wears any armor, they cannot cast spells.

In some cases wearing armor that does not appear in the list only limits the use of certain class abilities. The barbarian, ranger, rogue and assassin have variable effects as described in their class descriptions.

ABILITIES: This is a list of abilities possessed by the class. Explanations are contained in the text for each class. An attribute in parentheses indicates that using the ability requires an attribute check. Depending on how the player sets up their character, it may or may not be a primary attribute.

LEVEL: Characters advance in levels as they gain experience. Their abilities, and their capacity to perform them, also increase.

EXPERIENCE POINT PROGRESSION (EPP): This table lists the amount of experience points needed to gain each level. For example, a fighter needs 17,001 experience points to reach **5th level**.

BARBARIAN

PRIME ATTRIBUTE: Constitution

HIT POINTS: d12

DISPOSITION: Any

WEAPONS: Any

ARMOR: Any



Level	HP	BtH	EPP	Check	Abilities
1	d12	+0	0	None	Combat Sense: +2 bonus to surprise checks and halves an attacker's back attack bonus.
				None	Deerstalker: outdoor survival skills, determine direction, find shelter and food, climbing and swimming.
				Constitution	Intimidate: -2 to 1 opponent's combat rolls, attribute checks & saves.
				None	Primeval Instincts: immediate action gains +4 to any physical checks.
2	d12	+1	2,101		
3	d12	+2	4,701	Constitution	Intimidate: -2 to 2 opponents' combat rolls, attribute checks & saves.
4	d12	+3	9,401	None	Whirlwind Attack: attack two opponents of up to half the barbarian's level.
5	d12	+4	20,001		
6	d12	+5	40,001	Constitution	Intimidate: -2 to 4 opponents' combat rolls, attribute checks & saves.
				None	Whirlwind Attack: attack three opponents of up to half the barbarian's level.
				None	Primeval Will: when wounded gain an immediate 12 hit points.
7	d12	+6	80,001		
8	d12	+7	170,001		
9	d12	+8	340,001		
10	d12	+9	600,001	Constitution	Intimidate: -2 to 8 opponents' combat rolls, attribute checks & saves.
				None	Whirlwind Attack: attack four opponents of up to half the barbarian's level.
				None	Ancestral Calling: give hit points to allies.
11	+5 HP	+10	800,001		
12	+5 HP	+11	1,000,001		

DESCRIPTION

Beyond the walls of cities and towns, and well beyond the bounds of civilization, dwell the barbarians. From windy steppes to mountain tops, from deep jungles to arid plains, barbarians live in freedom, a part of the world around them rather than a slave to it. Banded together in family clans or tribal nations, barbarians are a free people ruled by strength and custom alone, subject to no state or empire. They judge others by their actions and deeds. To them deeds of valor are held in the greatest acclaim.

To a barbarian, "civilization" defines weakness.

ARCHETYPE

Barbarian characters are fearsome warriors, closer to the primordial life than are most others. They are fearlessly reactive, trusting that only through bold and decisive actions are the fates confounded. Barbarians rely upon their individual skills and instincts to carry them through difficult tasks or demanding ventures, drawing upon their primeval instincts and powers to

overcome foes. They are fearless in their own belief that their strengths are unconquerable.

The supernatural dominates their culture and they see magic in many things. They are able to tap into the supernatural world and often do so in the guise of charms, totems and the like. Conversely they will never rely upon it. Ever. Magic is a luxury even as are the soft cushions and colored wines that besot the men and women of cities and towns. It is a sign of weakness. At their core the barbarian is a primordial creature who believes that only their natural powers, abilities, and instincts stand between them and a miserable fate or cowardly death.

Barbarians are born and raised in the wilder lands, outside the influences of civilization. They are found in every climate and every terrain, and have an acute knowledge of the environment in which they are raised. They possess a general knowledge of its weather patterns, the resources that are available, whether plant or animal, the seasonal challenges and the various dangers posed. This knowledge is second nature to them and allows them to survive the rigors of life in the wilderness.

CLASSES



Living in the wilds and at the whims of uncaring nature takes great fortitude, inuring barbarians to the physical demands of this life, so that they persevere through its inflictions and its pains with steely determination. Possessed of a staggering constitution, they are capable of absorbing damage that would kill their more civilized cousins.

PURPOSE

Neither ignorant nor savage, barbarians are masters of their destiny. A barbarian's self-reliance and solitary nature however, does not lead them to abhor the company of others. They may be insular and suspicious of outsiders, but when a barbarian comes to trust others and call them friend, no stronger ally can be found in all the world.

Barbarian adventurers are generally free of the bonds and fetters that tie down most peoples, even their brethren in

their own tribal nations. Above all else, barbarians value their independence and often maintain their own codes or beliefs. Many have died from voicing opposition to tribal leaders, but are respected all the more, for they spoke or acted upon their beliefs. This cultural background fosters a willful nature and temperament that many view as chaotic and ill disciplined. Barbarians value the wind in their hair and victory in battle over their enemies.

WEAPONS AND ARMOR

Utilitarian by nature, most barbarians rarely carry more than necessary and accumulate little in the way of treasures and properties – preferring instead cold steel blades, light armor, and items of little bulk.

ABILITIES

Combat Sense

A barbarian has an uncanny sense for the presence of foes in the immediate vicinity, reducing the effectiveness of surprise, flank and rear attacks against them. Barbarians gain a +2 bonus when rolling a surprise check against foes attempting to surprise them. Also, attackers do not get any bonus when attacking a barbarian from the flank. Similarly, any bonus for back and rear attacks against a barbarian is halved, including special attacks such as the rogue's back attack. Thus, for example, a rogue using the back attack ability against a barbarian gains only a +2 bonus to hit instead of +4.

Deerstalker

This ability comes naturally to all barbarians and covers a wide range of survival skills. In short it is their natural ability to endure environments that lesser men would find harsh.

The Deerstalker is able to forage off the land, finding shelter, food, and water for themselves, start a fire, and determine direction. As long as adequate food, water, and shelter sources are present in the environment, a barbarian can find these resources without the need for an attribute check. This requires 1d6+2 hours of hunting, foraging, building, and gathering. They can do this only for themselves. A barbarian can start a fire in 1d10 minutes by natural means, as long as the needed materials are available. A barbarian also can determine true north in relation to the character, as long as they are in a wilderness environment.

With the deerstalker ability barbarians are capable of climbing typical natural slopes and inclines, such as a steep, rocky hillside cliff, without the need to make an attribute check. Barbarians can ford and swim typical rivers and bodies of fresh water. When climbing or swimming, the barbarian moves at one-half normal movement. When climbing or swimming a barbarian cannot wear armor weighing more than 25 lb, and must set aside any accoutrements that weigh over 25 lb or are unusually encumbering.

Intimidate (Constitution)

Barbarians offer an imposing display of ferocious raw power. They instinctively realize that victory lies in the wine-besotted, soft demeanors of their foe and that brute force works best when combined with overwhelming terror. Barbarians are able to project themselves as this brutal, terrifying force. Whether through sheer force of will, or savage decorum, a barbarian is able to strike fear into and intimidate their opponents.

In order for this to occur, the barbarian must declare their intent to intimidate their opponents prior to initiative being rolled and they must make a constitution check. If the constitution check is successful any creature equal to or lesser than the barbarian's level within 15 feet suffer -2 to all rolls, including but not limited to initiative, attack, damage and attribute checks.

It has a 15 foot radius area of effect. Intimidate is usable only once per combat encounter. At **1st level**, a barbarian can intimidate one creature. The number of creatures intimidated increases with level as follows: up to 2 creatures at **3rd level**, up to 4 creatures at **6th level**, up to 8 creatures at **10th level**, and up to 16 creatures at **15th level**.

The intimidation ends for an individual creature the moment the barbarian fails to strike that specific creature. All other creatures remain intimidated.

Primeval Instincts

Barbarians are able to tap into a strength that goes beyond the physical and gives them a fearless edge. This strength is primeval in its nature, driven by instincts that are closer to those of animals than men. Under difficult circumstances they tap into this primeval instinct in attempting Herculean tasks. This ability is only accessible if the barbarian throws themselves at the challenge, whether in the beginning of the round or as a last ditch effort. Any move on the character's part to flee, hesitate, or to debate the action, immediately negates the primeval instincts and the barbarian cannot act upon them or use them to overcome the action.

When using this ability, if the physical action is of such difficulty that the Castle Keeper requires a physical attribute check (strength, dexterity, or constitution), the barbarian gains a +4 to the check. The barbarian cannot use this ability if they are wearing armor weighing more than 25 lb, or has fled from the challenge. It is important to note that even if the situation is a last ditch effort, if the barbarian has fled previously, they cannot use primeval instinct.

This ability also allows the barbarian to hold their breath for a long period of time, run long distances, and survive longer in extreme temperatures and weather conditions. None of these abilities require an attribute check. Instead, they are limited in duration. Barbarians can hold their breath for a number of rounds equal to their constitution score. Barbarians can survive in extreme environments, temperature, and weather conditions for one day more than a normal person could do so. And, a



barbarian's great fortitude allows them to run long distances without tiring easily. When calling upon this inner fortitude, the distance a barbarian can travel in a day is doubled.

Whirlwind Attack

At **4th level**, a barbarian's combat sense and athleticism merge in a fearsome and deadly ability. With this ability, the barbarian can combat multiple enemies surrounding them. The barbarian must announce use of the ability before attacking and they cannot retreat before using it. The whirlwind attack is usable only once per combat encounter and replaces their normal combat action. When used, the barbarian gains an attack roll against two opponents as long as those enemies are within 5 feet or less of the barbarian and possess no more than one-half of the barbarian's level. For example, two second level fighters attempt to jump a barbarian in an alley; the barbarian may make a whirlwind attack, gaining one attack against each of the fighters. The number of foes subject to the whirlwind attack increases as the barbarian rises in levels. At **6th level** the barbarian can attack up to 3 opponents, and at **10th level** a barbarian can attack up to 4 opponents. The ability does not progress beyond **10th level**.

CLASSES

Primeval Will

At **6th level**, a barbarian's stoic nature increases their longevity on the battlefield. When fighting a hard pressed combat with mounting wounds the barbarian can call upon this ability. To use the ability, the barbarian's hit points must be reduced to a specific number, as follows: 12 hit points or less at levels 6-9; 18 hit points or less at levels 10-14; and 24 hit points or less at levels 15 and up.

When battle or circumstances reduce a barbarian's hit points to the specified number of hit points or less, the character can use this ability to immediately gain an additional 12 hit points. Damage inflicted after the barbarian activates the ability is first absorbed by the 12 hit points granted by primeval will. The additional hit points last only for the duration of the combat. When the effects of the ability wear off, the barbarian must remove any hit points remaining from the 12. The ability can be used only once per day.

Primeval will grants an additional, unique ability as well. It can save the barbarian from an attack that would normally strike the character dead or unconscious. If a barbarian suffers damage such that reduces the character to zero or negative hit points before the barbarian can use this ability, it automatically activates and imparts an additional 12 hit points. If the

additional hit points raise the barbarian character's total hit points to 1 or more, the barbarian may keep fighting. Note that if a blow strikes the barbarian and reduces their hit point to -10 hit points or beyond, the primeval will ability cannot save the character. Also, removal of these hit points cannot reduce the barbarian beneath 1 hit point.

Ancestral Calling

At **10th level** a barbarian's reputation and prestige allows them to call upon others to fight alongside the barbarian with heightened ability. The affected creature gains hit points equal to the maximum of one extra level for the creature. For example, an affected fighter would gain an additional 10 hit points. The ability affects a number of creatures equal to twice the barbarian's level. The ability only affects creatures equal to or lesser than the barbarian's level. The effect lasts for no more than one day, or until completion of a specific task, or as long as the Castle Keeper allows. The barbarian can only use this ability once per week and it cannot be used in conjunction with another barbarian's use of the same ability. It is important to note that this ability does not affect morale nor is it based upon a barbarian's charisma. Instead, it is the barbarian's force of will and reputation that causes those around them to heed their call and rise to the task set before them.



BARBARIAN 13*

These warriors of the primeval world become titans whose philosophy of blood and iron straddles the world of the civilized and barbaric. These men channel an ever-greater power of raw force. In worlds where magic governs so many aspects of the balance, the barbarian's power often falls upon the magical world like an unrivaled force of nature.

Iron Sinews

Magic falters as the barbarian batters it down with their unbridled power. The barbarian's constitution bonus compounds the force of their blows, allowing them to wield normal weapons as if they were magical. At **13th level**, the barbarian can, with a non-magical weapon, strike a creature requiring magical weapons to be hit. The barbarian's constitution modifier serves as their magical threshold bonus, so they can only hit creatures within their modifier's bonus range. For instance, a barbarian with a 15 constitution could use a non-magical weapon to strike any creature requiring a +1 or better weapon to be hit; however, the constitution bonus is not high enough to allow them to hit creatures requiring a +2 or better weapon to be hit.

Constitution Bonus

At **15th level**, the barbarian's mastery of their own will and primeval force increases their constitution by 1 point.

Force of Nature

The barbarian's core beliefs are rooted in the animal world, where instincts often override reason, particularly the instinct to survive. The primordial spirit overrides all thoughts of suffering or pain and drives the barbarian to struggle against

even impossible odds. This struggle to survive knows no odds and situations do not arise where hopelessness or fate factor into the narrative of life. The barbarian is very blessed, and no matter the source of the power displayed against them, their primeval instincts fight on in situations where even reason yields. Over time, these instincts evolve into a natural spell resistance. Beginning at **16th level**, the barbarian gains a natural SR of 2 (or, if the barbarian already possesses an SR, gains a bonus of +2 to SR). For every three levels thereafter, the barbarian gains an additional +1 to SR. At **19th level** the barbarian has an SR of 3. At **22nd level** SR improves to 4.

Warlord

The road of adventure brings spoils of many kinds, not the least of which is reputation. At **20th level** a barbarian's reputation resonates throughout the many lands of their conquests. If opportunity presents itself, the barbarian can call up an army of 10-100 **1st level** barbarians. These barbarians have AC 13 and are armed with swords or axes. For every 20 barbarians, there is one **3rd level** barbarian. The barbarian must call up the army in an area where the local communities know their name and their deeds. Furthermore, the area must have a population of 500 for every 10 men called up. These men fight for up to 30 days without pay, requiring only food and water. After that time, the army disbands, unless the barbarian compels them to remain through payment.

The barbarian can normally only use this ability once per month. At the Castle Keeper's discretion, it may be used more often but many circumstances affect the outcome of the call. For instance, a barbarian who calls up an army and subsequently leads it to disaster may find it more difficult to call up another band later. Repeated failures lead to the loss of this ability until the barbarian regains their reputation.

Level	HP	BtH	EPP	Check	Abilities
13	+5 HP	+12	1,200,001	None	Iron Sinews: can use a non-magical weapon to strike a creature requiring a magical weapon to hit.
14	+5 HP	+13	1,400,001		
15	+5 HP	+14	1,600,001	None	Constitution Bonus: the barbarian gains 1 point of constitution. Intimidate: -2 to 16 opponents' combat rolls, attribute checks & saves.
16	+5 HP	+15	1,800,001	Constitution None	Force of Nature: gain a natural SR 2 or +2 SR.
17	+5 HP	+16	2,000,001		
18	+5 HP	+17	2,200,001		
19	+5 HP	+18	2,400,001	None	Force of Nature: gain 1 point of SR.
20	+5 HP	+19	2,600,001	None	Warlord: gain 10-100 1st level barbarian followers. For every 20 there is one 3rd level .
21	+5 HP	+20	2,800,001		
22	+5 HP	+21	3,000,001	None	Force of Nature: gain 1 point of SR.
23	+5 HP	+22	3,200,001		
24	+5 HP	+23	3,400,001		

CLASSES

BARD

PRIME ATTRIBUTE: Charisma

HIT POINTS: d10

DISPOSITION: Any

WEAPONS: Broadsword, bows, club, dagger, dart, hand axe, hammers, javelin, longsword, rapier, scimitar, short sword, sling, spear, staff

ARMOR: Breastplates, chain shirt, cuir bouille, greek ensemble, hide, laminar leather, leather, leather coat, padded, ring mail, studded leather

ABILITIES: Decipher script, exalt, legend lore, fascinate, exhort greatness



Level	HP	BtH	EPP	Check	Abilities
1	d10	+0	0	Intelligence Charisma Charisma	Decipher Script: decipher unfamiliar writing. Exalt: inspire companions by exaltation. +2 to any one attribute check. Legend Lore: check specific fact or event.
2	d10	+1	1,501		
3	d10	+2	3,251		
4	d10	+3	7,501	None	Fascinate: fascinate two creatures, three times a day.
5	d10	+4	15,001	None	Fascinate: charm humanoid a fascinated creature.
6	d10	+5	30,001	None Charisma	Fascinate: fascinate four creatures. Exalt: inspire companions by exaltation. +3 to any one attribute check.
7	d10	+6	60,001		
8	d10	+7	120,001	None	Fascinate: implant suggestion into fascinated creature.
9	d10	+8	240,001	None	Exhort Greatness: companion gains +2 to hit and 2 temporary levels.
10	d10	+9	450,001		
11	+4 HP	+10	625,001	None	Exhort Greatness: 2 companions gains +2 to hit and 2 temporary levels.
12	+4 HP	+11	800,001	None Charisma	Fascinate: attempt antipathy/sympathy on fascinated creature. Fascinate up to 10 creatures. Exalt: inspire companions by exaltation. +4 to any one attribute check.

DESCRIPTION

Every age and people has a voice. That voice finds its measure in story, expressed in legend, tale, song, poem, battle cry or speech. From wild barren steppes to the frozen lands at the tips of the world, from taverns to town squares, and from city streets to imperial residences, there are those blessed with the ability to artfully weave story and legend, moving the heart to great feats. In recounting epic deeds of ages past, bards inspire listeners to greater deeds as if by magical incantation. They captivate hearts, cause tears to flow, and invigorate individuals and crowds. These storytellers are historians and lore masters with oratorical skills guided by the muses. Some are powers behind thrones, weaving future events through tales of the past. Others are the backbone for troops of soldiers, inspiring courage in times of distress. But the most renowned are the warrior-poets, whose adventures and escapades are legendary. These ply their skills across the wide world, and are known as bards.

ARCHETYPE

Bards can lead by example or deed, but they primarily influence others with story, art or argument. Their skill of recitation borders on the magical, so much so that they are often able to charm listeners with their tales. Many also possess training in feats of arms, whether intentionally acquired for a greater poetic understanding of valor and mortal combat or learned accidentally when they have found themselves in dire straits and amongst dangerous foes.

PURPOSE

Bards possess artistic skills that are needed to convince an audience that what they see is more than what is shown. They gain access to the various strata of society, both low and high, walking among them to acquire knowledge and power. The bard pays heed to the moods and tales of all, whether noble or villain, realizing the importance of even the meanest of peoples. They are skalds, minstrels, troubadours, lore masters, poets, chroniclers, schemers, sages, musicians and orators, blending fact and fiction to great effect.

Whether weaving tales or delivering odes, bards can effect changes in individuals and small groups, inspiring them to great deeds in combat or to humble behavior. They give voice to history, and weave tales establishing ethics and morals, reinforcing the frameworks of societies. They possess a tremendous knowledge of events great and small, of legends and the nature of magics. Most bards teach much of what they know, but all bards keep some knowledge to themselves, considering it a source of power and prestige only to be dispensed with in the most extraordinary of circumstances.

The bard's role as historian and storyteller requires a bending and twisting of fact and a weaving of fiction to tell their tales well. They must be free of mind and spirit, with agile and active imaginations. Bards are not bound by the often moribund and strict interpretations of academics and others who depend on the separation of fact and fiction.

Though bards are known to inspire others to greater deeds, their lifestyle often leads them into conflict and combat, where they often perform deeds of valor. In life they prefer not to be encumbered by worldly goods. They rarely take up permanent residence and are generally ready to move on. Usually, their most prized possessions are the instruments they carry, scrolls with great tales writ upon them, or items to which they have attached great value and through which they recall legends and tales.

WEAPONS AND ARMOR

Because they do not shy away from battle, a bard often loves to live the life of their song's subjects, a bard uses armor that suits their needs and the regions they are traveling through.

ABILITIES

Decipher Script (Intelligence)

Bards often need to decipher and interpret legends and secret writings to acquire more knowledge. This ability allows the bard to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. If the check succeeds, the character understands the general content of a piece of writing. It takes ten minutes to decipher each page of a script. A decipher script check may be made only once per writing. A bard may use this ability to decipher and then use an arcane scroll, as a wizard or illusionist would, if a successful check is made at a penalty of -10. This ability may not be used to decipher divine scrolls.

Exalt (Charisma)

This is the bard's ability to inspire companions and listeners, allowing them to surpass their normal level of performance. Some bards invoke this ability through song and music, while others do so through oration, battle cries or sheer acting and demeanor. With a successful attribute check, a bard can help allies succeed at a task. The ally gets a +2 bonus on any action



requiring an attribute check, including class ability checks, saving throws and standard attribute checks. This ability does not affect attack rolls. The allies must be able to see and hear the bard, and must be within 60 feet. The Castle Keeper may rule that certain uses of this ability are infeasible. The bard can use this ability once per day per level, and can maintain the effect for a number of rounds equal to the bard's level. The bard can take other actions while using this ability, unless the Castle Keeper rules otherwise. As the bard rises in levels, the bonus imparted increases as well. It rises to +3 at **6th level**, +4 at **12th level** and +5 at **18th level**.

Legend Lore (Charisma)

Bards are lore masters of myth and archaic knowledge. With a successful attribute check, a bard gains or remembers some relevant information about local notables, a legendary item, a noteworthy place or any other relevant bit of information. Gaining the information may entail speaking to local inhabitants and/ or doing research. The information might prove useful in diplomacy, entertaining, or otherwise influencing others. The ability also might impart a full or partial understanding of local or secret languages, including rogue's cant, the secret druidic language or ranger signs.

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The check will not reveal the powers of a magic item, but may give a hint to its history, general function or activation. The Castle Keeper gauges the challenge level of the check based on whether the knowledge is:

Common: Common gossip, information, etc. known generally around the area, talked about in taverns, of which most people have some knowledge.

Uncommon: The is knowledge known only by a few, such as the tavern keeper, priests, sages, etc.

Obscure: Like uncommon knowledge but lore that is rarely discussed and rather archaic.

Extremely Obscure: Lore that few have ever had access to and fewer still have access to. Those steeped in lore may know it, such as a sage or wizard.

FASCINATE

At **4th level**, a bard gains the ability to place one or two creatures into a trance. The creatures to be fascinated must be able to see and hear the bard, and the bard must also see the creature. The creatures must be able to pay attention to the bard. The distraction of a nearby combat or other danger will prevent the ability from working. The Bard can use music, poetry, chanting, speech, whistling, playing an instrument or any combination of the above to produce the intended effect on the creature, as long as some verbal performance is included. Bards can use this ability three times per day, and can maintain the effect for a number of rounds equal to their level.

When a bard uses this ability, the target makes a charisma saving throw to resist the bard's spellsong. If the saving throw fails, the creature sits quietly and listens to the bard for up to the full duration of the effect. While using this ability, a bard must concentrate, as if casting or maintaining a spell. While fascinated, the target is treated as if prone and also suffers a -4 penalty to all saving throws and a -5 to armor class. If the creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. Any threat that is obvious to the fascinated creature, such as the casting of a spell, drawing of a sword or aiming of a weapon automatically breaks the effect.

As the bard rises in levels, the power of the fascination increases as well, allowing the bard to further influence the listener through suggestion. These specialized uses of the fascinate ability can only be performed on creatures who are under the influence of the bard's fascinate ability. At **5th level**, a bard may attempt a *charm humanoid* on a fascinated creature. At **8th level**, a bard may attempt to implant a *suggestion* into a fascinated creature. At **12th level**, a bard may attempt *antipathy/sympathy* on a fascinated creature. At **18th level**, a bard may attempt a *suggestion in area* on fascinated creatures. In each case, the creature receives a saving throw to attempt to resist the spellsong.

As the bard gains experience, the number of creatures that can be affected by the fascination, or one of its specialized uses, increases. The number of creatures is equal to two fewer than



the level of the bard. A **4th level** bard can fascinate 2 creatures, a **6th level** bard can fascinate 4 creatures, and a **12th level** bard can fascinate 10 creatures.

Exhort Greatness

At **9th level**, a bard can inspire greatness in one other creature. The bard can inspire greatness in one person for every two levels. At **11th level** they can inspire 2 people, at **13th level** 3 people and so on. They must use their voice or instrument to inspire. The creature to be inspired must be able to hear the bard, and must be within 30 feet for the effect to take place. Any exhorted creature that remains within hearing of the bard's voice or music gains temporary hit points and bonuses to their attack. This effect lasts for one minute, or six rounds, at **9th level**, and the duration increases by one additional round for every level beyond **9th**. The creature can move out of the 30 foot radius once the exhortation has begun, but it must still be able to hear the bard at all times.

The target creature gains a +2 bonus on all 'to hit' rolls, and gains temporary hit points as if two levels higher. Apply the creature's constitution modifier, if any, to each bonus hit point roll. The combat section has a detailed explanation of temporary hit points (see **Combat – Hit Points**).

BARD 13*

The bard's abilities of song and lute become only one chord in their mastery of voice, music, and sound, and all their power. Their chords fire the soul of the willing and brandish iron in the minds of the unwary.

Sway Crowd

At **13th level**, the bard's ability to influence others is strong. When they spin tales, whether through their music or voice alone, they can sway all who listen. When the bard uses this ability, anyone listening to them must make a charisma save or be spellbound by their tale or song. The bard simply holds them in rapture, not allowing them to leave their presence so long as they continue to perform. Additionally, the crowd remains held for one round per level of the bard even after they cease to perform. The bard affects up to 20 levels worth of targets at **13th level**. This number exponentially doubles every three levels thereafter, so that bards can charm 40 levels worth of targets at **16th level**, 80 levels at **19th level**, and a 160 levels at **22nd level** and so forth. They can affect any human, demi-human, or humanoid creature with their tales or songs, even if they do not speak the language. The lowest levels creatures are affected first.

Charisma Bonus

At **15th level**, the bard's mastery of their abilities and their recitations of wonder increase their charisma by 1 point.

Words of Power

At **17th level**, the bard's ability with song and music allows them to wound a creature once a day by sending forth a word of power. The target must make a successful charisma save or suffer the effects below as determined by the target's level or levels.

TABLE: WORDS OF POWER

Level	Effect
4 or less	Death
5-7	Paralysis, Blindness, Deafness
8-11	Blindness, Deafness
12 or more	Deafness

Deafness lasts 1d4 rounds. Blindness lasts 2d4 rounds. Paralysis lasts 1d10 rounds, with the subject being unable to move or act in any way. Death results in the target instantly dying, or if undead, being instantly destroyed. The bard cannot strike with normal weapons or use other abilities while doing so because the bard must concentrate on the target, precluding most movement. Being attacked, however, does not interrupt the ability.

At **24th level**, the bard can sing even greater words of power; these words carry the weight of the world's legends, and with such, weave a mist of magic around the bard and those nearby. This potent song offers a barrier against other magic, whether

natural, illusionary, divine, or arcane. The bard can use this ability once a week and there are two variations of use:

First, the barrier acts as an *anti magic sphere*, making the area around the bard, up to a 40-foot radius, impervious to magical effects, including spells, spell-like abilities, magic from most items, and supernatural abilities. The bard must be singing, orating, or playing an instrument for their words of power to take effect. Any magical effect that enters the area must make a successful charisma save at a CL equal to the bard's level or fail.

Second, the words of power erode illusions. On a successful intelligence saving throw, the bard overcomes any illusions present, except those that are components of the illusionist's Magnum Opus ability. The time it takes to destroy illusions is equal in rounds to the original caster's level.

Rally

At **18th level**, the bard's skill offers a cure to fear and disheartening events, and they can rally those who hear their



CLASSES

voice or music. Anyone within earshot of the bard's rallying cry can make a save against any type of fear or morale effects (even if they previously failed the save or morale check), including the pall of dragon fear. The bard may rally once per day, and they must be singing, playing, or talking to rally, and taking no other actions that round. Those who rally do not suffer from fear or morale for one round per level of the bard unless extreme circumstances should weaken the rally's effects.

The CK is the final arbiter of what might constitute "extreme circumstances." Such events might include witnessing the following: the bard's death, the collapse of an allied army, the massive destruction of people or terrain via magic or natural disaster, the arrival of a deity on the battlefield, or the occurrence of some world-shattering event. In such an instance the CK may allow a new save, with possible modifiers, for the rally to remain in effect for its full duration.

Quest

At **20th level**, the bard can use their abilities to lay a quest upon another. The target must make a successful charisma saving throw or have a *geas* placed upon them. This effect acts in all respects as the *geas* spell.

Change Disposition

At **22nd level**, the bard can target and change the disposition of any non-player character. The target must be willing to listen and the process takes time. The bard must be in the company of that person for at least 1 hour per day for a month and be able to communicate freely for that length of time. After one month, the target makes a charisma check at a CL equal to the bard's level. If successful, nothing happens, but if the target fails, the target changes disposition one step (chaotic to neutral, for example, or good to neutral).

This process goes on for as many months as the bard wishes to continue altering the target's disposition. After the desired change occurs, the bard must stay in contact with the recipient, spending at least 1 hour per week with the target. If not, then every week thereafter, the recipient must make a charisma save to break free of the disposition change; if successful, the disposition change slowly fades and the target returns to normal disposition within several months (one gradation per month).

Level	HP	BtH	EPP	Check	Abilities
13	+4 HP	+12	975,001	None None	Exhort Greatness: 3 companions gains +2 to hit and 2 temporary levels. Sway Crowd: hold crowd of up to 20 levels in rapture.
14	+4 HP	+13	1,150,001		
15	+4 HP	+14	1,325,001	None None	Charisma Bonus: gain 1 point of charisma. Exhort Greatness: 4 companions gains +2 to hit and 2 temporary levels.
16	+4 HP	+15	1,500,001	None	Sway Crowd: hold crowd of up to 40 levels in rapture.
17	+4 HP	+16	1,675,001	None None	Exhort Greatness: 5 companions gains +2 to hit and 2 temporary levels. Words of Power: paralyze, blind, deafen or kill enemies with voice.
18	+4 HP	+17	1,850,001	None None None	Exalt: inspire companions by exaltation. +5 to any one attribute check. Fascinate: attempt suggestion in area on fascinated creatures. Rally: allows anyone within earshot to make save against fear.
19	+4 HP	+18	2,025,001	None None	Exhort Greatness: 6 companions gains +2 to hit and 2 temporary levels. Sway Crowd: hold crowd of up to 80 levels in rapture.
20	+4 HP	+19	2,200,001	None	Quest: lay a quest on target that acts as <i>geas</i> spell. Target is allowed a charisma save.
21	+4 HP	+20	2,375,001	None	Exhort Greatness: 7 companions gains +2 to hit and 2 temporary levels.
22	+4 HP	+21	2,550,001	None	Sway Crowd: hold crowd of up to 160 levels in rapture.
23	+4 HP	+22	2,725,001	None	Exhort Greatness: 8 companions gains +2 to hit and 2 temporary levels.
24	+4 HP	+23	2,900,001	None None	Change Disposition: bard can change the disposition of any NPC they meet. Words of Power: Create <i>anti-magic sphere</i> with voice.

CLERIC

PRIME ATTRIBUTE: Wisdom

HIT POINTS: d8

DISPOSITION: Any

WEAPONS: Special, club, crowbill hammer, dagger, light or heavy flail, light hammer, light or heavy mace, morningstar, quarterstaff, war hammer

ARMOR: Any



Level	HP	BtH	EPP	Check	Abilities
1	d8	+0	0	None	Spell Use: the ability to cast divine spells. With a wisdom of 13-15 one extra 1st level spell. With a wisdom of 16-17 one extra 2nd level spell. With a wisdom of 18-19 one extra 3rd level spell.
				Wisdom	Turn Undead: turn or destroy undead monsters.
				None	Weapon Selection: choose special deity weapon if desired.
2	d8	+1	2,251		
3	d8	+1	5,001		
4	d8	+2	9,001		
5	d8	+2	18,001		
6	d8	+3	35,001		
7	d8	+3	70,001		
8	d8	+4	140,001		
9	d8	+4	300,001		
10	d8	+5	425,001		
11	+3 HP	+5	650,001		
12	+3 HP	+6	900,001		

DESCRIPTION

Upon the fields of battle, where good and evil struggle, there stride holy warriors dedicated to the service of a deity, their martial ability enhanced by divine dispensation. They obey the will of the gods, and influence others through faith in their deity's tenets, actions on the field of battle, and by bringing justice or retribution to their foes.

ARCHETYPE

Clerics are warrior-priests. They are religious by nature and can be found in service to a pantheon of deities or eternally bound to serve only one. From their deity or deities, the cleric receives divine powers and act as conduits of the power of their deity upon the planes of men. Yet these powers come at a high cost in service, devotion and loyalty. A cleric's divine connection to a deity is of supreme importance. This spiritual connection allows them to better understand the motives and will of their deity and to more capably and earnestly enact the deity's desire.

PURPOSE

Deities can be of any ethos or morality: from good to evil, and from lawful to chaotic. All of the deities have priests and

devotees who serve and worship them but the cleric is always of like mind and nature as the deity they worship. They never falter in carrying out their duties lest they face the most horrible of retribution and suffer the interminable revenge of an angered and betrayed power.

Clerics who generally act in ways opposed to their deity's disposition and purposes, and who grossly violate the code of conduct expected by their deity, lose the use of all divine abilities and capacities for advancement, wandering alone and cursed until they atone for their wrongs.

WEAPONS AND ARMOR

Typically, though they do not have to, a cleric wields the same weapon or type of weapon favored by the character's deity or pantheon. They do this to better follow the precepts of and emulate their deity. Beyond these, clerics prefer to use those weapons that allow them a better chance to subdue and convert enemies instead of killing them outright. Through this they gain converts and servants to serve them and thence their deity. On the field of battle, where clerics spend much of their lives, they wear any armor necessary to see them through the day and on to victory.

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ABILITIES

Spells

The cleric uses divine magic. The spells available are listed on the cleric spell list. A cleric is limited to a certain number of spells of each spell level per day. The **Cleric Spells Per Day Table** shows the number of spells per day a character of the class may cast. Clerics prepare spells each day through prayer to their deity or deities, followed by contemplation and study.

Bonus Spells

High wisdom indicates a greater divine connection. Clerics with a high wisdom gain bonus spells. If they have a wisdom of 13-15 or higher, they receive an extra **1st level** spell. If the wisdom score is 16-17 or higher, they receive an extra **2nd level** spell and if 18-19 or higher, an extra **3rd level** spell. Bonus spells can only be acquired if the cleric is at a high enough level to cast them. Bonus spells are cumulative.

Example

A **4th level** cleric with an 18 wisdom receives four **0 level** spells, four **1st level** spells and three **2nd level** spells. No bonus **3rd level** spell is acquired until the cleric reaches **5th level**.

CLERIC SPELLS PER DAY

Level	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	3	1								
2	4	2								
3	4	2	1							
4	4	3	2							
5	4	3	2	1						
6	5	3	3	2						
7	5	4	3	2	1					
8	5	4	3	3	2					
9	5	4	4	3	2	1				
10	5	4	4	3	3	2				
11	6	5	4	4	3	2	1			
12	6	5	4	4	3	3	2			
13	6	5	5	4	4	3	2	1		
14	6	5	5	4	4	3	3	2		
15	6	5	5	5	4	4	3	2	1	
16	6	6	5	5	4	4	3	3	2	
17	7	6	5	5	5	4	4	3	2	1
18	7	6	6	5	5	4	4	3	3	2
19	7	6	6	5	5	5	4	4	3	2
20	7	6	6	6	5	5	4	4	3	3
21	7	6	6	6	5	5	5	4	4	3
22	7	7	6	6	6	5	5	4	4	3
23	7	7	6	6	6	5	5	5	4	4
24	8	7	7	6	6	6	6	5	4	4

Turn Undead (Wisdom)

A cleric has the ability to turn, or even destroy, undead monsters. To turn undead, a cleric must declare the attempt as an attack and then make a successful wisdom attribute check. The character must display a holy symbol toward the undead and utter a prayer, chant or other invocation of the character's deity. Turn undead is considered a special attack and takes one round. Turn undead has a maximum range of 60 feet.

Turning undead consists of channeling divine power. The ability to channel divine power is measured by the cleric's own willpower. Accordingly, charisma, not wisdom, affects the number of undead creatures that are turned with a successful turn undead check. In most cases, the number of undead turned

will be 1d12 plus the cleric's charisma modifier. When a cleric is five or more levels higher than the undead being turned, the undead are instead destroyed.

Evil clerics may turn undead or control them. An evil cleric must be at least five levels higher than the undead they seek to control. Evil clerics can also turn paladins.

Turn undead is covered in greater detail in **Turning Undead**.

Weapon Selection

The cleric is only allowed to use certain weapons. They can, if they choose, pick a weapon not found on the class weapon list if it is identical to the major weapon in use by the deity which they worship. If no single deity is worshipped and a pantheon is instead worshipped, weapon selection is limited to the pantheon's major deities or the deity most closely associated with the activities the cleric intends to undertake.

CLERIC 13*

High-level clerics are rare. They are lords and ladies of their deities' wills, and wisdom lies upon the long roads of their careers. In them rests the good or evil of their sect, and they grow to govern it, both literally and figuratively. High-level clerics affect more than the world their feet so readily trod.

Wisdom Bonus

At **15th level**, the cleric's power in their order, life of adventure, and their proven devotion to the deity increase their wisdom by 1 point.

Holy Campaign

Once a cleric gains **18th level**, they can call for a Holy Campaign. For each follower the cleric has, they can raise 1-10 armed adherents with d8 hit points and gather a further 1-100 unarmed adherents with d4 hit points (see **Castle Keepers Guide**) to also follow them on whatever campaign they deem important. The campaign must have a defined purpose, such as overthrowing a rival temple or church, liberating a town from an evil tyrant, assaulting a good church to recover an evil text, besieging a forgotten catacomb to recover a lost relic, etc. The campaign lasts for up to one week per point of the cleric's charisma. In battle, these troops receive a +1 bonus to all checks including combat rolls, with the exception of damage, so long as the cleric is present and still active. The point of this ability is not to create a war-game adventure but to allow the player to call upon an army for a short time to assault an otherwise impenetrable fortress where other adventures can occur and culminating events involving the cleric can happen.

As the cleric advances in levels, the ability to call for a holy campaign increases; at **19th level**, the number of followers doubles, and the bonus increases to +2; and at **23rd level**, it quadruples, with the bonus increasing to +3. For every 20 zero level troops, there will be a **1st level** leader. For every 20 **1st level**

troops, there is a **2nd level** leader, and for every 20 second levels, there is a **3rd level** leader, etc.

The Castle Keeper must manage the details of the holy campaign, because the movement and calling up of troops taxes any society, government, or region. Within the **Castle Keepers Guide** are rules for NPCs, followers, loyalty, morale, and warfare. Please refer to those sections for a general idea on how to manage this ability.

Perfect Recall (Wisdom)

At **20th level**, clerics can recall any previously cast **0 level** cleric spells at will. They must make a successful wisdom check (CL 0) to recall and cast the spell and they can only recall a specific spell once that day. For instance, a cleric who successfully recalls an *endure cold/heat* spell cast earlier may only recall it for one additional casting that day. At **24th level**, clerics can recall any previously cast **1st level** spells at will. They must make a successful wisdom check as with **0 level** spells (CL 0).

Banish (Wisdom)

At **21st level** the cleric gains the ability to banish extra-planar creatures. Banish acts like turn undead and the cleric must make a successful wisdom check to banish the target creature or creatures.



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The banishment drives the target creature from the material plane. It cannot immediately return. For every level of the cleric, the banished creature must linger on the outside for at least 1 day. A 21st level cleric banishes a creature for 21 days, etc. It affects 1d12 minor demons or devils, 1d6 major demons or greater devils, and 1 demon lord or arch devil.

Divine Monolith

At 22nd level, the cleric is such a paragon of the deity that they emanate an aura of holy or unholy energy. The high-level cleric radiates a magic circle in a 20-foot radius that does the following: the cleric is immune to all death attacks, including but not limited to those by spell, item, class abilities, and poison. The cleric gains a +3 to all turn checks within the radius of divine monolith. The cleric gains +2 to all attributes checks and saves. This spell-like ability cannot be dispelled or dismissed, and it has a permanent duration.

Mark of the Saint

At 23rd level, the cleric's order, sect, or deity recognizes them as a saint - no matter the cleric's disposition. The cleric's word becomes law to the faithful. Lower ranking members of the order flock to the saint's side. The saint gains 1d10 followers per point of wisdom. For every 10 followers gathering at the cleric's call, a 1st level cleric heeds the call, as well. When 40 followers have been attracted, a cleric of at least 4th level is also attracted. When 80 followers gather, a cleric of 8th level joins the saint. When over 100 followers have gathered, a 10th level cleric is attracted. The saint must have a church, abbey, temple or some other consecrated site for the faithful to gather, or they lose these followers. These followers are in addition to those mentioned previously, and they are different in that they are of undying loyalty, never question their purpose, and are quite willing and eager to lay down their lives in the name of the sainted cleric.



Sainthood has other benefits, as well. The saint gains additional spells over their standard allotment. Once a week, without recourse to prayer, the Saint can cast heal, cure blindness, and cure disease; and once per day they can create holy water. In addition to these properties, the saint may speak a holy/unholy utterance once per day to drive away evil or good, and once per week they can return the dead to the living realm with resurrection.

Level	HP	BtH	EPP	Check	Abilities
13	+3 HP	+6	1,150,001		
14	+3 HP	+7	1,400,001		
15	+3 HP	+7	1,650,001	None	Wisdom Bonus: gain 1 point of wisdom.
16	+3 HP	+8	1,900,001		
17	+3 HP	+8	2,150,001		
18	+3 HP	+9	2,400,001	None	Holy Campaign: call a holy campaign of 1-100 d8 HP NPCs and 1-100 d4 NPCs. All get +1 bonus on checks.
19	+3 HP	+9	2,650,001	None	Holy Campaign: call a holy campaign of 2-200 d8 HP NPCs and 2-200 d4 NPCs. All get +2 bonus on checks.
20	+3 HP	+10	2,900,001	Wisdom	Perfect Recall: recall previously cast 0 level spell once per day.
21	+3 HP	+10	3,150,001	Wisdom	Banish: banish extraplanar creatures as turn undead.
22	+3 HP	+11	3,400,001	None	Divine Monolith: radiates a 20-foot anti-magic sphere.
23	+3 HP	+11	3,650,001	None	Holy Campaign: call a holy campaign of 4-400 d8 HP NPCs and 4-400 d4 NPCs with 1 st , 2 nd and 3 rd level leaders. All get +3 bonus on checks. Mark of the Saint: gather army, cast heal, restore sight/hearing, and remove malady.
24	+3 HP	+12	3,900,001	Wisdom	Perfect Recall: recall previously cast 1 st level spell once per day.

DRUID

PRIME ATTRIBUTE: Wisdom

HIT POINTS: d8

DISPOSITION: Neutral (any)

WEAPONS: Bows, club, dagger, dart, hand axe, hammers, scythe, sling, sickle, spears, sword (any), staff

ARMOR: Cuir bouille, laminar leather, padded, leather, leather coat, hide



Level	HP	BtH	EPP	Check	Abilities
1	d8	+0	0	None	Spell Use: the ability to cast divine spells. With a wisdom of 13-15 one extra 1 st level spell. With a wisdom of 16-17 one extra 2 nd level spell. With a wisdom of 18-19 one extra 3 rd level spell.
				None Wisdom	Bonus Language: speak druidic language. Nature Lore: find shelter or forage for food and identify species of plant and animal.
2	d8	+1	2,001	None	Resist Elements: gain +2 versus air, earth, fire water, lightening, cold attacks.
3	d8	+1	4,251	None	Woodland Stride: move through thick woodland without impediment.
4	d8	+2	8,501		
5	d8	+2	17,001		
6	d8	+3	35,001	None	Totem Shape: shape change to small or medium animal once per day. Selection permanent.
7	d8	+3	70,001	None	Totem Shape: shape change to small or medium additional animal once per day. Selection permanent.
8	d8	+4	180,001	None	Totem Shape: shape change to small or medium additional animal once per day. Selection permanent.
9	d8	+4	275,001		
10	d8	+5	400,001		
11	+3 HP	+5	525,001		
12	+3 HP	+6	650,001	None	Totem Shape: once a day shape change into large version of previous totem and heal 5d8 damage.

DESCRIPTION

Beyond the confines of walls and city battlements, within the vast expanse of the wilderness areas of the world are many folk who live contented, outside the confines of civilization. Those who push aside material culture to live in harmony with nature often draw upon its forces for spiritual guidance and commune with its spirits. These are the druids, and they offer guidance and wisdom about the order of life and the world, the cycle of life and death, and acceptance thereof. Druids are feared by many, for they call upon powerful elemental and nature spirits, and they can gather great hosts of nature to fight for their causes.

ARCHETYPE

Druids seek to protect the wilderness and its beasts from the encroachments of civilization, lest the order of the natural world be upset. They find the myriad artificial creations of civilized peoples abhorrent, for they believe that reliance upon the unnatural creates people who are weak and dependent upon a material culture. They are fiercely individualistic, and are often found among the barbarian peoples of the world.

PURPOSE

Druids live in harmony with nature, revering its power and beauty. Although they are sometimes termed priests of nature, the druid is much more. They allow nature to determine the fate of its creatures, for good or ill. Some druids revere nature and its elements alone, some promote the beliefs of one or more nature deities, and some bind their animistic faith to a strict code of personal conduct. All are devoted to their life's calling and possess specialized wilderness lore, including knowledge of the animal and plant kingdoms. Their divine dispensations are gifts from the spirits of the wood, rock, water and wind.

Storms rage across the plains, seas thunder against coasts, and the grasses of the wild steppe wave ceaselessly: none knows a motive. Druids must be able to relate to this balance and neutrality in nature. From this closeness to their surroundings, druids possess specialized knowledge of wilderness environments, particularly those in which the druid lives or was trained.

Should a druid cease to revere nature, or ignores their code, the wrath and fury of the spirits of the wild descend upon the errant druid in vengeance.

CLASSES

WEAPONS

A druid may use weapons crafted from nature's raw materials, such as wood, leather, stone and cold-forged metal. Traditionally forged weapons are antithetical to druidism. Some druids prefer to use a weapon identical to that wielded by the deity whom they worship. In war and combat, druids often wield cold-forged pure metal weapons fashioned of beaten iron or copper, but not of beaten steel or bronze.

ARMOR

Likewise, a druid prefers armor crafted from items found in nature, such as leather and wood. They view armors forged by advanced metal-smithing techniques as tainted and impure. These impure items make one dependent upon them and, in consequence, weak.

ABILITIES

Bonus Languages

Druids have a secret language used for communicating with one another. They are forbidden from teaching this language to any but their brethren.

Additionally, if a druid has a high enough intelligence to learn an additional language, the following languages are available to them: aquan, auran, elf, fey, giant, gnome, sylvan and terran. The druid must have lived in or near a community of those whose language they seek to learn.

Nature Lore (Wisdom)

Druids are connected to the forces of nature. They mystically coexist with their environment, gradually becoming a larger part of it. This relationship imparts to them a specialized knowledge of the wilds. The druid possesses knowledge of all plants and animals without fail in the type of environment



where the druid was trained or currently lives. In unfamiliar environments, the druid must succeed at a wisdom check to successfully use this ability.

This identification ability allows the druid to determine the species of a plant or animal and the special qualities or abilities of the species. The druid can detect water contaminated with bacteria, viruses, or other toxins, natural and unnatural. Additionally, druids can find shelter and forage for food. A druid always succeeds in finding basic shelter and enough food for individual daily sustenance. If the druid wishes to support additional people, they must spend 6 hours hunting and gathering to produce enough food and water to feed 2d4 people for a day. If the druid wishes to feed or shelter a larger group of people than the dice indicate, a successful wisdom check is necessary. If successful, the druid must spend an additional 6 hours gathering food to feed and water an additional 2d4 people. A third attempt to gather food can be made. A wisdom check at -4 is made but if successful, another 6 hours of searching can feed an additional 1d4 people. This additional effort allows the druid to gather food and water for up to 5-20 creatures total. The druid can only hunt and forage for food three times per day.

Spells

The druid uses divine magic. The spells available are listed on the druid spell list. Each druid can cast a limited number of spells from each spell level per day. The **Druid Spells Per Day Table** shows the number of spells per day a druid may cast for each spell level. Druids prepare and cast spells by praying for them. This process is covered in greater detail in the **Magic Preparing Spells** section.

Bonus Spells

High wisdom indicates a greater divine or spiritual connection to their deities, so druids with high wisdom gain bonus spells. If the character has a wisdom between 13-15 or higher, they receive an extra **1st level** spell. If the wisdom score is 16-17 or higher, they receive an extra **2nd level** spell and if 18-19 or higher, they receive an extra **3rd level** spell. Bonus spells can only be acquired if the druid is at a high enough level to cast them. Bonus spells are cumulative.

Example

A **4th level** druid with an 18 wisdom receives four **0 level** spells, four **1st level** spells and three **2nd level** spells. No bonus **3rd level** spell is acquired until the druid reaches **5th level**.

Resist Elements

At **2nd level**, druids gain a +2 bonus to saving throws against fire, water, earth, air, cold and lightning attacks.

Woodland Stride

At **3rd level**, the druid can pass through any wilderness area with ease. Natural flora finds no purchase on the druid's flesh, clothes, or equipment, giving away upon contact. Natural obstacles such as briar patches do not impede the druid's movement. There is no trail left behind either as the wilderness seems to brush off the druid's passage as if it were wind. Enchanted vegetation however will impede movement.

Totem Shape

Once the druid reaches **6th level**, they can change their shape into and from that of an animal, small or medium, once per day. This ability operates like the spell *polymorph own person*. Upon attaining this ability, a druid must choose a totem shape. The selection is permanent, and cannot be changed. Each time a druid uses this ability, the character regains 1d4 hit points. At **7th and 8th levels**, the druid gains a new totem shape. Each shape can be assumed once per day. At **12th level**, the druid gains the ability to take the shape of a large version of one of the previously chosen totem forms. This large form can be assumed once per day, and the druid can decide between the three forms each time this ability is used. When assuming the large version of a totem form, the druid heals 5d8 hit points. At **15th level**, the druid can take a totem shape twice per day and at **18th level**, three times per day.

DRUID SPELLS PER DAY

Level	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	3	1								
2	4	2								
3	4	2	1							
4	4	3	2							
5	4	3	2	1						
6	5	3	3	2						
7	5	4	3	2	1					
8	5	4	3	3	2					
9	5	4	4	3	2	1				
10	5	4	4	3	3	2				
11	6	5	4	4	3	2	1			
12	6	5	4	4	3	3	2			
13	6	5	5	4	4	3	2	1		
14	6	5	5	4	4	3	3	2		
15	6	5	5	5	4	4	3	2	1	
16	6	6	5	5	4	4	3	3	2	
17	7	6	5	5	5	4	4	3	2	1
18	7	6	6	5	5	4	4	3	3	2
19	7	6	6	5	5	5	4	4	3	2
20	7	6	6	6	5	5	4	4	3	3
21	7	6	6	6	5	5	5	4	4	3
22	7	7	6	6	6	5	5	4	4	3
23	7	7	6	6	6	5	5	5	4	4
24	8	7	7	6	6	6	6	5	4	4

CLASSES



DRUID 13*

Long journeys in their wilderness domains bring druids into a symbiotic relationship with their environments. They gain greater knowledge of flora and fauna, master the elements, and learn the wisdom of creatures great and small.

Advanced Nature Lore

At **13th level**, this ability allows the druid to expand their knowledge of flora and fauna to cover another region or regional type. Advanced Nature Lore functions identically to the **1st level** Nature Lore ability, except the druid may use any and all abilities of Nature Lore in the new region or regional type, including gathering food. At **21st level**, the druid gains a third area of expertise.

Advanced Resist Elements

This ability functions identically to the **2nd level** resist elements special ability with increased modifiers. At **13th level**, the druid's resist elements modifier increases to +3. This modifier increases to +4 at **18th level** and to +5 at **23rd level**.

Wisdom Bonus

At **15th level**, embracing the indifferent power of nature and learning to channel that power combine to increase the druid's wisdom by 1 point.

Dismiss Woodland Creatures (Charisma)

At **18th level**, the druid gains the ability to dismiss any wilderness creatures falling into the following categories: animal, beast, plant, or vermin. The creatures must be native to one of the regions of the druid's Nature Lore for the druid to be able to dismiss them. To successfully dismiss creatures, the druid must make a charisma check at a CL equal to the total number of levels of creatures to be dismissed. Each day, at no penalty, the druid can dismiss a number of levels worth of creatures equal to 10 plus their charisma bonus. Creatures flee from the druid, leaving the area and not returning until after the druid departs.

Example

Morgana, an **18th level** druid, has a charisma of 17. Charisma is not a prime attribute for Morgana. She encounters two owlbears (level 5) destroying a field she particularly enjoys lounging in. Morgana attempts to dismiss the creatures. Morgana needs to roll a 28 to dismiss both creatures (CB 18 + 10 for their combined levels). She has +20 for her level and attribute bonus. Any roll of eight or better successfully dismisses the creatures.

Perfect Recall (Wisdom)

At **20th level**, druids can recall any previously cast 0-level druid spells at will. They must make a successful wisdom check (CL 0) to recall and cast the spell, and they can only recall a specific spell once that day. For instance, a druid who successfully recalls a *create sustenance* spell cast earlier may only recall it for one additional casting that day. At **24th level**, druids can recall any previously cast **1st level** druid spells at will. They must make a successful wisdom check as with 0 level spells (CL 0).

Elementary Mastery

At **20th level**, this ability confers immunity to the damaging effects of one of the following: fire, heat, electricity, ice, cold, earth, water, or air. The player must choose the element. Any spell-based attacks using the druid's chosen element no longer cause damage to the druid. For example, should a druid choose resistance to fire, *fireball* spells no longer cause damage to the druid; furthermore, the druid can walk through fire without taking any damage. Likewise, a *cone of winter's blast* no longer affects a druid who has selected to resist ice or cold.

With this mastery comes control of that one element as well. When attacked with spells of the selected element, the druid can make a successful wisdom save at a CL equal to the attacker's

level or levels to counter-attack the opponent. If successful, the druid gathers the force of the attack and hurls it back at a target of the druid's choosing, including the wielder, doing damage equal to the attack's original damage. Thus, the spell attack of the caster is negated, and instead the druid turns the spell back upon the caster. For example, a 6-die *fireball* spell would cause 6d6 points of damage against the caster or the druid's chosen target. The selected target must, of course, be within the spell's range as measured starting from the druid.

Language of the Wilderlands

At **21st level**, druids master the language of all birds, beasts, trees, and growing things. "Speaking" with these creatures or plants does not involve normal talking, but rather an understanding of their method of communication. These beings might communicate through sounds (not words), motion, or even via a sort of communion. CKs should decide the being's appropriate vehicle of communication. Most creatures have low intelligence and little understanding of the world as understood by the various races, so unless made aware or awakened, they can only relate things in very simple ideas and with limited understanding of events or things they encounter. For instance, a tree might relay to the druid that something hit and hurt it - and it might communicate this by rustling its leaves and moving its branches; a tree, however, would not be able to impart what that something looked like, smelled like, or any other more detailed information about it.

Awaken Woodland Spirit

At **24th level**, druids develop a deep bond with the natural world through which they walk. Long experience has taught them

the language of things, both plant and animal, and has given them a deep understanding of these beings. Druids can awaken both flora and fauna, making them aware of the greater world around them and unleashing a level of consciousness on par with that of humans. The awakened plants or animals can see the world, hear it, touch it, feel it, and voice their thoughts about their experience of it. Druids must spend several days with the creature for it to achieve the awakening.

The druid can communicate perfectly with the awakened creature or plant, and it can speak in the druid's native tongue and clearly confer its life experiences to the druid. An empathetic bond develops between the druid and the awakened being, and it always looks favorably upon the druid, so long as the druid does not abuse or cause it harm. The being will fight for and defend the druid if necessary. If possible, the awakened being stays with and serves the druid as best it can for as long as the druid desires. After it leaves or is dismissed, it retains a deep-seated loyalty to the druid for the duration of its life.

Furthermore, awakened creatures or plants are empowered, their new-found knowledge granting them strength and endurance beyond their normal ken. Such awakened beings receive two additional levels; maximum hit points; and a +2 bonus to their armor class, all damage rolls, and all saving throws.

This ability increases as the druid gains levels. For every two levels after **24th level**, druids can awaken one additional animal or plant. Levels measure the maximum number of beings a druid can have under their command. Druids can have a maximum of 5 times their charisma attribute score in levels under their command. A druid with a 12 charisma could have up to 60 levels of creatures under their command.

Level	HP	BtH	EPP	Check	Abilities
13	+3 HP	+6	825,001	None None	Advanced Nature Lore: acts as 1st level but in new region. Advanced Resist Elements: 2nd level resist elements bonus to +3.
14	+3 HP	+7	1,000,001		
15	+3 HP	+7	1,175,001	None None	Totem Shape: shape change twice a day. Wisdom Bonus: gain 1 point of wisdom.
16	+3 HP	+8	1,350,001		
17	+3 HP	+8	1,525,001		
18	+3 HP	+9	1,700,001	None Charisma None	Advanced Resist Elements: 2nd level resist elements bonus to +4. Dismiss Woodland Creatures: dismiss animal, beast, plant or vermin. Totem Shape: shape change three times a day.
19	+3 HP	+9	1,875,001		
20	+3 HP	+10	2,050,001	Wisdom None	Perfect Recall: recall previously cast 0 level spell once per day. Elemental Mastery: immune to damage of one chosen element.
21	+3 HP	+10	2,225,001	None None	Language of the Wilderlands: can speak with birds, beasts, trees and all growing things. Advanced Nature Lore: acts as 1st level but in a third region.
22	+3 HP	+11	2,400,001	None	Advanced Resist Elements: 2nd level resist elements bonus to +5.
23	+3 HP	+11	2,575,001		
24	+3 HP	+12	2,750,001	Wisdom None	Perfect Recall: recall previously cast 1st level spell once per day. Awaken Woodland Spirit: make plants and animals self aware.

CLASSES

FIGHTER

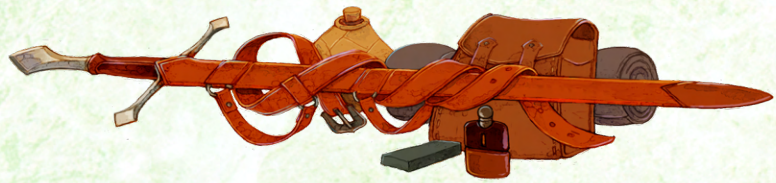
PRIME ATTRIBUTE: Strength

DISPOSITION: Any

HIT POINTS: d10

WEAPONS: Any

ARMOR: Any



Level	HP	BtH	EPP	Check	Abilities
1	d10	+1	0	None	Weapon Specialization: choose 1 weapon to specialize in. +1 bonus to hit and a +1 bonus to damage when being used.
2	d10	+2	2,001		
3	d10	+3	4,001		
4	d10	+4	8,501	None	Combat Dominance: extra 1 attack against Level 1 or less monsters.
5	d10	+5	17,001		
6	d10	+6	34,001		
7	d10	+7	68,001	None	Weapon Specialization: the bonuses increase to +2 to hit and a +2 to damage.
8	d10	+8	136,001	None	Combat Dominance: extra 2 attacks against Level 1 or less monsters.
9	d10	+9	272,001		
10	d10	+10	500,001	None	Extra Attack: one additional attack per combat round.
11	+4 HP	+11	750,001		
12	+4 HP	+12	1,000,001	None	Combat Dominance: extra 3 attacks against Level 1 or less monsters.

DESCRIPTION

From the maelstrom of war and conflict great warriors arise, tested on and mastering the brutal fields of battle. These combatants nobly make war against cruel overlords and barbarous hordes, or are driven to conquest and brutish slaughter by depraved spirits and malignant desires. Found in all societies and amongst all peoples for whom battle is a constant, these are those who turn to the sword and might of arm to defeat their foes and fulfil their desires. Kings and tyrants, warriors and brigands, foot soldiers and raiders, adventurers and treasure hunters; these are all fighters.

ARCHETYPE

The fighter is the archetypical warrior, superior to all other classes in armed combat. Fighters come from every geographic region and occupy all social strata. They are born with a strength of will and spirit that leads them to seek the field of battle. They find the clash of metal and the ring of steel invigorating at times, and necessary at others. Fighters do not live in fear of the melee; they face their foes with gritted teeth and steely determination, longingly anticipating the next test of their strength and skill. All fighters, regardless of background, are characterized by the will and ability to use their brute strength and swift sword to solve problems or overcome foes. Fighters are a unique breed and make their own way in the world, for ill or good.

PURPOSE

Fighters depend on heavy armor and weaponry that require great strength and skill to wield properly. Whether sallying forth with a massive double bladed battle axe, or a delicately balanced saber of the finest steel, whether sheathed in plates of shiny metal, or hefting only a shield on the blood washed fields of combat, the mighty arms of these warriors rise and the weak fall beneath them. And it is that strength that carries fighters through the laborious contests of steel that mark their daily lives.

WEAPONS

Many cultures have unique weapons, and warriors in those cultures are often trained in their use, wielding them as if extensions of their bodies. However, all weapons, regardless of make, function to the same end and the well-trained and highly skilled fighter intuitively knows the best manner in which to use them. Fearsome with any weapon, the fighter is an opponent that only the foolish underestimate and the weak regret offending.

ARMOR

As with weapons, the use of heavy armor is demanding upon the body. When worn by those unfamiliar with its weight and bulk, armor can be a hindrance to movement. It requires great strength and knowledge to properly wear any armor and maintain one's skill of hand while so donned. Fighters are accustomed to the bulk and weight of armor, knowing how to manage and adjust



their thrusts and parries when wearing it. Once trained, a fighter knows how to adjust their fighting style to the weight and load of any armor in order to use it effectively.

ABILITIES

Weapon Specialization

At **1st level**, the fighter can choose one weapon with which to specialize. All weapons are eligible, including ranged weapons such as the bow or sling. The weapon with which the fighter specializes is usually common to the fighter's culture or society, but it need not be. The Castle Keeper and player should consult to determine which weapons are available for specialization, bearing in mind culture, location and availability.

The fighter can only choose one weapon with which to specialize. Once chosen, the weapon cannot be changed. For fighters between **1st** and **6th level**, this specialization imparts a +1 bonus to hit and a +1 bonus to damage when being used. At **7th level**, the bonuses increase to +2 to hit and +2 to damage, and increase again to +3 to hit and +3 to damage at **19th level**.

Combat Dominance

At **4th level**, the fighter gains an extra attack with any weapon when fighting opponents with 1 level or less. In order to use this ability, the fighter must direct all attacks in a combat round against opponents that meet these criteria. The fighter can split the available attacks among qualified opponents as desired. This ability improves as the fighter progresses in levels. The fighter gains an additional attack for every four levels gained after **4th level**. So, at **8th level**, the fighter is allowed a total of three attacks, and at **12th level**, the fighter is allowed four attacks against these opponents. This ability does not combine with the Extra Attack ability described below. This ability is only usable with melee weapons and cannot be applied to ranged combat.

Example

An **8th level** fighter is battling 5 kobolds in a dank cavern. The kobolds have level 1. When it comes time to attack, the fighter is allowed three swings against the kobolds; one swing for the class and two swings for the Combat Dominance ability. The fighter can choose to attack one kobold three times or three different kobolds one time each.

Extra Attack

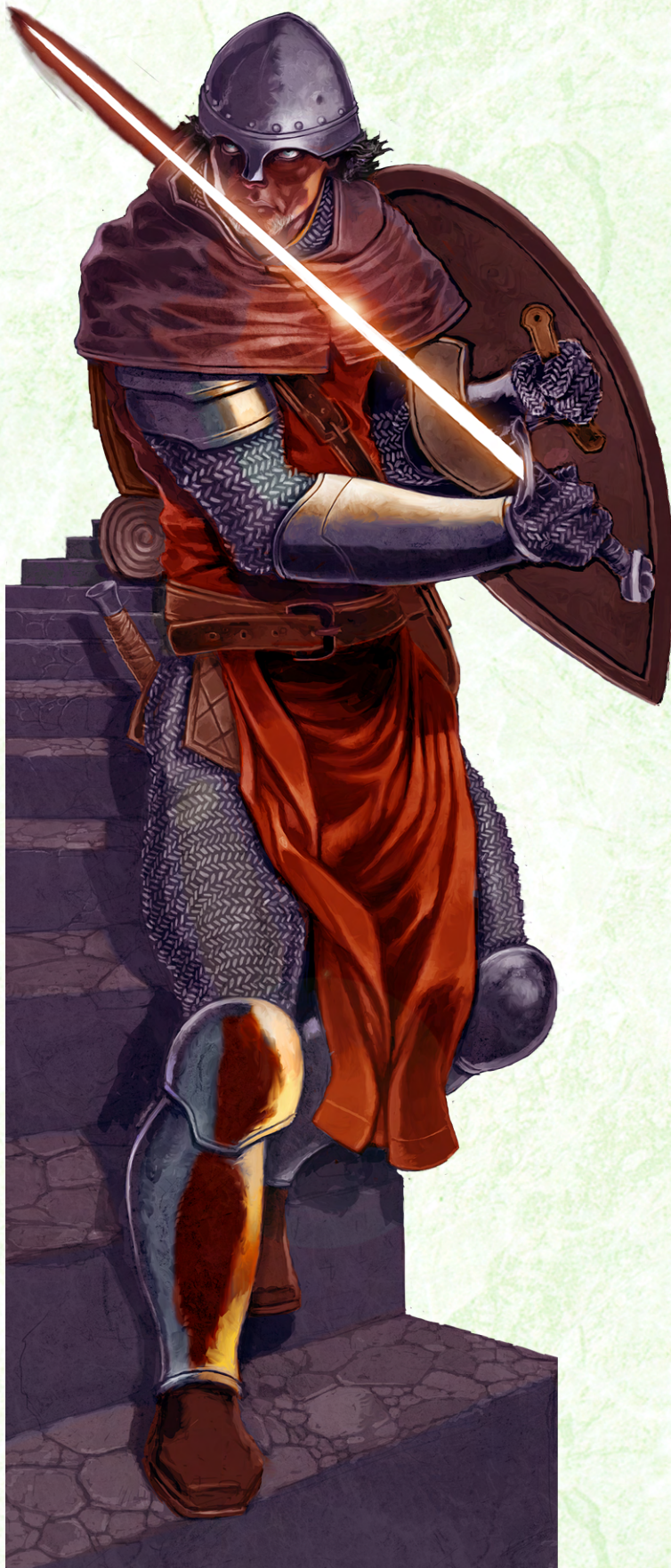
At **10th level**, the fighter gains one additional attack each combat round with any weapon. This ability does not combine with Combat Dominance. When in a combat where both abilities could be used, the player must choose to use either the Extra Attack or Combat Dominance ability during each round. The Extra Attack ability is usable with melee and ranged weapons.

FIGHTER 13*

Fighters continue to hone their skills in battle as they advance in levels. Long years of experience through many grueling combats allow them to understand the use of weapons and armor. Even beyond that, their experience translates into something similar to an instinctive response when in individual combat. Masters of individual combat tactics, they dominate the fields of interpersonal combat. Furthermore, their long years of use hone their attributes, improving their muscles and reflexes.

Battle Space

At **13th level**, fighters gain greater control over their battle space. Through use of peripheral vision, anticipation of



their rival's maneuvers, and a clear understanding of the advantages and limitations of their equipment, experienced fighters develop a keen, almost instinctive, understanding of their battle space. This allows fighters to coordinate their own defensive and offensive actions in such a way that if they carry a second weapon, use a shield, or even use something as simple as a chair leg, they can use it defensively, without it affecting the use of their primary weapon. This grants fighters a +1 bonus to their AC. This bonus does not apply if the fighter is using any two-handed weapon, such as a polearm, bow, crossbow, etc. It does combine with the shield bonus, so use of a shield and Battle Space would grant an extra 2 to AC, one for the shield and one for the Battle Space ability.

At **17th level**, the fighter's control of their battle space increases, allowing them to better master combat maneuvers. They gain the following bonuses: dodge +3, disengage -1, evade +5, flank +2, and a rear attack +3. At **22nd level**, another increase occurs: dodge +4, disengage 0, evade +6, flank +3, and a rear attack +4.

Advanced Weapon Specialization

At **13th level**, a fighter chooses another weapon for specialization. This ability is identical to the **1st level** Weapon Specialization ability. The ability imparts a +1 bonus to hit and +1 bonus to damage when using the second chosen weapon. The fighter can choose to double specialize in the weapon initially chosen for specialization at **1st level**; the bonus adds to the already existing bonus of +2 to hit and +2 to damage (gained at **7th level**) for a total of +3 to hit and damage. At **19th level** this specialization imparts a further bonus of +1 to hit and +1 to damage.

Example

A **19th level** fighter with specialization in two weapons would have a +3 bonus to hit and +3 bonus to damage with the weapon chosen at **1st level**, and a +2 bonus to hit and +2 bonus to damage with the weapon chosen at **13th level**. If that fighter had chosen to double specialize in the weapon chosen at 1st level, they would have a +5 bonus to hit and +5 bonus to damage.

Shield Blow

At **14th level**, fighters can employ medium or large metal shields as weapons. Combining the weight of the shield with their skill, they can strike an opponent with the shield. Upon a successful strike, the victim suffers 1d6 points of damage with a large shield, or 1d4 points of damage with a medium shield. The shield does not count as a second weapon; therefore, the fighter does not suffer to hit penalties when using the shield, but when the shield is used offensively, it also does not confer its standard AC bonus. This ability is in addition to the fighter's Extra Attack ability gained at **10th level**, effectively allowing them

three swings a round if employing a shield, and it augments the Battle Space ability when using the shield. It does not add any extra attacks if the fighter is using Combat Dominance. Buckler and small shields are too small and light to bash, while the pavis is too large and heavy.

Strength Bonus

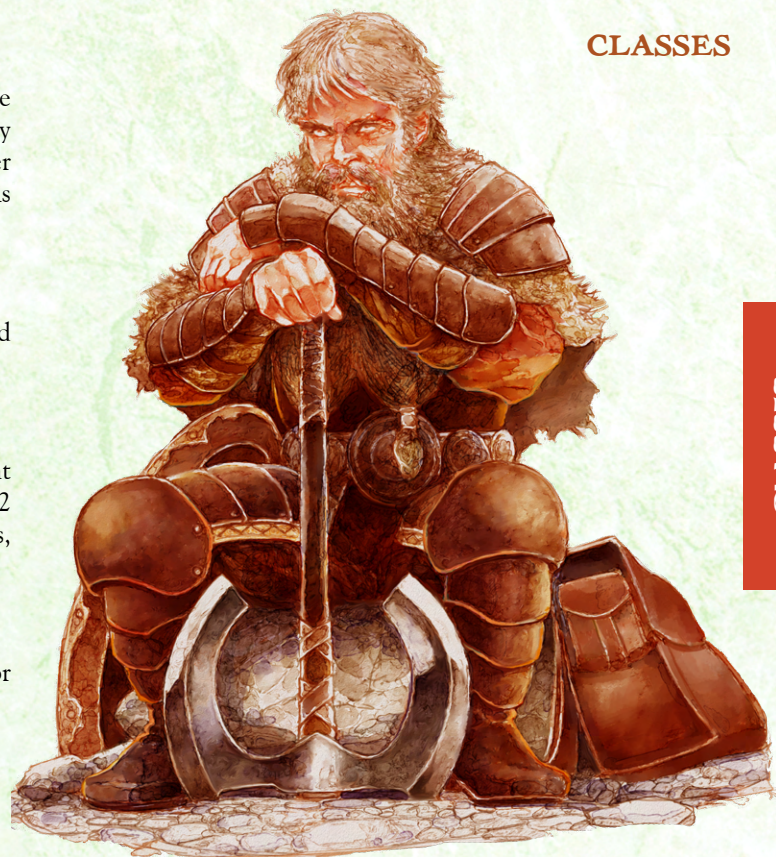
At **15th level**, the fighter's long use of armor and weapons and their combat experience increase their strength by 1 point.

Advanced Combat Dominance

This ability functions identically to the **4th level** Combat Dominance ability. At **16th level** this ability functions on level 2 creatures. At **20th level** this ability functions on level 3 creatures, and at **24th level** this ability functions on level 4 creatures.

Attribute Bonus

At **19th level**, the fighter gains 1 point in either strength or dexterity.



Level	HP	BtH	EPP	Check	Abilities
13	+4HP	+13	1,250,001	None	Advanced Weapon Specialization: the fighter gains a second weapon specialization for +1 to hit and +1 damage.
				None	Battle Space: gain an additional +1 to AC unless using a 2-handed weapon.
14	+4HP	+14	1,500,001	None	Shield Blow: the fighter can use a shield as a second weapon for damage without penalty.
15	+4HP	+15	1,750,001	None	Strength Bonus: gain 1 point of strength.
16	+4HP	+16	2,000,001	None	Combat Dominance: extra 4 attacks against level 1 or less monsters.
				None	Advanced Combat Dominance: extra attack against level 2 monsters.
17	+4HP	+17	2,250,001	None	Battle Space: Gain the following bonuses dodge +3, disengage -1, evade +5, flank +2, and rear attack +3.
18	+4HP	+18	2,500,001		
19	+4HP	+19	2,750,001	None	Weapon Specialization: the bonuses increase to a +3 to hit and +3 to damage.
				None	Advanced Weapon Specialization: second weapon specialization bonuses increase to +2 to hit and +2 to damage.
				None	Attribute Bonus: gain 1 point of either strength or dexterity.
20	+4HP	+20	3,000,001	None	Combat Dominance: extra 5 attacks against level 1 or less monsters.
				None	Advanced Combat Dominance: extra 2 attacks against level 2 monsters, extra attack against level 3 monsters.
21	+4HP	+21	3,250,001		
22	+4HP	+22	3,500,001	None	Battle Space: Increase bonuses to dodge +4, disengage 0, evade +6, flank +3, and rear attack +4.
23	+4HP	+23	3,750,001		
24	+4HP	+24	4,000,001	None	Combat Dominance: extra 6 attacks against level 1 or less monsters.
				None	Advanced Combat Dominance: extra 3 attacks against level 2 monsters, extra 2 attacks against level 3 monsters, extra attack against level 4 monsters.

CLASSES

ILLUSIONIST

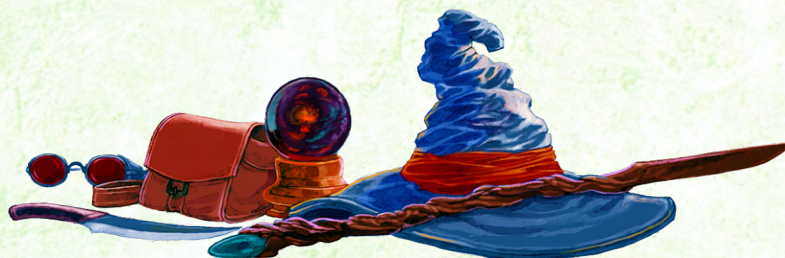
PRIME ATTRIBUTE: Intelligence

DISPOSITION: Any

HIT POINTS: d4

WEAPONS: Club, dagger, dart, staff

ARMOR: None



Level	HP	BtH	EPP	Check	Abilities
1	d4	0	0	None	Spell Use: the ability to cast arcane spells. With an intelligence of 13-15 one extra 1st level spell. With an intelligence of 16-17 one extra 2nd level spell. With an intelligence of 18-19 one extra 3rd level spell.
				Charisma None	Disguise: disguise themselves and impersonate others. Sharp Senses: +1 bonus to all illusion saving throws.
2	d4	+1	2,601		
3	d4	+1	5,201		
4	d4	+1	10,401	None	Sharp Senses: +2 bonus to all illusion saving throws.
5	d4	+1	20,801		
6	d4	+2	42,501		
7	d4	+2	85,001	None	Sharp Senses: +3 bonus to all illusion saving throws.
8	d4	+2	170,001		
9	d4	+2	340,001		
10	d4	+3	500,001	None	Sharp Senses: +4 bonus to all illusion saving throws.
11	+1 HP	+3	750,001		
12	+1 HP	+3	900,001		

DESCRIPTION

In a profession where skill is measured by power, there are those magi who use their powers to make a mockery of reality itself. Rare indeed are the illusionists. These are spellcasters who use the arcane to blend and blur and twist what is, with what may be. They ply the minds of others and twist desire and perception into deceptive and often deadly illusions. Faced with the illusionist's spells and incantations, few can unravel the truth from their own fears or desires. Greatly feared for their mind influencing spells, the illusionist is heralded as one of the greatest and most mysterious of the magi.

ARCHETYPE

An illusionist uses magic to alter the perceptions of others and even reality itself. This magic deceives the senses, creates false images and sounds, changes sensory qualities, affects the mind's perceptions, and in some cases fashions arcane energies into something real. The illusionist is an uncommon and, more often than not, underestimated type of spell caster. They are greatly valued for their understanding of the mental caprices of most intelligent races. Illusionists are often found in high places of government using their skills to enchant those of both high and low birth, twisting the desires of any that may be of use.

PURPOSE

Powerful illusionists make loyal soldiers out of brigands, and fools out of professional military men and can, with their magic, empower rabble to sweep trained armies from the field.

A keen intelligence and a depth of perception unknown to most men are required for the illusionist to master the complex relationships between magic, the mind and the mundane. Further, an empathy for those around the illusionist is indispensable for the illusionist to create masterful illusions and to warp another's perception of reality.

An illusionist may choose any disposition. They are not bound to follow any particular creed, culture or religion. They come from all walks of life and, due to their meddling in the minds of others, they frequently have a greater empathy for all castes of people than any of the other classes.

WEAPONS

Illusionists are generally untrained in martial warfare, and are thus limited in their choice of weapons. In any case, most illusionists view the use of weapons as vulgar. It takes little intelligence, so they have convinced themselves, to wield a weapon in combat, so eschew them.

ARMOR

Almost all spells require hand gestures and verbal actions and these complex gestures and intonations cannot be performed unless the illusionist is free to move and speak. Indeed, any use of armor or shield prevents the illusionist from casting spells.

ABILITIES

Spells

An illusionist casts arcane spells like a wizard; however, illusion magic is inherently different and requires a unique spell list. Like a wizard though, an illusionist is limited to a certain number of spells of each spell level per day. The **Illusionist Spells Per Day Table** shows the number of spells per day an illusionist may cast. An illusionist must prepare spells before casting them. This is done by studying spells from a spellbook. While studying, the illusionist decides which spells to prepare for the day. Spell memorization and descriptions are covered in the **Magic – Preparing Spells** section.

ILLUSIONIST SPELLS PER DAY

Level	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	4	2								
2	4	3								
3	4	3	1							
4	4	3	2							
5	5	4	2	1						
6	5	4	3	2						
7	5	4	3	2	1					
8	5	4	3	3	2					
9	5	5	4	3	2	1				
10	6	5	4	3	3	2				
11	6	5	4	4	3	2	1			
12	6	5	4	4	3	3	2			
13	6	5	5	4	4	3	2	1		
14	6	6	5	4	4	3	3	2		
15	6	6	5	5	4	4	3	2	1	
16	7	6	5	5	4	4	3	3	2	
17	7	6	5	5	5	4	4	3	2	1
18	7	6	6	5	5	4	4	3	3	2
19	7	6	6	5	5	5	4	4	3	2
20	7	7	6	6	5	5	4	4	3	3
21	7	7	6	6	5	5	5	4	4	3
22	7	7	6	6	6	5	5	4	4	3
23	8	7	6	6	6	5	5	5	4	4
24	8	7	7	6	6	6	5	5	4	4

ILLUSIONIST SPELLBOOKS

The number of spells that an illusionist has in their spellbook at the beginning of play is equal to the number of spells they can cast at first level. A **1st level** illusionist with 14 Intelligence can cast four **0 level** spells and three **1st level** spells (2 + 1 bonus). So, the character would begin play with a spellbook with four **0 level** and three **1st level** spells. The spells in the spellbook can either be chosen by the CK, the player, agreement between the two or randomly.

Bonus Spells

With a high intelligence score, an illusionist gains bonus spells. If the character has an intelligence of between 13-15, they can memorize an extra **1st level** spell. If the intelligence score is 16 or 17, they can memorize an extra **2nd level** spell and if 18 or 19, they can memorize an extra **3rd level** spell. The bonus spells can only be acquired if the illusionist is at a high enough level to cast that spell level. Bonus spells are cumulative.

Example

A **4th level** illusionist with an 18 intelligence receives four **0 level** spells, four **1st level** spells, and three **2nd level** spells. No bonus **3rd level** spell is acquired until the illusionist reaches **5th level**.



CLASSES



Sharp Senses

An illusionist's innate ability to distinguish the real from the unreal imparts a +1 bonus to all illusion saving throws. The bonus increases to +2 at 4th level, +3 at 7th level, +4 at 10th level, +5 at 13th level and +6 at 16th level.

Disguise (Charisma)

Using magic and props, the illusionist can disguise himself and impersonate others. The effort requires 1d3x10 minutes of work. A disguise can include an apparent change of height or weight of no more than one-tenth the original. The Castle Keeper makes the character's check secretly, so that the player is not sure if the disguise is successful. Illusionists can use spells, like *alter one's person lesser*, to augment their disguise and give them a greater chance of success. The following modifiers are applied to a disguise check when appropriate: sex difference -2; race difference -2; age difference -2 per 10 years.

Success indicates a disguise good enough to fool normal observers. The Castle Keeper may allow a suspicious observer an intelligence check to see through the disguise. If the observer is familiar with the person being impersonated, they gain a bonus of +4 to the intelligence check. If the person being impersonated is a close associate or friend of the observer, the check is made at +8. Additionally, disguises must be occasionally changed to remove suspicion.

ILLUSIONIST 13*

The borders between what is real and what is not blur to the long-experienced illusionist; reality becomes little more than a state of mind. This blurring of reality allows the illusionist to see where others cannot and to hear the essence of things.

See Invisible (Intelligence)

At 13th level, the Illusionist has learned to distinguish shades of light, and because of this, has a chance to see any invisible object or person. The illusionist must make a successful intelligence check to see the invisible object or person; even then, the illusionist does not see the object as if wholly revealed, for the illusionist can only ascertain its general location and movement. Periodic attribute checks are required to continue viewing it. There is no time limit on this ability; it works continuously. At 18th level, the illusionist's abilities improve so that, after a successful check, they can ascertain the shape and size of the target. At 24th level the master illusionist's innate ability to distinguish the real from the unreal reaches a supernatural level. The illusionist gains a second sight and may permanently see the reality of things as per the *truth revealed* spell.

Intelligence Bonus

At 15th level, the illusionist's mastery of the real and unreal, what constitutes the ethereal world of magic and the tactile world of the mundane, increases their intelligence by 1 point.

Detect Magic (Intelligence)

Starting at 16th level, the illusionist's long career allows them to detect the telltale signs of magic without casting a spell; after five rounds of study and concentration, they can see the essence of an item, determining whether or not it is magical. With a successful intelligence check, the illusionist can ascertain the magic's origins, whether made by dwarves, elves, ancient civilizations, alchemy, wizardry, divine creation, or other methods. This aspect of the ability presupposes the illusionist has encountered this type of magic before. For example, an item crafted by the ancient Kingdom of Ethrum will not reveal itself to an illusionist even upon a successful intelligence check if that illusionist has not previously encountered magic from Ethrum. At 18th level, the illusionist can determine the power of the item, whether great or small, as well as its nature in so far as its importance to a people, history, cult, or similar entity.

Change Self

At **19th level**, illusionists have long walked in the worlds of illusion that they may alter their own persons, shaping themselves into a different guise, shape, or form. Illusionists may change self as the spell once per day. Unlike the spell, however, this innate ability allows them to alter their racial appearance as well as the smell, sound, and even the tactile sensations of their new identity. The effect lasts until the illusionist dispels it.

Perfect Recall (Intelligence)

At **20th level**, illusionists can recall any previously cast 0-level illusionist spells at will. Recalled spells allow illusionists to cast spells beyond their regular allotment. They must make a successful intelligence check (CL 0) to recall and cast the spell, and they can only recall a specific spell once that day. For instance, an illusionist who successfully recalls a spell they cast earlier may only recall it for one additional casting that day. At **24th level**, illusionists can recall any previously cast **1st level** spells at will. They must make a successful intelligence check as with **0 level** spells (CL 0).

Magnus Opus

At **24th level**, illusionists reach their magnum opus, the height of their spell-casting prowess. In a day-long ritual drawing power from the plane of shadow and combining the spells *distort reality*, *mirage*, *perpetual illusion*, *polymorph creatures & things*, and *shades*, master illusionists blend what lies in their mind's eye with that of the world around them. Magnum opus allows the illusionist to create any one object or being, or one area up to 10

ft. by 10 ft. per level, with this ritual. An illusionist can create a being with a number of levels equal to half or less than the illusionist. It possesses all the powers a normal creature of its type would. For instance, if a manticores is created, it can fly, shoot spikes, etc. The illusion reflects perfection; so great is the power of the illusion that it cannot be dispelled for 1 day per level of the caster, except by a wizard or illusionist of equal or greater abilities. The ritual blends the line between reality and phantasm; the illusionist's power breathes life into the illusion. The ritual effect has a 1% chance per the illusionist's level to become real. If the image becomes real, it cannot be dispelled or disbelieved, and a paladin's cleanse soul ability will not reveal it as ever having been an illusion.

Example

An illusory sword created to slay a powerful monster may become a physical object; a landscape created may become a real place, with thermal and environmental conditions present. A "person" created by this spell has a chance of becoming a living, being. The master illusionist Cascalian and her brother Priussan are products of this ritual; each claims to be the true "person," while the other is the result of the magnum opus taking on a life of its own.

Illusionists may only attempt the magnum opus once per month. They must spend a day in the casting and remain undisturbed. Unless the illusion becomes real, illusionists can only have one magnum opus at a time.

Level	HP	BtH	EPP	Check	Abilities
13	+1 HP	+3	1,050,001	Intelligence	See Invisible: see invisible object or person.
14	+1 HP	+4	1,200,001		
15	+1 HP	+4	1,350,001	None	Intelligence Bonus: gain 1 intelligence point.
16	+1 HP	+4	1,500,001	Intelligence	Detect Magic: determine if an item is magical, with intelligence check determine its nature.
17	+1 HP	+4	1,650,001		
18	+1 HP	+5	1,800,001	Intelligence	Detect Magic: determine relative power of magic item and importance to a people.
				Intelligence	See Invisible: see invisible object or person and determine shape & size.
19	+1 HP	+5	1,950,001	None	Change Self: once per day as spell.
20	+1 HP	+5	2,100,001	Intelligence	Perfect Recall: recall previously cast 0 level spell once per day.
21	+1 HP	+5	2,250,001		
22	+1 HP	+6	2,400,001		
23	+1 HP	+6	2,550,001		
24	+1 HP	+6	2,700,001	Intelligence	See Invisible: see invisible object or person and determine shape & size and act as <i>truth revealed</i> spell.
				None	
				Intelligence	Perfect Recall: recall previously cast 1st level spell once per day.
				None	Magnum Opus: combine spells to create master illusionary scene.

CLASSES

KNIGHT

PRIME ATTRIBUTE: Charisma

HIT POINTS: d10

DISPOSITION: Any

WEAPONS ALLOWED: Any except Code of Conduct limitations

ARMOR ALLOWED: Any



Level	HP	BtH	EPP	Check	Abilities
1	d10	+0	0	None Dexterity	Birthright Mount: starts with a birthright mount, fully equipped. Horsemanship: trained in mounted combat: fight, deflect, cover, fall softly, leap, charge. Inspire: up to 12 giving companions gain knight's charisma bonus to hit.
2	d10	+1	2,251		
3	d10	+2	4,501	None	Embolden: embolden all in 30 ft. radius for bonus to abilities. Inspire: up to 25 giving companions gain knight's charisma bonus to hit.
4	d10	+3	9,001		
5	d10	+4	18,001	None	Demoralize: demoralize up to 25 opponents who suffer -4 to charisma checks. Inspire: up to 50 giving companions gain knight's charisma bonus to hit.
6	d10	+5	36,001		
7	d10	+6	72,001		Inspire: up to 250 giving companions gain knight's charisma bonus to hit. Demoralize: demoralize up to 100 opponents who suffer -4 to charisma checks.
8	d10	+7	150,001	None	Battlefield Dominance: can use inspire, embolden and demoralize in same round.
9	d10	+8	300,001		Inspire: up to 1,000 giving companions gain knight's charisma bonus to hit. Demoralize: demoralize up to 250 opponents.
10	d10	+9	600,001	None	Call-to-Arms: the knight can call 2d10 followers to arms.
11	+4 HP	+10	725,001		
12	+4 HP	+11	900,001		Inspire: up to 5,000 giving companions gain knight's charisma bonus to hit. Demoralize: demoralize up to 1,000 opponents.

DESCRIPTION

Upon windswept battlefields where armies struggle for supremacy, there are those who make war their daily bread. They are the professional soldiers who lead and guide in war and in peace. They serve kings, emperors, lords, nobles, merchants and guild houses. War is their vocation, the battlefield their home, and death is their constant companion.

ARCHETYPE

The knight is the archetypical military leader. They are trained from an early age in the use of weapons, armor, siege engines, tactics, strategy and horsemanship. They live by a code of behavior that sets them apart from normal warriors. Though this code may vary between cultures, it follows several basic tenets: courage in the face of battle, service to one's lord,

honor, faith, humility, generosity and loyalty. Knights are not necessarily nobles, though they may be of noble birth. They are a caste of professional, mounted warrior-leaders. They do not judge another's wealth in terms of land or money, but rather by action and deed. To a knight, a pauper who unseated forty foes in a tournament is wealthier than a potentate whose foot has never touched a field of battle. By the same token, a knight able to supply their fellows with fresh mounts, armor, and weaponry is respected far more than one who hoards wealth. The knights' ability on the field of battle makes them leaders in almost any situation.

A knight's power flows from their strength of will, leadership and individual charisma. The latter is the most salient characteristic of all knights. They are men and women of great bearing and powerful demeanor. Knights are as constant and unyielding in their codes as they are upon the field of battle.

PURPOSE

Knights follow codes of conduct and honor, dictated by culture and environment. These can vary in many aspects, and the details of a knight's patterns of behavior, acceptable battlefield conduct and use of weapons are unique to their culture and caste; but a knight's virtues stem from certain universal values, strict adherence to their code, bravery, honor and faith. They serve both evil lords and good kings, but all must follow the tenets of their code, or risk losing their knighthood. An example of the typical virtues present in a knightly code of conduct appears below. Knights must conform to this strict code of conduct, known as courtesy, at all times.

WEAPONS

A knight's selection of weapons is limited by the knightly code of conduct. A knight may use any melee weapon except whips, the sap, chains or the like. In general, they cannot use weapons associated with cowards or cowardly deeds. Bows are rarely used by knights, though occasion does permit their use in siege warfare or at a tourney. The Castle Keeper should make that determination.

ARMOR

From an early age, knights train in the art of war. They master the use of armor and weapons; they inure themselves to the trials and tribulations of battle, becoming fearless through confidence. Knights prefer an honorable death in combat to a long life lived as a coward.

As a member of a caste of warriors, the knight may expect noblesse oblige, or hospitality, from any other knight. At times, even knights in conflict will extend this hospitality to one another. The knight, however, is expected to return such courtesy in kind, even to an enemy.

At least 10% of a knight's income must be given as scutage to the knight's lord or order as soon as possible after it is acquired.

ABILITIES

Birthright Mount

A trained and healthy mount is important to a knight's station and status. In addition to their starting money, knights begin play with a fully outfitted riding horse (saddle, blankets, saddlebags, bit and bridle, harness, horseshoes, and meal). The mounts are hardier than most, having 2d8+2 hit points. A riding horse is not trained for combat, and a knight has some difficulty fighting from a riding horse (see mounted combat).

Riding Horse (Their vital stats are levels 2d8+2, AC 13, MV 60. Their primary attributes are physical. They attack with 2 hooves for 1d4+1 points of damage.)

Light War Horse (Their vital stats are levels 3d10, AC14, MV 60. Their primary attributes are physical. They attack with 2 hooves for 1d4+2, or a bite for 1d4 points of damage.)

Horsemanship (Dexterity)

Knights are trained in mounted combat and are familiar with all types of horses, from mounts used for riding to heavy war horses. Without the need for an attribute check, knights can saddle, mount, ride and dismount; perform simple leaps and obstacle maneuvers (no more than 3 feet in height and move around small items such as barrels); fight from a mount during combat (melee and ranged) without penalty; control the mount in combat; guide a mount with the knees; and stay in the saddle when a mount rears or bolts. When viewing a horse or a group of mounts, knights can determine the strengths and weaknesses of each horse, and can generally pick out the strongest, fastest or all-around best horse. When fighting from a war-trained mount (light to heavy war horse), a knight can direct the mount to attack and still make their attack normally.

With a successful check, and by foregoing any attack or other action, knights may direct their mounts to perform the following actions while mounted: cover, deflect, fall softly, leap and charge.

Cover: A knight can drop and hang alongside a mount, using it as three-fourth's cover.

This grants a +6 bonus to the knight's armor class from those on the opposite side of the horse. The knight cannot attack or be holding anything while using this ability.

Deflect: This entails the mount being moved between the opponent and the knight or positioned to offer maximum cover for the knight, while at the same time allowing the mount to avoid blows. This maneuver gives a +4 bonus to the knight's armor class and a +2 bonus to the mount's armor class.

Fall Softly: A knight can attempt to take no damage after falling from a mount, by rolling to the side or leaping off, including when the mount itself falls. A character takes 1d6 points of falling damage on any failed attribute check.

Leap: The knight may direct a mount to leap obstacles as part of its movement. The obstacles jumped can be no taller than two thirds the height of the horse.

Charge: A knight is well trained in the use of a lance. When fighting from a mount and charging, a knight inflicts triple damage upon a successful hit when wielding a lance.

Inspire

The mere presence of a knight upon the field of battle can alter the mood of armies and change the tide of combat. This gives the knight the ability to inspire companions and followers. Any person friendly to a knight's immediate endeavor gains a bonus to hit equal to the knight's charisma modifier. This ability can be used once per day and lasts a number of rounds equal to the knight's level. The number of persons that are affected increases as the knight gains levels. At **1st level**, the knight can affect up to 12 creatures. The ability affects up to 25 creatures at **3rd level**, up to 50 creatures at **5th level**, up to 250 creatures at **7th level**, up to 1000 creatures at **9th level**, up to 5,000 creatures at

CLASSES



12th level and 20,000 creatures at **16th level**. This ability cannot be used in conjunction with *embolden* or *demoralize*.

Embolden

At **3rd level**, the knight's confidence and fearlessness in the face of danger instills courage in their companions and followers. Any companions or followers within 30 feet of the knight gains a bonus of +1 to strength, constitution, dexterity, and intelligence saving throws, and a +2 to wisdom and charisma saving throws. This ability can be used once per day and lasts a

number of rounds equal to the knight's level. This ability cannot be used in conjunction with *demoralize* or *inspire*.

Demoralize

At **5th level**, the knight causes fear and dread in the ranks of foes and enemy forces. Enemies to the knight's immediate endeavor suffer a penalty of -4 to charisma checks. In addition, the affected foes must successfully save versus fear at a -4 penalty or suffer a -1 penalty to hit. This ability can be used once per day and lasts a number of rounds equal to the knight's level. The number of creatures that can be affected increases as the knight gains levels. At **5th level**, the knight can affect up to 25 creatures. The ability affects up to 100 creatures at **7th level**, up to 250 creatures at **9th level**, up to 1,000 creatures at **12th level** and 5,000 creatures at **16th level**. This ability cannot be used in conjunction with *embolden* or *inspire*.

Battlefield Dominance

At **8th level**, the knight can use *demoralize*, *embolden* and *inspire* in the same round. This is in addition to their regular use individually.

Call-to-arms

At **10th level**, a knight reaches a level of renown that allows them to attract followers to their cause. By establishing a stronghold, a knight can attract 2d10 followers of **0 level** every month. For every 40 followers that flock to the knight's standard, a **1st level** knight heeds the call as well. When 80 followers have been attracted, a knight of at least **5th level** is attracted. This cycle repeats until the knight can no longer pay for the upkeep of their followers. Thus, when 120 followers are reached, another **1st level** knight comes, and when 160 followers are reached, another **5th level** knight arrives.

Followers must be supported or they leave. **0 level** followers require 2gp per month and **1st level** knights cost 100gp per month. Every knight of a higher level requires 100gp per level per month.

KNIGHT 13*

The knight's knowledge of war increases with time and experience; the application of this knowledge allows them to master the art of war, improving their leadership skills as well as their personal combat skills. Epic knights begin to set aside their normal desires for adventure in favor of becoming Lords or Ladies of the Realm.

Knights are excellent troop leaders, and their skills are very much suited to mass combat.

Expert in Arms

The knight's experience in the art of war consumes their waking hours and the battlefield hones their skills in the use of weapons and armor. Their thoughts, ever geared toward tactics and

leadership, are not squandered on improving their own abilities, rather are more attuned to utilizing the skills of others. At **13th level**, during any combat where the knight is fighting alongside others, such as friends or allies, the knight can exert themselves for one round, thereby improving the combat maneuvers of the party or group with them. All allies within 40 feet of the knight gain a ± 1 modifier to any combat maneuver as appropriate for the maneuver. For example, if the maneuver typically results in a bonus, a +1 is gained, but if it typically results in a negative modifier, an additional -1 is gained. However, the knight must take command of the group to provide this modifier. Any group member failing to follow the knight's orders does not receive the modifier. When the knight achieves **17th level**, the modifier improves to +2. This modifier can be added to any other in-place bonuses benefiting characters or NPCs, including the fighter's battle space ability. It does not improve the knight's bonus.

Charisma Bonus

At **15th level**, the knight's knowledge of the battlefield and their natural lordship over others increase their charisma by 1 point.

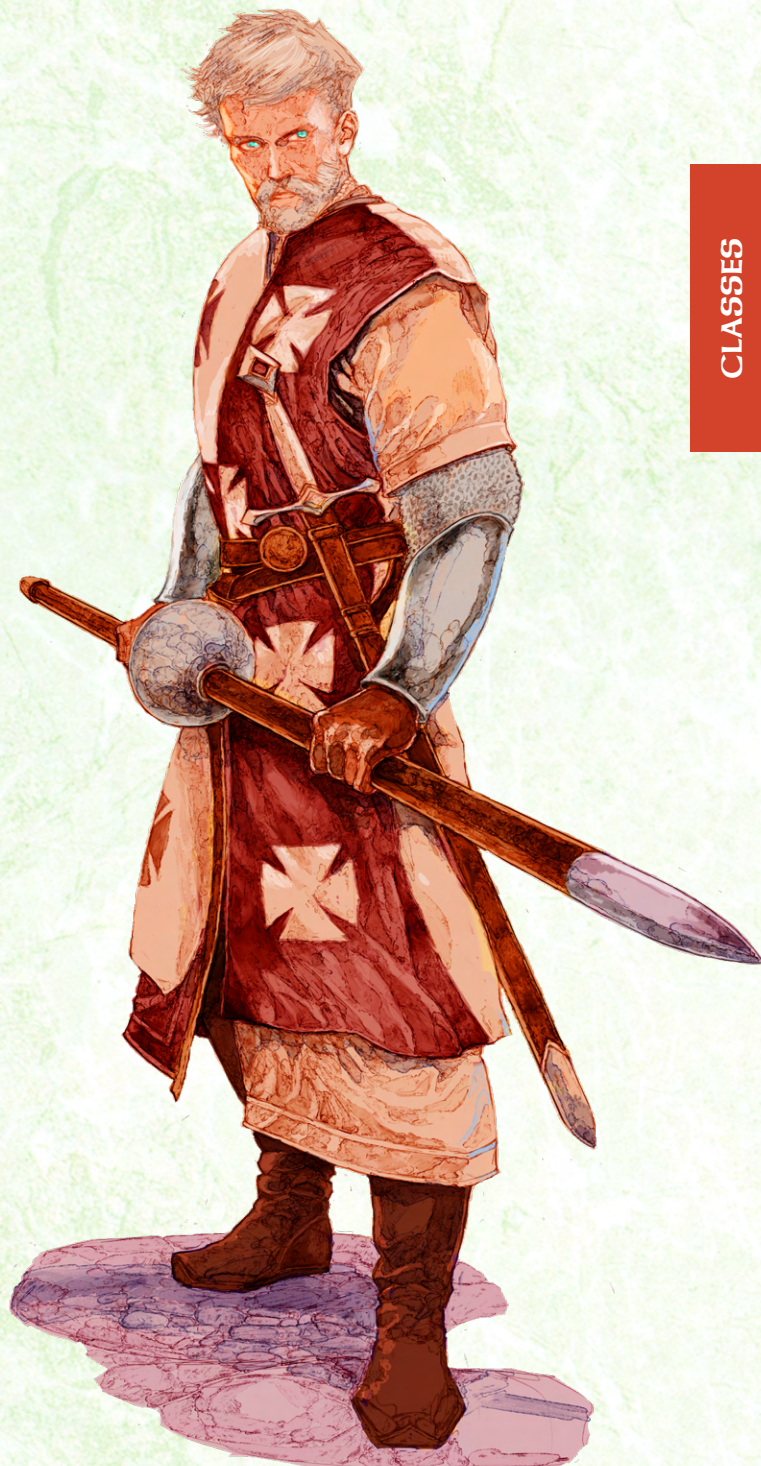
Honor Attack

At **17th level**, knights can deal an honor attack. In any formal situation, such as a joust, one-on-one combat, or any fight in which knights are involved in individual combat, they can call upon their noble spirit to disconcert their foe. So long as the battle is nobly fought and the knight does not yield or retreat, the knight's renown disconcerts their foe so much that their opponent's AC for the honor attack is reduced by the knight's charisma modifier and the knight can strike a blow, adding their charisma modifier to their bonus to hit and dealing double their normal damage, including any strength and magical modifiers. The knight may use the honor attack multiple times each day, but only once on any one target in a single day.

Battle Lord

At **20th level**, the knight achieves a level of battlefield mastery that allows them to influence their troops as never before; men look to them for guidance and act upon their cues. The knight's battle lord ability does not affect other player characters.

All mass combat rolls receive the knight's charisma bonus to their to hit and damage rolls and provide allies with a +1 to their armor class. Furthermore, any troops, great or small, required to make a morale check add the knight's charisma modifier to their roll. The troops must be able to see the knight upon the field. The knight must place themselves prominently upon the field, fight, and lead vigorously. If the knight leaves the battle due to wounds or by choice, the modifier is lost. If the knight dies, the troops must make a morale roll in the following round. The knight's charisma bonus is no longer in effect; furthermore, the knight's death demoralizes the troops, and they consequently suffer a -4 penalty on their morale checks. At **24th level**, the mass combat bonus equals double the knight's charisma bonus. Furthermore, it provides a +2 bonus to allied troops' armor class and a +2 bonus to the morale of those who can see them on the battlefield.



Conversion to Knighthood

At **21st level**, knights gain the extraordinary ability to confer an extraordinary form of knighthood upon chosen NPCs. Converts must desire knighthood and act courageously. They must also be of like disposition with the knight (good or evil, lawful or chaotic) and be aware of the knight's own renown.

CLASSES

NPCs without classes, such as peasants, become **1st level knights** that are bound to the knight. They must obey them and follow the knightly code even under dangerous circumstances, or the knight will strip them of their knighthood. These knights advance in level according to their own experiences and gain a permanent +1 bonus on their to hit rolls and armor class.

NPCs with classes must choose whether or not they will continue in their normal class or take up the new role of knight at **1st level**. It is important to note that not all knights begin their career this way. If the knight confers knighthood upon the NPC, treat the character as being multi classed. These knights do not gain the to hit and armor class bonuses given to classless NPCs.

Breaking the code of knighthood is a serious offense to the granting knight. The granting knight must hunt down and either slay the offending knight or force them to atone for their offense.

Path of Greatness

This is a permanent ability and one the knight must choose to take. They can choose to take the path to greatness at **24th level**. If chosen, the knight is now of such great renown and so powerful that they have become legendary. The knight is

emblematic of a desire, hope, or dream. The knight may never back down from a fight or challenge, no matter how great or small, and must strike with righteous fury at any who personally dishonor or oppose them. When in a fight against stronger opponents the knight receives the level differential as a bonus to both to hit and damage rolls. Creatures of animal or lower intelligence, or anyone of up to half the knight's level, must make a successful charisma or intelligence check, or they shun the knight, refusing to attack; and if the knight approaches them, they flee before the knight's righteousness.

Furthermore, once a month, the knight can alter the weather as the *control atmosphere* spell, casting as a **10th level** spellcaster. Those friends and allies who can see the knight or are aware of their presence never suffer from poor morale, and they do not flee so long as the knight remains on the battlefield.

If a knight on the path of greatness ever shows cowardice in the face of adversity, quits the field, or flees in the face of certain death, their path is ruined, and they lose all of their knightly abilities, becoming a normal fighter of equal level. They do not gain any of the fighter class abilities but do retain their hit points as a knight.

Level	HP	BtH	EPP	Check	Abilities
13	+4 HP	+12	1,075,001	None	Expert in Arms: all allies within 40 feet gain a ± 1 to combat maneuvers.
14	+4 HP	+13	1,250,001		
15	+4 HP	+14	1,425,001	None	Charisma Bonus: gain 1 point of charisma.
16	+4 HP	+15	1,600,001		Inspire: up to 20,000 giving companions gain knight's charisma bonus to hit. Demoralize: demoralize up to 5,000 opponents.
17	+4 HP	+16	1,775,001	None	Honor Attack: reduce AC of one opponent by charisma bonus, then add charisma bonus to attack roll against that opponent and strike them for double damage. Expert in Arms: all allies within 40 feet gain a \pm to combat maneuvers.
18	+4 HP	+17	1,950,001		
19	+4 HP	+18	2,125,001		
20	+4 HP	+19	2,300,001	None	Battle Lord: add knight's charisma bonus to mass combat and allies gain +1 AC and +1 to morale checks.
21	+4 HP	+20	2,475,001	None	Conversion to Knighthood: turn any NPC into a 1st level knight.
22	+4 HP	+21	2,650,001		
23	+4 HP	+22	2,825,001		
24	+4 HP	+23	3,000,001	None	Battle Lord: add double knight's charisma bonus to mass combat and allies gain +2 AC and +2 to morale checks. Path of Greatness: gain attack bonus based on opponent levels, control atmosphere, encourage allies, cause fear.



TYPICAL KNIGHTLY VIRTUES AND CODE OF CONDUCT

The Castle Keeper and the player should develop the details and expectations for a knight character prior to play as courtesy will vary from campaign to campaign. The following is a typical code of conduct for a knight.

Courage: To flee in fear from a battle or from a struggle that might be won is dishonorable and churlish. So long as any hope remains, the knight is bound to fight until death or victory is won. Personal interests bow to service of the cause. Courage however, is guided by wisdom and truth.

Defense: A knight should defend liege, nation, family and all those who depend upon the knight, or all those deemed worthy of their protection. Sacrificing oneself for these would be considered a worthy and noble death.

Discreetness: A knight is discreet in affairs with friends and others. Slander is uncalled for, and that which is not seen or heard personally should not be repeated. A knight should not demean others, gossip, spread malicious lies or commit slander. Even enemies are treated with respect.

Excellence: The knight should strive for excellence in everything, whether the art of war or the gentler arts of the court. Excellence is marked by commitment, zeal, attitude and conduct.

Faith: Knights must have faith in their beliefs, for only faith provides courage and loyalty. A knight's faith provides a shield against the darkness of despair.

Honor: A knight should be honest in dealing with others, being quick to remedy or make restitution for injustice. A knight keeps his word and follows through on commitments. A knight performs deeds that bring honor to his or her liege and to the office of knighthood. A knight shall not attack an unarmed foe, or one asking for mercy.

Humility: A knight values the contributions of others and their deeds of renown. Telling the deeds of others glorifies the office of knighthood. It is unseemly for knights to boast of their own deeds, for a knight's, if truly earned, will be noted by peers. Only the weak trumpet their own accomplishments.

Justice: A knight should seek the path of "right", unencumbered by personal bias and interest. A knight strives to punish the guilty, while remembering that justice without mercy can itself be unjust. A knight treats others with fairness and honesty, and mediates disputes without malice.

Largesse: A knight is expected to be as generous as possible. A knight should be willing to provide aid to friends and allies, and even to other knights, with no thought of repayment, for those of a chivalrous demeanor will repay the knight in kind and in full measure.

Loyalty: The knight's word is a bond, and an oath once sworn should never be refuted, save when an oath-bond is broken by the other party. A knight should be unwavering in commitment to liege and cause, family and faith, code and ideals. A knight keeps sacred any confidence entrusted.

Nobility: A knight seeks stature by upholding the virtues of knighthood, though knowing that perfection is impossible. Only by striving for perfection, however, does a knight achieve greatness of character and spirit.

Valor: A knight seeks to uphold the office of knighthood, and faces death with valor.

CLASSES

MONK

PRIME ATTRIBUTE: Constitution

HIT POINTS: d12

DISPOSITION: Any

WEAPONS: Aclis, blowpipe, bola, bows, brass knuckles, cat-o-nine-tails, cestus, cleaver, club, dagger, dart, dirk, falchion, hafted hook, hand axe, hatchet, hook-sword, javelin, katar, knife, light flail, light mace, nine-ring broadsword, polearms, rock, sap, sickle, scimitar, scythe, sling, spear, spiked gauntlet, staff, whip

ARMOR: None



Level	HP	BtH	EPP	Check	Abilities
1	d12	+0	0	None None None None	Fast Movement: move 35 feet a round. Iron Body: +1 versus poisons, toxins, paralysis, polymorph, petrification & death. Stun Attack: Stun once per round and per level per day for 1d4 rounds. Hand to Hand Combat: unarmed attack & AC, +2 bonus overbearing/grapple.
2	d12	+1	1,751	Dexterity	Deflect Missiles: dodge or deflect missiles once per round.
3	d12	+2	4,001	None None None	Fast Movement: move 40 feet a round. Iron Body: +2 versus poisons, toxins, paralysis, polymorph, petrification & death. Iron Fists: fists strike as +1 magic weapon.
4	d12	+3	8,501	None	Slow Fall: reduce fall damage by 20 feet.
5	d12	+4	20,001	None	Iron Fists: fists strike as +2 magic weapon.
6	d12	+5	40,001	None None None Dexterity None None	Fast Movement: move 50 feet a round. Feign Death: appear as if dead. Iron Body: +3 versus poisons, toxins, paralysis, polymorph, petrification & death. Deflect Missiles: dodge or deflect missiles twice per round. Hand to Hand Combat: gain a secondary attack. Slow Fall: reduce fall damage by 25 feet.
7	d12	+6	80,001	None	Fast Healing: a monk heals 1d4+1 per level a day.
8	d12	+7	160,001	None	Iron Fists: fists strike as +3 magic weapon.
9	d12	+8	325,001	None None	Iron Mind: +3 against <i>confusion</i> , <i>charm</i> , <i>fear</i> and spells that affect the mind. Slow Fall: reduce fall damage by 30 feet.
10	d12	+9	550,001	None None None	Fast Movement: move 60 feet a round. Iron Body: +4 versus poisons, toxins, paralysis, polymorph, petrification & death. Death Strike: strike opponent for instant death. Usable once a week.
11	+5 HP	+10	750,001	Dexterity None	Deflect Missiles: dodge or deflect missiles 3 times per round. Iron Mind: +4 against confusion, charm, fear and spells that affect the mind.
12	+5 HP	+11	1,250,001	None None	Iron Fists: fists strike as +4 weapon. Death Strike: will when target dies, or make touch attack to release death strike.

DESCRIPTION

Adventuring is fraught with danger, and most heroes gird themselves with weapons and armor. There are those, however, who reject steel and iron when entering the fray. They instead rely upon their bodies and minds for survival in combat, honing themselves into unbreakable weapons of war.

ARCHETYPE

The monk is devoted to the perfection of the body and the mastery of mind over body. The monk is an expert in unarmed

combat, be it wrestling, boxing, kung-fu or any of the other martial arts styles. Some monks' dedication to the martial arts flows from a strong spirituality, and they often live by stringent personal or organizational codes of conduct. Others show only disdain for religion and structure, but look to training and personal perfection to bring their lives meaning. While there is no standard that a monk must follow, all are devoted to the use of the body as the best weapon on the field, and the mind's control of the body as the best weapon of all.

PURPOSE

Monks seek a perfect balance between physical strength and mental control of the body. When in unison, the monk has achieved the perfect, unbeatable weapon; but the path to attain this state is difficult and exhausting. Only those with great stamina and fortitude achieve it.

To achieve a harmonious balance of mind and spirit, the monk must not be susceptible to wild urges, emotions or other distracting mental conditions. A physical and mental harmony must be maintained in order to function at peak ability. To manage this, a monk will usually adhere to their code, master routines necessary to train the body and mind to work together, and undertake strict physical and mental regimens of purification required to achieve perfect control of the body.

WEAPONS

The monk generally prefers to engage only in hand-to-hand combat. Some might use simple or mundane weapons that appear innocuous but when mastered, become deadly extensions of the body. The choice of weapon reflects a philosophy common to all monks: the desire to take that which is commonly perceived as weak and harmless and mold it into something strong and lethal.

ARMOR

Monks cannot wear bulky and heavy armors or objects that weigh them down and restrict their movement. Instead, they rely upon their speed and skill at predicting a foe's movements and attacks so as to deflect and avoid blows intended to inflict mortal harm.



ABILITIES

Fast Movement

A monk moves faster than normal. A monk carrying a medium or heavy load loses this extra speed and moves at 30'. See the **Monk Special Abilities Table** for a monk's movement rate.

Hand-to-hand Combat

A monk specializes in hand-to-hand combat, be it boxing, brawling, wrestling, or a complex, disciplined martial art. This martial skill imparts the unique ability to attack with hand, foot, other body part, or the whole body, and aids in defense.

The monk's hand-to-hand attacks and damage are shown in the **Monk Special Abilities Table**. A monk begins with a single hand-to-hand attack, and at **6th level** gains an additional secondary attack. The amount of damage these attacks inflict is shown in the table. A monk character may choose whether damage inflicted by a successful hand-to-hand attack inflicts normal damage or subdual damage as described in the Damage entry of **The Castle Keeper & The Game** section of this book.

ARMOR CLASS: A monk's martial skill and body control allows them to use their body for defense. A monk's base armor class increases with experience as indicated on the table.

OVERBEARING/GRAPPLE: The monk adds +2 to all overbearing and grappling attacks.

Iron Body

A monk's training and bodily control creates a hardiness and toughness that makes the monk more resistant than normal to harmful toxins and diseases as well as effects that control, paralyze, or kill. At **1st level**, the character gains a +1 bonus to saving throws versus disease, poison, paralysis, polymorph, petrification and death attack. The bonus increases to +2 at **3rd level**, +3 at **6th level**, +4 at **10th level**, and +5 at **15th level**.

Stun Attack

Monks can focus a hand-to-hand attack so as to stun an opponent. The monk must make clear before the attack occurs that they are making a stun attack. The target, once successfully hit, is allowed a constitution save. If they fail they are stunned for 1d4 rounds. Those struck by a stun attack take normal unarmed attack damage. The monk can do a stun attack once per level each day, but only once per round. A missed attack counts against the monk's daily limitation of use of the ability. The first stun attack must be the primary attack.

Deflect Missiles (Dexterity)

At **2nd level**, a monk's reflexes and body control allows them the ability to deflect non-magical missiles, including but not limited to, arrows, axes, bolas, bolts, bullets, clubs, daggers, darts, hammers, harpoons, javelins, nets, rocks, and spears. The monk is allowed to make a dexterity check to deflect any missile

CLASSES

that scores a hit. Upon a successful check the monk knocks the missile aside and takes no damage. They have to have one free hand to take this action. This can be done once per round for levels 2-5, twice per round for levels 6-10, three times per round for levels 11 to 15, four times per round for levels 16-19, and five times per round for levels 20 and up.

The monk must be aware of the attack to use this ability. An attempt to deflect a ranged weapon counts as a monk's primary unarmed attack. If a monk is high enough level to have a secondary unarmed attack, the monk may still make the secondary attack if the deflect missile ability has only been used once or twice. If three or more missiles are deflected, the secondary attack is considered used. This ability cannot be used against siege weapon ammunition.

Iron Fists

Beginning at **3rd level**, a monk has begun to master their martial ability to such an extent that their unarmed attacks strike as if dealt by a magic weapon. Thus, the monk can strike and damage creatures hit only by magic weapons. At **3rd level**, the monk's unarmed attack is equal a **+1** magic weapon. This ability improves as the monk rises in levels as follows: **+2** at **5th**, **+3** at **8th**, **+4** at **12th** and **+5** at **17th**. This ability does not confer any actual bonus to hit and damage.

Slow Fall

At **4th level**, a monk's body control allows them to slow their fall if within 10 feet of a vertical surface. By using the wall or surface, the monk breaks their fall and takes less damage than normal. Fall damage is calculated as if the fall were 20 feet shorter. As the monk progresses in levels, the damage reduction increases as follows: 25 feet at **6th level**, 30 feet at **9th level**, 35 feet at **13th level**, and 40 feet at **18th level**.

Feign Death

At **6th level**, a monk has mastery over vital bodily functions, and can slow them until they appear to be dead. The monk may maintain this state of feigned death for a number of minutes equal to the character's level.

Fast Healing

At **7th level**, a monk's body naturally heals faster than normal. Each day, a monk heals 1d4+1 hit points per level as long as rest, sleep and meditation is possible. The monk must be in a calm environment, under no physical duress or mental stress, able to sleep undisturbed for 12 hours, and generally rest without exertion for another 6 hours. Food and water should be readily available.

Iron Mind

At **9th level**, a monk gains a +3 bonus to saving throws against confusion, charm, fear, and spells that affect the mind. The bonus increases to +4 at **11th level**, and +5 at **14th level**.

Death Strike

At **10th level**, a monk gains a fearsome attack capable of dealing death with a single blow. The monk can use this attack once per week. The attack must be announced before an attack roll is made and the monk's level must be higher than the target's level. If the monk successfully deals damage with the attack, the death strike succeeds and unless the victim makes a constitution check, the victim is immediately slain.

At **12th level**, after a successful death strike, the monk can choose to delay the victim's death by up to 1 round per level. The monk merely wills the target to die at any point within the allotted time. However, if the monk wishes, the monk need not inflict death on their victim. Instead, the monk can release the victim from the death sentence upon a successful touch attack. For instance, a **12th level** monk successfully strikes a **5th level** fighter. The monk can will the fighter to die any time within the following twelve rounds. Or, the monk can release the fighter from the death strike by a successful touch attack. The death strike has no effect on undead, oozes, elementals or creatures that can only be struck by magic weapons, unless the monk is able to hit the creature with the iron fists ability.

SPECIAL ABILITIES

These tables track the growth of the monk's special abilities as they gain level. They include armor class increase per level, the Damage inflicted by Primary and Secondary Attacks as well as increased movement rate for Fast Movement.

MONK SPECIAL ABILITIES

Level	Armor Class	Primary Attack	Secondary Attack	Fast Movement
1	11	1d4		35'
2	12	1d6		35'
3	12	1d6		40'
4	13	1d8		40'
5	13	1d8		40'
6	13	1d8	1d4	50'
7	14	1d10	1d4	50'
8	14	1d10	1d4	50'
9	14	1d10	1d6	50'
10	14	1d10	1d6	60'
11	15	1d10	1d6	60'
12	15	1d10	1d6	60'

MONK 13*

The monk's manifold abilities continue evolving at higher levels, allowing the monk to learn new skills and master battle techniques. The monk's body becomes honed to rapid action, and they can use the world around them to their advantage.



Deflect Blow (Dexterity)

At **13th level**, the monk gains the ability to deflect a blow when struck. To do so, the monk must make a dexterity check at a CL equal to or greater than the opponent's BtH. If successful, the monk deflects the blow completely. An attempt to deflect a weapon counts as a monk's primary unarmed attack. This ability does not work against ranged attacks, spells, or breath weapons.

Constitution Bonus

At **15th level**, the monk's mastery of mind over body increases their constitution by 1 point.

Catch Weapon (Dexterity)

Once a round, at **17th level**, the monk can attempt to catch a weapon in combat. To do so, the monk must make a normal attack using their dexterity instead of their strength. The monk must successfully hit an armor class of 15 + the opponent's BtH to catch a weapon. If successful, the monk has grabbed whatever the opponent is holding, or has caught it in mid-air. In the following round, the monk can attempt to wrench it from their opponent's hand by making a constitution check. For the opponent to wrest the weapon back, they must make a successful strength check. The target can release the weapon at any time, as the monk is holding the weapon, not the original wielder. The wielder can use any of the weapon's magical effects while the monk is holding it.

Quick Reaction

At **18th level**, monks add +1 to their initiative roll. At **24th level**, this bonus increases to +2. After **24th level**, should the result be an 11 or higher, monks can take one more action at the end of every round, such as attacking or moving half their movement rate. Monks may only make a ranged attack if they have a ranged weapon already in hand. Regular actions, such as rummaging through a backpack, generally require too

much time so the monk cannot perform them with the second action. CKs may rule on individual actions; for example, grabbing a pinch of powder from a belt pouch is within reason; stopping to open a chest and look through its contents is not.

Weapon Mastery

At **20th level**, monks can hone their weapons skill. They can choose one weapon to master, learning to use it to its fullest extent. When using the mastered weapon, the monk receives a bonus of +1 to all to-hit, damage, and attribute rolls. In effect, the weapon becomes a part of the monk, allowing them to reach further and faster than normal; where before they broke their fall with their own hands and feet, now they use the weapon as a tool to slow their descent, enhancing their attributes. Furthermore, the weapon becomes an extension of the monk, allowing them to extend the reach of their extraordinary abilities; with a weapon in hand, the monk can stun, deflect missiles, slow fall, and launch a death strike.

Example

Karaghi chooses the staff for his weapon mastery. While moving through the ruins of an old monastery up a trail along the Mistbane River, he encounters a group of orcs. The orcs immediately launch a volley of arrows at him. He attempts to deflect the arrows and, with a successful dexterity save, knocks two of them aside with his staff as it is an extension of his deflect missiles ability. He then uses the staff to pole vault up onto a broken wall. He runs the length of the wall, and then drops down into a roofless corridor using the staff as a balance bar. Running the length of the corridor, he vaults up and out of it at the end of the corridor, all the while using the staff as an extension of his abilities; it also enhances all his attribute checks by +1.

MONK HIGH LEVEL SPECIAL ABILITIES

Level	Armor Class	Primary Attack	Secondary Attack	Tertiary Attack	Fast Move
13	15	1d10	1d8		60
14	15	1d10	1d8		60
15	16	1d10	1d8		60
16	16	1d10	1d8	1d4	60
17	16	1d10	1d8	1d4	60
18	16	1d10	1d10	1d4	60
19	16	1d10	1d10	1d6	60
20	16	1d10	1d10	1d6	60
21	17	1d10	1d10	1d6	60
22	17	1d10	1d10	1d8	60
23	17	1d10	1d10	1d8	60
24	17	1d10	1d10	1d8	60

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Level	HP	BtH	EPP	Check	Abilities
13	+5 HP	+12	1,500,001	Dexterity None	Deflect Blow: deflect a blow. Slow Fall: reduces fall damage by 35 feet.
14	+5 HP	+13	1,750,001	None	Iron Mind: +5 against <i>confusion</i> , <i>charm</i> , <i>fear</i> and spells that affect the mind.
15	+5 HP	+14	2,000,001	None None	Constitution Bonus: gain 1 point of constitution. Iron Body: +5 versus poisons, toxins, paralysis, polymorph, petrification & death.
16	+5 HP	+15	2,250,001	Dexterity	Deflect Missiles: dodge or deflect missiles four times per round.
17	+5 HP	+16	2,500,001	Dexterity None	Catch Weapon: grabs held weapon or catches weapon hurled at them. Iron Fists: fists strike as +5 magic weapon.
18	+5 HP	+17	2,750,001	None None	Quick Reaction: +1 to initiative roll. Slow Fall: reduces fall damage by 40 feet.
19	+5 HP	+18	3,000,001		
20	+5 HP	+19	3,250,001	Dexterity None	Deflect Missiles: deflect missiles five times per round. Weapon Mastery: choose one weapon to master and gain +1 bonus to hit and damage, and +1 on all attribute checks.
21	+5 HP	+20	3,500,001		
22	+5 HP	+21	3,750,001		
23	+5 HP	+22	4,000,001		
24	+5 HP	+23	4,250,001	None	Quick Reaction: +2 to initiative roll with possible extra action.



PALADIN

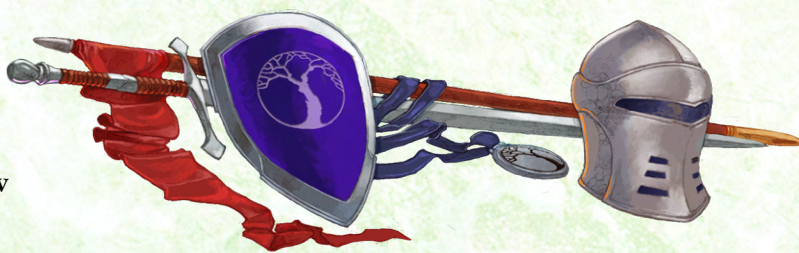
PRIME ATTRIBUTE: Charisma

HIT POINTS: d10

DISPOSITION: Law/Good or Good/Law

WEAPONS: Any

ARMOR: Any



Level	HP	BtH	EPP	Check	Abilities
1	d10	+0	0	None None None None None	Cure Disease: cure disease once per week. Detect Evil: detect evil up to 60 feet. Divine Aura: emanate divine aura +2 AC and saves against evil , and cannot be touched, by evil creatures. Divine Health: Immune to disease. Lay on Hands: heal 2 hit points per level once per day.
2	d10	+1	2,701		
3	d10	+2	5,501	Wisdom	Turn Undead: can turn undead as 1 st level cleric.
4	d10	+3	12,001	None	Divine Mount: gain a divine mount.
5	d10	+4	24,001		
6	d10	+5	48,001	None None	Aura of Courage: immune to fear, gives allies within 10' a bonus of +4 to saves against fear. Cure Disease: cure disease twice per week.
7	d10	+6	95,001		
8	d10	+7	180,001		
9	d10	+8	360,001	None	Smite Evil: once per day add charisma modifier to hit, +1 damage per level against evil creature.
10	d10	+9	700,001		
11	+4 HP	+10	1,000,001		
12	+4 HP	+11	1,300,001	None None	Cure Disease: cure disease three times per week. Divine Healing: once per week cure all damage, disease, blindness, deafness, poison and other ailments.

DESCRIPTION

In the constant battle between good and evil, a select few, through their selfless devotion, courage, nobility of spirit and unyielding faith, rise to the forefront of the struggle. These holy warriors strike terror in the hearts of evil creatures, and inspire others to greater good. The paladin's consistency and strength knows only the limits of their deity and code.

ARCHETYPE

The paladin is a holy warrior chosen for adherence and absolute devotion to a deity or similar holy cause. Some are trained in all the arts of combat, serving in the vanguard of many wars and movements. Their belief in the tenets of their deity gives them strength and divine powers beyond those of other warriors. A paladin's code requires them to respect legitimate authority, act with honor, help those in need and punish those that harm or threaten innocents. They can serve priests, temples, religious houses or other religious authorities, but obey only one calling.

PURPOSE

The paladins serve their code alone. They are defined by their actions, and their actions are dictated by their code. These holy warriors are driven by virtue, courage, nobility and the quest to combat evil in all forms. They ride for no master but their deity or cause. The greater good guides their actions, and victory is its own honor. Paladins fight on lonely battlefields and protect the weak. These warriors fight and die for the greater good; often unsung, alone and beyond the reach of succor.

Though paladins are often maligned for their zealous actions, or feared for their powers, all hold them in high regard, for they wage an unflagging war against evil. A paladin's power flows from strength of will and the ability to project divine power against the enemy.

Their purpose, if misunderstood by many, is quite clear to them, and always guides their actions. They are servants of the law, and are bound to their code forever. They serve the greater good and always place it above all else.

CLASSES



WEAPONS AND ARMOR

Every deity or pantheon has a moral code that dictates what is acceptable on the battlefield. A paladin's weapons of choice are generally those of the paladin's deity or of a knightly sort, for paladins eschew cowardly combat and believe facing one's enemy in battle is the highest honor. They never use weapons associated with thieves or the cowardly, and generally refuse to use ranged weapons, though some of them are not averse to using them if absolutely necessary.

Paladins never knowingly associate with evil characters under any circumstances. A paladin ends all associations with those who consistently offend their moral code or refuse to help in the causes the paladin considers worthy.

A paladin who ceases to perform their duties or strays from the path of righteousness, who willfully commits an evil act or who grossly violates the code of conduct loses all abilities, including the service of the paladin's divine mount. The character is outcast and cursed, and no longer advances in strength or power. Only by atoning for these violations of the code may such a paladin regain the status and powers.

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ABILITIES

Cure Disease

At **1st level**, the paladin can cure any disease, no matter the origin, once per week. This ability improves as the paladin rises in levels. At **6th level**, the paladin can cure disease two times per week, and at **12th level**, three times per week.

Detect Evil

Beginning at first level, paladins have the ability to *detect evil* in the same manner as the spell. However, this ability is innate and no spell casting is involved. A paladin simply concentrates for one round on an area or individual within 60 feet to use the ability. The paladin must face toward the area or individual being examined. The paladin can do this as often as desired, but must be able to concentrate for at least one round to do so.

Divine Aura

Paladins emanate a permanent divine aura that wards against attacks from evil, summoned or conjured creatures. It creates a magical barrier around the paladin that conveys a +2 bonus to armor class and a +2 bonus on all saving throws against evil creatures. The divine aura also prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail, and the creatures to recoil, if such attacks require touching the warded creature. Good elementals and outsiders are immune to this effect.

Divine Health

Paladins possess a divine immunity to any disease of any origin.

Lay On Hands

A paladin can cure 2 hit points per level once per day. This ability can be used on the paladin or on others, but the healing cannot be divided among multiple recipients.

Turn Undead (Wisdom)

At **3rd level**, the paladin gains the ability to turn undead as a cleric of **1st level**. When making a wisdom check to turn undead, a paladin adds their "turning level" to the roll, not the character's actual level. This ability improves with each level, so a **5th level** paladin turns undead like a **3rd level** cleric, etc.

Divine Mount

At **4th level**, the paladin gains the ability to call a divine warhorse or other mount. A paladin's deity confers this grace upon the paladin as a reward for faithful service. The divine mount is always healthy, intelligent, devoted, and ready to serve the paladin's war against evil or chaos. For medium-sized paladins a heavy war horse is called. For small-sized paladins a war pony is called. If the divine mount dies, a year and a day must pass before another can be called. The Castle Keeper provides information about the mount that responds to the paladin's call.

Aura Of Courage

At **6th level**, a paladin is immune to fear (magical or otherwise). Allies within 10 feet of the paladin gain a +4 bonus on saving throws against fear effects.

Smite Evil

At **9th level** the paladin gains the ability to smite evil. Upon declaring a target the paladin gains a bonus to hit equal to their charisma modifier against that target. If they score a successful hit, they inflict +1 damage per level of the paladin. This ability can be used once per day, in one single attack, and only on creatures of evil disposition.

Divine Healing

At **12th level**, a paladin can call upon their deity to aid those in need of healing. Divine healing enables the character to wipe away disease and injury. It completely cures all diseases, blindness, deafness, hit point damage and all temporary ability damage. It neutralizes poisons in the subject's system, so that no additional damage or effects are suffered. It dispels the effects of a *feeblemind* spell. It cures those mental disorders caused by spells or injury to the brain. Only a single application of the ability is needed to simultaneously achieve all these effects. The ability does not remove negative levels, restore permanently drained levels or restore permanently drained ability scores. The paladin can use the ability once per week.

PALADIN 13*

The paladin exemplifies the holy champion, a noble warrior-priest without peer. Evil fears the paladin, shunning their very presence, but the distraught turn to them for succor. Their long road leads them to the halls of sainthood.

Bequeath Virtue

The essence of law and good graces every paladin. At **13th level**, this grace manifests as a virtue which the paladin passes on to small items of great beauty, such as flowers, a maiden's hair, garments of silk or soft cottons, and other such innocuous items. These items become imbued with a calming goodness, which immediately soothes the soul of the person to whom the paladin bestows the item. The item's enchantment lays a guise of healing upon the person, passing the grace as a virtue on to the individual. So long as the person is at rest, they heal at double the normal rate up to half the paladin's hit points before the item loses its grace and wilts.

Furthermore, the virtue can bring someone back from negative hit points. After holding a virtuous item for 24 hours, any individual who has between -1 and -5 hit points returns to zero hit points. When a paladin reaches **18th level**, their bequeath ability extends to -7 hit points; when they reach **20th level**, it extends to -9 hit points. The virtue stops all bleeding as well as heals the one holding the virtue.

A paladin can make one virtuous item a day and the paladin can only have a number of virtuous items equal to their level, at any given time. Every time the paladin bequeaths an item, they temporarily lose a point of constitution that requires one day to heal; magical healing has no effect on this restoration. The item itself wilts after it passes on its virtue unless the paladin chooses to permanently lose a point of constitution; in this case, the virtue and its effects are permanent. The paladin cannot personally use these items, nor may any other paladin.

Example

Angrid's battle with the ogre went poorly. With a great blow, the ogre split Angrid's helm, delivering a grievous wound to the dwarf's skull, dropping Angrid to -5 hit points. His companion, Meredith, brings him to the Temple of St. Luther, where the elder paladins see to Angrid's care. The Lord Paladin there bequeaths virtue to a golden coin and places the coin in Angrid's hand. The paladins then allow the dwarf to rest for 24 hours, after which Angrid's hit points rise to zero. His friend Meredith uses her lay on hands ability for 2 additional points of healing, bringing Angrid back to the land of the living. The Lord Paladin who bequeathed the coin suffers the loss of one point of constitution, but by the following day, the point has returned.



CLASSES

Also, at **20th level**, the paladin can reverse the effects of aging. They can imbue an item with such restful virtue that it lays a deep enchantment of sleep upon it. Anyone so willing sleeps for a full year, and in that time, the sleeper regains five years of life as if they were five years younger. The paladin temporarily suffers 5 points of constitution loss each time they use this ability; each constitution point requires 1 month to heal.

Divine Intervention

At **13th level**, the paladin achieves a rank in the hierarchy of their order that draws the attention of the deity, allowing the paladin to call upon the deity for aid. The paladin may call upon divine intervention for one of three following purposes:

1. The intervention allows the paladin to re-roll one dice roll. The dice roll is restricted to the following: to hit, damage, saving throw, turning undead, or attribute check.
2. The intervention grants the paladin a +4 bonus to hit and doubles any damage for 1 round.
3. The intervention reduces all the damage the paladin suffers in that round by half.

The paladin can use this ability once a week at **13th level**, twice a week at **17th level**, and 3 times a week at **22nd level**.

Advanced Aura of Courage

This ability functions identically to the **6th level** Aura of Courage special ability but the range of its effect increases. At **15th level**,

the range extends to 30 feet. At **20th level**, the range extends to 50 feet.

Advanced Smite Evil

This ability functions identically to the **9th level** Smite Evil special ability, except for the number of times per day it can be used. At **15th level** the paladin can use this ability twice per day, and three times per day at **20th level**.

Charisma Bonus

At **15th level**, the paladin's holiness, the light that shines from within, increases their charisma by 1 point.

Divine Will

At **20th level**, the paladin earns the right to compel others to engage in holy acts or call for a holy war. Once per month, the paladin can use divine will and force any who can hear their voice to take up whatever cause they call upon them to do. Individual CKs must determine how many can hear the paladin's voice; in very noisy environments, only as few as a half-dozen may hear their call; if an army quietly listens to the paladin, then their call may compel many hundreds to join them.

Recipients of this divine will suffer as if geased unless they make a successful charisma check at a CL equal to the paladin's level. Not all the restrictions of a geas apply to the divine will, for those compelled willingly put themselves into harmful situations, and if so called upon, they willingly sacrifice their lives. The geas only lasts as many days as the paladin has levels



unless some outside force dispels it (such as dispel magic cast upon the targets), or the paladin himself dispels it.

Divine Will does not affect evil creatures, NPCs, or player characters.

Cleanse Soul

The 24th level paladin gains mastery over other men's minds. This ability reveals deception and disposition, penetrates any disguise or illusion, reads minds, can lift charms or any other bemusements, dispels magic, and exorcises evil from those unnaturally possessed. The power lays the dead to rest, atones for actions, and allows the paladin to commune with others.

Upon attempting to cleanse soul, the paladin must constrain the target for a number of rounds equal to the target's level and make a successful charisma check at a CL equal to the target's level, with any applicable bonuses. The paladin must also overcome the target's spell resistance, if any. If successful, the paladin automatically knows the target's state of mind. They can detect their disposition (good, evil, chaotic, neutral, or any combination); knows their attitude, whether angry or fearful; the paladin can see through any illusions; the paladin can detect if the target is under any mind-altering spell or spell-like effect; they can read the creature's thoughts, seeing the target's origins, hopes, fears, and dreams; in short, the paladin sees out

of the target's eyes and knows the target for who and what they are, no matter the deceptions.

Once cleanse soul reveals the full scope of the creature to the paladin, they may choose to exorcise the creature. If they successfully do so, the paladin forces any madness or evil out of the host. Many targets die from such an event, but others the paladin wholly cures, and they are brought back to the path of the righteous. The recipient of the cleansing must make a successful charisma save at a CL equal to the paladin's level or they succumb to the paladin's power. Inherently evil creatures, such as vampires, demons, or devils, are completely destroyed by the cleansing. Others, such as lycanthropes, are cured by the cleansing. The dead, such as wraiths, ghosts, and specters, gain eternal peace and their souls are released from bondage - unless they were evil in life - in which case they are banished to whatever hell awaits them. Any creature who survives the exorcism casts the paladin out of its mind and is freed from all the effects of the cleanse soul, including the paladin's ability to know the target's true self. Thereafter, the paladin can never again attempt to cleanse soul on that creature.

The paladin must rest one hour for every level of the creature they cleanse or attempt to cleanse. The rest must come immediately after for the cleansing drains the paladin of their fortitude. They are bedridden and unable to fend for themselves during this rest.

Level	HP	BtH	EPP	Check	Abilities
13	+4 HP	+12	1,600,001	None None	Bequeath Virtue: enchant item to heal & rest, return up to -5 to 0 hit points. Divine Intervention: once a week choose either reroll, +4 to hit and double damage, or reduce damage suffered by half for one round.
14	+4 HP	+13	1,900,001		
15	+4 HP	+14	2,200,001	None None None	Advanced Smite Evil: use smite evil twice a day. Advanced Aura of Courage: immune to fear, gives allies within 30' a bonus of +4 to saves against fear. Charisma Bonus: gain 1 point of charisma.
16	+4 HP	+15	2,500,001		
17	+4 HP	+16	2,800,001	None	Divine Intervention: twice a week choose either reroll, +4 to hit and double damage, or reduce damage suffered by half for one round.
18	+4 HP	+17	3,100,001	None	Bequeath Virtue: enchant item to heal & rest, return up to -7 to 0 hit points.
19	+4 HP	+18	3,400,001		
20	+4 HP	+19	3,700,001	None None None None	Bequeath Virtue: enchant item to heal and rest, return up to -9 to 0 hit points. Reverse 5 years of aging. Advanced Smite Evil: use smite evil three times a day. Divine Will: call upon others to join in attack. Advanced Aura of Courage: immune to fear, gives allies within 50' a bonus of +4 to saves against fear.
21	+4 HP	+20	4,000,001		
22	+4 HP	+21	4,300,001	None	Divine Intervention: three times a week choose either reroll, +4 to hit and double damage, or reduce damage suffered by half for one round.
23	+4 HP	+22	4,600,001		
24	+4 HP	+23	4,900,001	None	Cleanse the Soul: reveal deception, disposition, disguise, or illusion; reads minds, lift charms and other mental spells, dispels magic and exorcises evil.

CLASSES

RANGER

PRIME ATTRIBUTE: Strength

HIT POINTS: d10

DISPOSITION: Any

WEAPONS: Any

ARMOR: Breastplates, chainmail hauberk & shirt, cuir bouille, greek ensemble, leather, chain coif, leather coat, padded, ring mail, scale mail, studded leather



Level	HP	BtH	EPP	Check	Abilities
1	d10	0	0	None	Combat Marauder: +1 damage against Humanoids per level.
				Dexterity	Conceal: conceal themselves in wilderness areas.
				Wisdom	Delay/Neutralize Poison: create natural remedies for poison.
				Dexterity	Move Silently: move silently in wilderness areas.
				Dexterity	Scale: scale and climb natural surfaces and inclines. Climb dangerous inclines with successful check.
				Dexterity	Traps: detect, build and disable simple wilderness traps. +2 bonus to checks when actively searching.
				Wisdom	Survival: find shelter, food and water in wilderness areas for themselves and others, determine direction, start a fire.
				Wisdom	Track: track creatures or hide tracks in wilderness, determine number and type of tracked creatures.
2	d10	+1	2,251		
3	d10	+2	4,501	Wisdom	Track: can discern distinguishing characteristics of tracked creatures.
4	d10	+3	9,001		
5	d10	+4	18,001	Dexterity	Conceal: can move silently while concealed with a -5 penalty.
				Wisdom	Track: identify specific type of creatures.
6	d10	+5	40,001	None	Favored Enemy: +2 to Hit/AC/Tracking against one creature.
7	d10	+6	75,001		
8	d10	+7	150,001		
9	d10	+8	250,001		
10	d10	+9	500,001		
11	+4 HP	+10	725,001		
12	+4 HP	+11	950,001		

DESCRIPTION

Every king, prince, general or mercenary captain needs specialized warriors whose skills go beyond sword and shield. It is knowledge of a foe, including their strengths weaknesses, movements, encampments and intentions, that is often vital to defeating an enemy. A ranger specializes in gathering this information and often fulfills this need for prince and king. Rangers are also inspired by causes or creeds, whether noble or ignoble, to battle enemies along the frontiers of their civilization, keeping in abeyance the vile depredations of evil marauders or mean beasts. They spend their lives in the trackless wastes and wilderness of the world traveling barren escarpments and dense forests in search of their foe, while studying, tracking and gaining an intimate knowledge of their manners and ways.

ARCHETYPE

The ranger occasionally finds employment with a lord, baron, or other leader, and is usually commissioned to guard large tracts of land against interlopers or to serve as a scout for large armies. As often, rangers have committed themselves to a forsaken, bloody, yet noble cause – defending civilization, at all costs, against those creatures that would overrun them. The willingness of most rangers to take extreme measures in this defense ostracizes them from their more urbane brethren.

PURPOSE

Often waylaying and combating these enemies alone or in small groups, with or without the knowledge or permission of their liege lords, the ranger can be driven by a cause greater than that of feudal loyalty. These brave and stalwart souls often live lonely

and brutal lives far from the places they deem worthy of their protection. This isolation occasions skepticism and distrust from those who benefit from their vigilance.

The ranger is a warrior skilled at combating particular creatures which pose the greatest threats to the lands they protect. They have honed their skills at combating these foes through years of constant surveillance and combat – their knowledge extending well beyond fighting their enemies. Rangers can track their enemies, speak their tongues when possible, and learn their ways. The ranger's distance from cities and towns requires them to be dependent upon the land for sustenance and excellent outdoorsmen and are capable of living off land others may find barren or empty.

Rangers are found in the service of many disparate types of people and causes, whether good or evil, lawful or chaotic. Knowledge of subterfuge and combat prowess are not restricted to those who are of a noble nature, and some are desperate outlaws confounding local authorities and merchants alike.

WEAPONS

The ranger's ability in combat is renowned. They take up sword and spear to stride stone battlements and fight alongside the best of warriors. However, a ranger's true weapons lies elsewhere and requires skills of a nature wholly unknown to others; hunting, interdiction, escape and evasion are often the ranger's most powerful weapons. Compound this with a ranger's focus on their foe's weaknesses, and it makes them a truly fearsome enemy.

ARMOR

Rangers must be able to move quickly through a variety of terrains. Heavy or bulky armor can seriously impair mobility, and so some restrictions apply to the armor types available for use by rangers. A ranger may utilize any medium shield or helmet. However, the use of any shield larger than a medium shield, or the wearing of a helmet larger than a normal helm, may limit mobility and restrict the use of abilities as the Castle Keeper deems fit.



CLASSES

ABILITIES

Combat Marauder

Rangers possess an extraordinary ability to combat their most common foes, humanoids and giants, due to intense training and study of their enemy's fighting techniques. When fighting humanoids (bugbears, gnolls, goblins, hobgoblins, kobolds, orcs and the like) or giants (giants, ogres and the like), a ranger inflicts extra damage. This damage bonus is +1 at **1st level**, with an additional +1 gained at every level beyond first. For instance, a **5th level** ranger would inflict an additional 5 hit points of damage for each successful hit against a humanoid or giant. The use of this ability is dependent upon the armor worn. Wearing armors other than those allowed reduces the ranger's mobility and swiftness of arm such that they cannot effectively use this ability.

Conceal (Dexterity)

Rangers can conceal themselves extremely well in wilderness areas. With a successful dexterity check, rangers can camouflage themselves so well as to be unnoticeable by most passers-by. Rangers cannot conceal themselves and move silently at the same time until they reach **5th level**. At this level and beyond, a ranger can attempt both but must make a successful conceal and move silent check at -5 penalty. In this case, movement is reduced to one quarter the normal movement rate.

Rangers cannot conceal themselves if being observed, even casually, before the conceal check is attempted. If the observer is momentarily distracted, the ranger can attempt to use this ability. While the observer averts its attention, the character can attempt to get to a hiding place of some kind. The attribute check, however, is at a -10 penalty because the character has to move quickly to the hiding place.

This ability cannot be used if armors other than those allowed are worn.

Delay/Neutralize Poison (Wisdom)

A knowledge of flora and fauna enables a ranger to identify dangerous toxins and their symptoms, and rangers can apply remedies to slow or even nullify their effects. This ability can only be used with natural poisons (animals, plants, fungi, etc.) familiar to the ranger – usually those found in the region where the ranger spends most of their time, be it forest, desert or mountain. The only manufactured poisons with which a ranger is familiar are those produced by their favored enemy (see below). To succeed at this task, the ranger must have access to herbs and antidotes. The Castle Keeper must decide if the herbs are available or antidotes can be produced.

On a successful delay poison roll, the ranger can temporarily delay the effect of poisons. The onset or continuation of the effects of the poison are delayed for one hour per level of the ranger. This does not cure any damage the poison may have already caused. It takes one round to perform this action and the ranger may make only one attempt at this task.

If the delay poison roll exceeds the total score needed for success by 6 or more, then the ranger has successfully neutralized the poison in the victim. The afflicted creature suffers no additional damage or effect from the poison. Any temporary effects are ended, but the neutralization of the poison does not reverse any damage or effects that have already occurred.

Move Silently (Dexterity)

The ranger is able to move silently in wilderness areas with a successful dexterity check. The ranger can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging. Rangers cannot perform this ability indoors. See *conceal* above for information on moving silently while attempting to conceal oneself.

This ability cannot be used if armors other than those allowed are worn.

Scale (Dexterity)

With this ability, rangers can climb and scale typical natural slopes and inclines, such as steep but rocky hillsides. No attribute check is needed to scale such surfaces. Additionally, this extraordinary ability allows a ranger to climb up, down, or across a dangerous natural slope or inverted incline that others would find impossible to climb. When doing so, the ranger moves at one-half the character's normal speed. A failed scale check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height and must suffer falling damage.

In both situations above, nothing can be carried in the ranger's hands while climbing. Also, the ability cannot be used if armors other than those allowed are worn.

Traps (Wisdom)

A ranger is able to detect and build simple traps in a wilderness environment. When passing within 25 feet of a wilderness trap, a ranger is entitled to an attribute check to spot it. When actively searching for traps, the ranger receives a +2 bonus to the check. It takes one round to locate a trap in a 5 by 5 foot area, or one minute spent searching to locate a trap in a 25 by 25 foot area. A ranger cannot find magical traps with this ability.

A ranger can set simple traps in a wilderness environment. These include snares, pit traps and similar devices. Rangers cannot set complicated mechanical traps such as those found on treasure chests or on doorways. On a successful traps check, the ranger successfully builds and conceals a snare or pit trap. Snares can capture and hold creatures of up to medium height, and pit traps can be dug to deliver 1d4 points of damage (halved if the creature falling in it makes a successful dexterity saving throw). Rangers can also disable simple wilderness traps (of any type they can build) with little or no effort. No traps check need be made to do this.

Survival (Wisdom)

In wilderness environments the character can find shelter, food and water for themselves, start a fire, and determine direction. As long as adequate food, water, and shelter sources are present in the environment, the ranger can find food, water and shelter without the need for an attribute check. Also, a ranger can start a fire in 1d10 minutes by natural means, as long as the needed materials are available. A ranger also can determine true north in relation to the character, as long as they are in a wilderness environment.

A ranger can also provide decent food and water for several people without the need for an attribute check unless it is a large number of people. The ranger must spend 8 hours hunting and gathering to produce enough food and water to feed 2d4 people for a day. If the ranger wishes to feed or shelter a larger group of people than the die indicate, a successful wisdom check is necessary. If successful, the ranger must spend an additional 8 hours gathering food to feed and water an additional 2d4 people. This additional effort allows the ranger to gather food and water for up to 4d4 creatures. The ranger can only hunt and forage for food twice per day.

Example

A ranger is attempting to feed 12 people. For 8 hours of effort, the ranger feeds 2d4 people automatically. The result is a 6, so the ranger has to feed 6 more people. On a successful wisdom check, the ranger can forage for another 8 eight hours and feed 2d4 more people.

Track (Wisdom)

The ranger can successfully track any creature in a wilderness setting that leaves a discernable trace with a successful wisdom check. They can also determine characteristics about the creature being tracked. The Castle Keeper may require multiple checks over time and distance. The ranger can also hide tracks with a similar successful check.

When tracking or hiding tracks from humanoids or giants, a ranger receives a +2 bonus to the attribute check. The Castle Keeper may apply bonuses or penalties for varying conditions, such as the length of time elapsed since the tracks were made, weather conditions, the number of creatures tracked and whether the tracked creature moved through water or a secret door.

A successful track check may also impart information about the creature(s) being tracked. Once a trail is found, a track check can determine the general number and type of creatures being tracked. The number of creatures tracked should be disclosed to the player by using one of the following categories: individuals (1-6), band (6-30), troop (20-100), or army

(100+), and also one from the following categories: beast, fey, giant, humanoid, plant, vermin, or other (aberration, construct, dragon, elemental, magical beast, ooze, outsider, shapechanger, or undead). For many creatures, the ranger can not identify its exact type; only that it is a creature of such nature until some experience has been gained tracking it. A ranger can identify specific animal tracks with no effort. After having tracked a particular type of creature several times, the ranger can later identify its tracks.

At **3rd level**, a ranger can ascertain distinguishing characteristics about the creatures tracked, such as whether they are wounded, exhausted, carrying heavy objects or wearing certain armor. The ranger might even be able to determine if a spellcaster is in the group being tracked. The marks or characteristics determined are limited only by the Castle Keeper's imagination and desire to provide or enhance story elements during game play.

At **5th level**, a ranger can identify the specific type of creature(s) being tracked if belonging to one of the following categories and with which the ranger has had some interaction: beast, fey, giant, humanoid, plant or vermin.

Favored Enemy

At **6th level**, a ranger chooses one specific type of creature as a favored enemy. For example, a ranger might choose goblin, or gnoll or hill giant. The Castle Keeper should require the player to choose an enemy that is consistent with the past history and storylines involving the character; ideally, a type of creature that the character has encountered and fought on several occasions in past adventures.

Knowledge of the favored enemy confers numerous bonuses to the ranger's ability checks. When combating a favored enemy, the ranger gains additional combat bonuses due to an advanced fighting style developed through the experience of repeatedly fighting that type of creature. The ranger gains a +2 bonus to hit against a favored enemy. The ranger also receives a +2 bonus to armor class when fighting a favored enemy. Further, when tracking the favored enemy, the ranger receives a +2 bonus to the tracking check. The ranger is also able to neutralize poisons of the favored enemy, whether manufactured or natural.

The combat bonus of this ability cannot be used if armors other than those allowed are worn.

RANGER 13*

Understanding the wilderness is a constantly evolving skill. The ranger's ability to eek a living out of even the most inhospitable environments, find paths through strange country, and pursue an enemy with deadly intent all continue to grow with experience. A ranger's high-level abilities reflect this deepening knowledge. The ranger's combat skills do not grow as rapidly at these levels, for the ranger's true gifts lie in their wilderness abilities.

CLASSES



Find Passage

At **13th level**, the rangers' wilderness skills allow them to find the least obstructed method of moving through an environment. This does not equate to finding secret passages or hidden paths. Find passage allows rangers to examine their environment and, through their knowledge of the natural order of things, find the easiest way forward. Find passage allows rangers to halve any movement penalties existing for any terrain. This ability also applies to their climbing ability. In order to use this ability rangers must have some experience in the terrain and the terrain itself must be terrestrial. Anyone traveling with the ranger can follow them, but not as skillfully; their penalties are reduced by one-fourth the normal penalty.

Advanced Favored Enemy

This ability functions identically to the **6th level** Favored Enemy ability. At **13th level**, the ranger's favored enemy bonus for to hit, track and AC increase to +3. Furthermore, at **20th level**, rangers can intimidate their favored enemies with a successful charisma check; successfully intimidated enemies become disconcerted while battling the ranger, suffering a -2 penalty to all to hit, damage, and attribute check rolls. Rangers cannot intimidate more than 15 favored enemies at a time.

Expert Trapper (Wisdom)

At **13th level** the ranger's ability to spot traps increases to a +3 bonus when actively searching. Furthermore, the ranger can create traps that cause 2d4 points of damage and can trap or

ensnare large animals. At **18th level**, this ability increases to a +4 bonus to detect traps when searching, and create traps that cause 3d4 points of damage; at **24th level**, it increases to a +6 bonus to detect traps when searching, and create traps that cause 4d4 points of damage. Rangers can only detect traps in wilderness environments and they cannot detect magical traps.

Survival Instincts (Wisdom)

At **15th level**, the ranger becomes more in tune with their environment, developing a sixth sense for danger. The ranger can sense that something is wrong but may not be able to pinpoint the exact nature of the danger. An errant smell, an overturned leaf, or an unnatural quiet all might alert experienced rangers to danger, making it increasingly difficult to surprise them. They receive a +2 bonus to their wisdom check when making a check to see if they are surprised. This bonus increases by one point for every two levels thereafter (+3 at **17th level**, +4 at **19th level**, and so on).

Strength Bonus

At **15th level**, the ranger's long journeys of hardship in the wilderness and exposure to the elements increase their strength by 1 point.

Advanced Tracking (Wisdom)

At **17th level**, a ranger's tracking skills surpass even those of many animals. Once rangers find a trail with a successful track check, their knowledge of tracking is such that they can determine

accurately the number in the party they are tracking, the make-up of the party (war band, hunting party, etc.), whether they are well or lightly armed, their speed, and their habits (what and how often they eat, stop to rest, precautions they take, etc.). Rangers can determine whether tracked beings belong to one of the following categories: beast, fey, giant, humanoid, plant, vermin, or other (aberration, construct, dragon, elemental, magical beast, ooze, outsider, shape changer, or undead).

Example

With a successful track check, the 18th level ranger determines they are pursuing a war band of 11 humans; four ride on unshod light ponies, and seven travel on foot; one of the ponies is lame, lagging behind the others. Those on foot wear light armor, and two carry pole arms. The group rests infrequently, and they cover vast distances in short spells of time. They are eating lightly, and they stop to water whenever they have the chance.

Furthermore, the ranger can anticipate the movement of those that they track. Most animals and humans are predictable in their habits, and recognition of those habituations enables the ranger to figure out where foes may be heading or what they

are planning. The ranger has a chance of predicting their foes' preferred direction of travel from point "A" to point "B." In this case, if the ranger has successfully tracked, they must make a second successful track check (+1 only and +1 per level thereafter) to determine the enemies' correct path. Furthermore, the ranger, knowing their foes' habits, can predict their eventual destination. The destination has to be knowable to the ranger, meaning they must know the area and its possible destination points based upon the method, direction, and speed of the party's travel. A successful wisdom check after the above indicates the ranger has surmised their foes' chosen destination.

Example

The ranger Rutifix makes a successful wisdom check and picks up the tracks of a lycanthrope in a rural agricultural community. He tries to guess the direction in which it travels. Rutifix has been fighting them for some time and knows their habits well, and a second successful wisdom roll means he accurately guesses the direction. The ranger knows three thorps, each with their own distinctive flavor, lie in that direction. The lycanthrope, being hungry, headed toward one of the villages. With a third successful wisdom check, the ranger picks the correct village—but Rutifix will not know he was successful until he arrives to find the lycanthrope.

Level	HP	BtH	EPP	Check	Abilities
13	+4 HP	+12	1,175,001	None Wisdom None	Find Passage: halve any movement penalties in difficult terrain. Expert Trapper: active search bonus to spot traps increases to +3, built traps do 2d4 damage. Advanced Favored Enemy: Favored Enemy bonus increases to +3.
14	+4 HP	+13	1,400,001		
15	+4 HP	+14	1,625,001	Wisdom None	Survival Instincts: +2 bonus to surprise checks. Strength Bonus: gain one point of strength.
16	+4 HP	+15	1,850,001		
17	+4 HP	+16	2,075,001	None Wisdom	Survival Instincts: +3 bonus to surprise checks. Advanced Tracking: determine number and make-up of party, armaments, speed, habits, and category. Further checks to anticipate direction and destination.
18	+4 HP	+17	2,300,001	Wisdom	Expert Trapper: active search bonus to spot traps increases to +4, built traps do 3d4 damage.
19	+4 HP	+18	2,525,001	Wisdom	Survival Instincts: +4 bonus to surprise checks.
20	+4 HP	+19	2,750,001	Charisma	Advanced Favored Enemy: intimidate up to 15 of the favored enemy who suffer -2 penalty to all to hit, damage, and attribute check rolls.
21	+4 HP	+20	2,975,001	None	Survival Instincts: +5 bonus to surprise checks.
22	+4 HP	+21	3,200,001		
23	+4 HP	+22	3,425,001	Wisdom	Survival Instincts: +6 bonus to surprise checks.
24	+4 HP	+23	3,650,001	Wisdom	Expert Trapper: active search bonus to spot traps increases to +6, built traps do 4d4 damage.

CLASSES

TRACKING

Following one's opponent into the wilderness, through a dungeon, or even through the tangled streets of a dirty town is one of the constants in **Castles & Crusades**. The ranger is a master at it, but others may attempt it from time to time, not fully understanding that tracking is a skill that takes years to learn and real experience to perfect. We've all heard the ranger shout "don't trample the area until I track," but tracking goes far beyond keeping the trail pure. It is not simply looking in the dirt to see if the tracks of some beast blaze the trail in one direction or the other. Rather, it is a science that involves gathering and interpreting mountains of information.

The skilled tracker knows when to track, and this goes beyond knowing that it is easiest to track in the light snow or after a rain. They also know that tracking in the early morning dew yields the best results as an animal's spoor is more noticeable then than in the late afternoon. Experience teaches them about the terrain and tells them how the terrain looks before a creature crosses it. Does the bark on the tree flake naturally, or do the flakes of bark on the ground denote that a beast of a certain height passed recently? They learn, as well, about the spoor of hosts of beasts, how many toes they have, if they are clawed or not, how long their stride is, or if they move fast or slow. They know that most creatures, when wounded, travel downhill, rarely going uphill.

Bringing tracking into the game can be fun and challenging. The more detail that the CK places in the encounter or in describing the use of the character's skill, the more realistic and gripping it can become. Below are items of detail that the CK may want to use when describing the trail the ranger follows. Furthermore, a more detailed understanding of the challenge level of any particular situation can often be very helpful.

Take note that too much detail, and laboring over it for too long, may bring the focus of the game away from hunting and into a more esoteric discussion of tracking; keeping the actual text and descriptions brief is the best way.

Non-Ranger Tracking

Any non-ranger making a tracking check suffers an automatic -10 penalty to any die roll.

The Tracking Stick

Many skilled rangers carry tracking sticks, small measuring devices with marks on them, so they can determine the stride of an animal. This helps them when they lose a trail as they can determine from the creature's stride where the next track most likely landed and guide them where to look. Any ranger using a tracking stick gains a +1 on their ability check for the first track check after losing a trail.

To determine the success of a tracking check, the ranger makes a normal track check; however, the following circumstances reveal more detailed information.

SIGNS

Rangers look for particular signs when tracking. These range from scattered water, to scat, or the reflection of grass in the afternoon sun. Below is a sampling of tracking signs that rangers may find and of which they would definitely take note.

Large Sign

Large sign represents easily noticed marks or signs of passage; where creatures usually walk, hunt, feed, or drink.

Trails: Areas that see high traffic for one type of creature, usually going to a feeding area or water source.

Runs: A normal area of traffic, usually to a favorite feeding ground or water source.

Pushdowns: An area of brush that is broken and crushed, usually going off trail and representing where a creature fled.

Eat-Through: Where a creature begins eating at the beginning of an area, such as a berry patch, and eats straight through the patch, moving on afterward.

Bed/Den: An area in thick brush that shows signs of frequent or constant use.

Medium Sign

These are less noticeable signs of passage such as a damaged tree, hair, claw marks, chewing, and similar instances. These signs are where a greater understanding of tracking, and what to look for, mark the ranger as the true expert.

Rubbing: These marks are small signs left on the sides of trees and rocks that denote where a creature passed and rubbed off the normal bark, dust, or film on the item in question.

Chewing: The way an animal chews at a tree or in the dirt marks what it is doing and what type of creature it is. A clean cut in the bark denotes incisors, usually a rodent. Serrated edges are animals that pull on the grass or leaves, breaking them apart rather than cutting them. No particular order in the bite marks denotes a predator chewing up something to extract minerals within or mark its territory. A clean break denotes plant life that has been broken but not chewed at all.

Breaking: This damage marks where an animal has passed, breaking small limbs, grass blades, knocking off bark, or any similar disturbance of the trail.

Small Sign

Small sign often consists of tiny depressions in the earth or disturbed dust. These signs are only noticeable by a skilled ranger.

Dust: A fine layer of dust settled on plant or rock that has been disturbed may give a ranger a sign even though no track exists.

The dust settles once it is disturbed by the original creature's passing. The dust is not in the track itself, and the ranger determines where the track is by where the dust is not.

Scat

Almost all creatures leave signs of their passing in their scat. By breaking the scat apart and conducting a careful examination the ranger may determine the time it was dropped, the food last eaten, and how much they ate. Every creature leaves different types of scat. In determining the type of scat a monster may leave, reference the below notations and place the monster in the family in which you feel it best fits.

Tube: Scat in a long tube shape denotes a canine or similar creature, as well as raccoons, skunks, opossum, wolverines, and bears.

Teardrop and Tapered: This scat belongs to any creature in the cat family. The mantichore would most likely have this type of scat.

Tapered Tube: This scat belongs to anything in the fox family. A good sample of this type of scat might be the lamia.

Fattened Threads: These thin bits represent weasels, wolverines, and similar creatures. Dragons would most likely have this type of scat.

Pellets, Round: Rabbits and hares drop round pellets when passing. It is very frequent as well, forming a trail of sorts. A xorn would perhaps leave such pellets behind.

Pellets, Oblong: These generally represent deer or similar hooved beasts. The pellets may have a nipple on the end. A satyr might leave oblong pellets behind.

Pencil Lead: Small pellets about the size of a pencil lead belong to rats, mice, and similar rodents. The stirge might leave these behind it.

Ghost Signs

These consist of faint, telltale signs left in the grass, on leaves, or similar places. When creatures pass they disturb the normal terrain, which itself changes throughout the day. Rangers make use of disturbances in these time-of-day dependent conditions to glean clues about the creatures being tracked.

Dulling: This consists of disturbed morning dew. Anything crossing through the dew wipes it from the trail or at least scatters it.

Shining: In the afternoon, grass is dry, stands generally straight and, in this posture, reflects the sunlight. Areas where there is no shine mark out where grass has been depressed. This depressed grass only lasts a few hours. Rangers may note the lack of reflection from several dozen feet away.

Leaf Sign: Weight on a leaf presses it into the ground, leaving a clear mark in the earth. The leaf itself may bounce back but usually remains somewhat depressed. Looking from the side, along a trail, the skilled ranger may discern this sign.



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TRACKING TABLES

When attempting to determine the CL of any track check, the CK may wish to assign an arbitrary number, or they may wish to assign a value that takes more details into account. If the latter is the case, refer to the following tables. It will be necessary to pre-determine the information, such as the time of day the creature passed, before the roll is made.

TERRAIN*

Terrain	CL
Depressions	2
Desert	2
Forest, Deciduous	0
Forest, northern or southern	0
Lowlands	1
Mountains & Hills	4
Rivers and Their Courses	3
Wetlands	4

*If the ranger is experienced in any particular type of terrain, the CL is automatically 0.

TIME TRACK CHECK IS MADE

Time	CL
Morning	-1
Mid-Morning	0
Noon	1
Mid Afternoon	-1
Afternoon	0
Dusk	2
Night	9

TIME ELAPSED

Time	CL
6hrs	-2
12hrs	0
18hrs	2
24hrs +	4

WEIGHT OF CREATURE

Size/Weight*	CL
Tiny	7
Small	3
Medium	0
Large	-3
Gargantuan	-5

*C&C does not have sizes for tiny or gargantuan; however, for very small creatures, such as a rat, or very large creatures, such as a dragon, use these sizes.

NUMBER ENCOUNTERED

No. Encountered	CL
1	4
2-4	2
5-13	1
14+	0

WEATHER CONDITIONS

Weather	CL
Dry	0
Raining	-1
Snowing	-3

GROUND CONDITIONS*

Conditions	CL
Clay	4
Dry	0
Muddy	-2
Pushdown	1
Run	1
Snow	-5**
Trail	0

*These conditions can be cumulative.

** If it is snowing and there is snow on the ground, the two are not cumulative; they both together count for a -5.



ROGUE

PRIME ATTRIBUTE: Dexterity

HIT POINTS: d6

DISPOSITION: Any

WEAPONS: Blowpipe, broadsword, cat-o-nine-tails, cestus, club, dagger, dart, light hammer, hand axe, hand crossbow, javelin, knife, light crossbow, longsword, mace, main gauche, quarterstaff, rapier, sap, shortbow, short sword, sickle, sleeve tangler, spiked gauntlet, sling, whip

ARMOR: Leather, leather coat, and padded



Level	HP	BtH	EPP	Check	Abilities
1	d6	0	0	None	Special: can wear leather, padded or leather coat without penalty.
				None	Back Attack: +4 bonus to hit and double damage with successful move silently or hide check.
				None	Cant: speak cant in coded words and gestures.
				Dexterity	Climb: climb any surface.
				Intelligence	Decipher Script: decipher script/ language/ code.
				Dexterity	Hide: conceal themselves from others.
				Wisdom	Listen: hear noise up to 30 feet.
				Dexterity	Move Silently: move silently indoors and outdoors.
				Dexterity	Open Locks: open mechanical lock.
				Dexterity	Pick Pocket: remove contents of pouch or pocket, perform sleight-of-hand.
				Intelligence	Find/Disable Trap: find, disable or set trap.
2	d6	+1	1,251		
3	d6	+1	2,501	Dexterity	Hide: can move silently while hidden with a -5 penalty to both checks.
4	d6	+1	6,001	None	Sneak Attack: bonus +2 to hit and +4 to damage against unsuspecting target.
5	d6	+2	12,001	None	Back Attack: +4 bonus to hit and triple damage with successful move silently or hide check.
6	d6	+2	24,001		
7	d6	+2	48,001		
8	d6	+3	80,001		
9	d6	+3	120,001	None	Back Attack: +4 bonus to hit and quadruple damage with successful move silently or hide check.
10	d6	+3	175,001		
11	+2 HP	+4	325,001		
12	+2 HP	+4	450,001		

DESCRIPTION

Ancient cities with high towers and crumbling walls, sprawling towns along coastal highways, villages, castles and hamlets all have one thing in common. They all have rogues in their environs. Their names vary: thieves, rascallions, cut-purses, footpads, confidence men, fences, burglars sharpers, pick-pockets or highwaymen. Their methods vary as widely as their names, but their goals and the theme of their lives are constant. Rogues steal from others. They gather ill gotten goods for their own pleasure or needs and care not a whit for payment or compensation of those they take from. Rogues make their living in the shadows, through stealth, deceit, thievery, or at times in service to some greater purpose known only to themselves. Rogues are simply the ultimate thieves.

ARCHETYPE

The archetypical ne'er-do-wells, rogues can be scions of the wealthiest families or simple street urchins. Some make their living by burglary, robbing wealthy merchants and pilfering the goods of many a palace. Others pick the pockets of the unwary, from the simple traveler to the noble lord. Still others find their skills best suited to plundering dungeons, unraveling riddles in dark caves, and stealing treasure from forgotten places, and avoiding the laws and lawmen of the more civilized areas of the world.

PURPOSE

To perform the many acts of daring rogues manage on a routine basis, they must be exceedingly dextrous. Rogues must

CLASSES

be nimble of hand and foot. They must be quick of wit and mind. When these traits are perfectly combined into a seamless coordination of mental acumen and hand-eye coordination, the rogue becomes a foe to be feared and friend never to be trusted.

It is true that there is no honor among these rogues. Every valuable is a potential source of income, and every circumstance an enticement to misdeed. They are driven by an anarchic soul and the outcast's disdain for common ethics where few laws are considered sacred and no oath is made that is not to be broken. Their only brotherhood is that of their confederations and guilds of like minded thieves, who are as loyal to one another as they are to anything else. These guilds provide protection and organized rackets, but have little more staying power than the strength of their leadership to manage an unruly and rebellious membership.

There are the rare exceptions to this generally dispiriting lot. There are burglars who steal only from wealthy and evil overlords, rob dragon hoards, or pilfer the treasures of malicious and cruel tyrants. However, they too are driven by the same forces that inspire other rogues, for it takes a wily and willful individual to crawl down dark forbidding corridors and face down dragons for a peek at their hoards.

WEAPONS

Rogues try to avoid combat as much as possible. Though not cowardly, they simply find the phrase "better to live and fight another day" more meaningful and applicable than anything to do with honor, pride or recognition of their martial prowess. Further, one might actually die in combat, and that has little value to anyone, especially to the rogue in question. As such, their weapons are generally of the smaller variety and not very impressive, being knives, daggers, saps and such, or those that can be used from a great distance such as bows, slings and darts.

ARMOR

Rogues have little regard for shields and armor as these hinder movement and make even simple tasks difficult. And, since rogues avoid combat as much as possible, armor becomes a useless accoutrement in most cases and in a city, attracts more attention than most rogues desire.

ABILITIES

Special

Rogues favor light armor, as it allows them to better ply their stealth abilities. Rogues may wear leather armor, a leather coat, or padded armor, and can employ small shields without any penalty to the use of their abilities. They may also wear leather helmets. A rogue may wear any other type of armor, but the character may suffer a penalty when using class abilities and wearing these armors as noted in the ability description. The penalty is equal to -1 for each point above armor class 12 that the armor confers. Restricted helmets and shields cause the rogue to suffer a -1 penalty to all abilities. All penalties are cumulative.

Example

A rogue wearing chainmail, which confers a 15 armor class, suffers a -3 penalty to all ability checks ($15-12=3$). The same rogue using a large shield suffers a -4 penalty to all ability checks. If the same rogue used a metal great helm as well, the total penalty would be -5.

Back Attack

A rogue normally avoids face-to-face combat if possible, preferring instead to use stealth to catch an opponent unaware. A rogue able to attack an opponent from the rear, who is unaware of the rogue's presence, gains a bonus to hit and to damage. To catch an opponent unaware, a rogue must make a successful move silently check to sneak up behind the foe, or make a successful hide check while behind the opponent. A rogue that succeeds in one or the other of these can make a back attack at a +4 bonus to hit. A successful hit inflicts double the normal damage.



When making a back attack, a rogue must use a close-quarters melee weapon. This weapon must be shorter than the character's arm. A rogue can only use this attack on creatures with a discernible back. The rogue must be able to see the target well enough to pick out a vital spot, and then must be able to reach it.

As the rogue gains experience, the damage inflicted increases. At **5th level**, a back attack deals triple damage, and at **9th level** a back attack inflicts quadruple damage. A back attack cannot be combined with the sneak attack ability.

Cant

Rogues often use a street language known only to those in the trade, called cant. Code words, hand signals, demeanor, and other signs comprise the cant. The cant can be used to convey complex ideas. The language may vary to some degree both geographically and culturally, making cants unique to each region, city, or even within a city.

Climb (Dexterity)

This extraordinary ability allows a rogue to climb up, down, or across a slope, wall, steep incline (even a ceiling with hand holds), or unusually angled natural or man made slope or incline that others would find impossible to climb. When doing so, the rogue moves at one-half the character's normal speed. A failed climb check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height, and must suffer falling damage. Rogues can not carry anything in their hands while climbing. When climbing typical natural slopes and man made inclines, such as a cliff faces or steep steps, a rogue does not need to make an attribute check to climb the surface.

Wearing armor not on the rogue armor list affects this ability.

Decipher Script (Intelligence)

This ability allows a rogue to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. If the check succeeds, the character understands the general content of a piece of writing. It takes 2d8 minutes to decipher each page of a script. The attempt may be made only once per writing.

A rogue may use this ability to decipher arcane script if a successful check is made at a penalty of -10. If successful they can read the spell but not cast the spell. This ability may not be used to decipher divine scrolls.

Hide (Dexterity)

Rogues use this ability to conceal themselves from others. A successful check means that the rogue is hidden so well as to be almost invisible. The rogue can move up to one-half normal speed and remain hidden. Hide checks suffer no penalty in this circumstance. At more than one-half and up to full speed, the character suffers a -5 penalty to the check to remain hidden.



It's practically impossible (-20 penalty) to hide while running or charging.

If the character is being observed, even casually, they cannot hide. If observers are momentarily distracted however, the character can attempt to hide. While the observer averts its attention from the character, the character can attempt to get to a hiding place. This check, however, is at a -10 penalty because the character has to move quickly to the hiding place. A rogue cannot hide if there is nothing to hide behind or conceal oneself with. Deep shadows can count as concealment at the Castle Keeper's discretion.

Rogues cannot hide and move silently at the same time until they reach **3rd level**. At this level and beyond, a rogue can attempt both but must make a successful conceal and move silent check at -5 penalty. In this case, movement is reduced to one quarter the normal movement rate.

Wearing armor not on the rogue armor list affects this ability.

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Listen (Wisdom)

A rogue can use this ability to listen intently and hear noises that others might not detect, even through an obstacle such as a door. Success indicates the rogue can hear soft sounds, like a whisper or cat stalking, while outside or in the open and up to a range of 30 feet. It also indicates success if the rogue is listening for sounds on the other side of a door, but the rogue must be adjacent to the door. However, exactly what is heard is up to the Castle Keeper's discretion as each case is unique. If listening through a stone wall, the rogue suffers a -10 penalty to the check. For other materials, vary the penalty as appropriate. A rogue can retry this ability once a round.

This ability is affected by wearing a metal or large helmet.

Move Silently (Dexterity)

This ability allows a rogue to move so silently that others cannot hear the movement. The rogue can use this ability both indoors and outdoors. A rogue can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

To move silently and hide, see the hide ability.

Wearing armor not on the rogue armor list affects this ability.

Open Lock (Dexterity)

A rogue can use this ability to open any sort of mechanical lock that would normally require a key to open. A successful check indicates the lock has been opened. This ability requires the use of a set of rogue's tools, including picks, blank keys, wires or other appropriate tools. A rogue may only make one attempt per lock. If that attempt fails, the rogue cannot try to open the same lock again until gaining one more level as it is beyond the current ability of the rogue to pick it.

This ability is affected by wearing metal or large gloves.

Pick Pocket (Dexterity)

A rogue can use this ability, on a successful dexterity check, to remove the contents of a pocket or pouch (or otherwise take something from a person) without being noticed. Success may require the rogue to cut the purse or pouch from the target. A penalty to check is equal to the level of the targeted victim.

This ability also allows the rogue to perform "sleight of hand" maneuvers. A successful dexterity check indicates the rogue has hidden or moved an item in such a manner so that observers are not aware of where the item has been hidden. Such typical maneuvers are hiding a coin, sliding a card up a sleeve, performing the shell game, and the like. A penalty to the check may be applied if there is an observer present that is determined to note where an item is moved. This penalty is equal to the wisdom attribute bonus for the observer.

Wearing armor not on the rogue armor list affects this ability.

Traps (Intelligence)

A rogue has three ways to use this ability: finding, disabling or setting traps. Each use requires a separate attribute check and each check may be made only once in a given circumstance. The player must also describe how the actions are being performed to use this ability.

To find a trap, a rogue spends time intently studying and searching an area to deduce possible trap locations. It takes one round to locate a trap in a specific area such as a lock or a doorknob, and one minute to locate a trap in a 10 by 10 foot area. A successful check indicates the rogue finds one trap, if any are present. The trap discovered is the simplest or most obvious trap in the area. If multiple traps are in an area, multiple successful checks are required to find them all. A rogue can find magical traps with this ability, although it may be much more difficult than finding mundane traps. The Castle Keeper determines any penalties to the check basing those penalties on the level of those who set them.

To disable a trap, a rogue must first know its location. Once a trap is located, a successful check means the rogue has disarmed the trap. The attempt can only be made once and failure indicates that the rogue set off the trap. A rogue can disarm a magic trap, although it may be much more difficult than disarming a mundane trap. In most cases, rogue's tools are needed to disarm a trap. Generally, it takes 1d4 rounds to disarm a trap, depending on its complexity.

To set a trap, or to reset a previously disabled trap, a rogue must make a successful traps check. If a rogue is resetting a trap that was previously disabled, the rogue gains a +5 bonus to the check. The amount of time required to set or reset a trap depends on the complexity of the trap, typically taking 1d4 rounds.

Locating traps is not affected by the armor worn. However, disabling and setting traps is affected by wearing armor not on the armor list for the rogue.

Sneak Attack

At 4th level, a rogue has learned to adapt back attack skills to more general situations. When an opponent or victim is aware of the rogue, but unsuspecting of an attack, a rogue can use the sneak attack ability. For example, a rogue could be having a conversation with a potential victim while hiding a poisoned stiletto up their sleeve, intending to strike once a piece of vital information is learned. Alternatively, a rogue could be perched in the shadows of a tree, waiting for the perfect opportunity to fire a crossbow. Unlike the back attack, sneak attack situations do not necessarily require a previously successful hide or move silently check, although the Castle Keeper could require success in one or both, depending upon the circumstances if necessary. The opponent is not allowed to roll for initiative until the round following the attack.

A rogue making a sneak attack gains a +2 bonus to hit and a +4 bonus to damage. Ranged weapons can be used for sneak attacks if the target is within 30 feet. A rogue cannot aim with deadly accuracy from beyond that range. A sneak attack cannot be combined with back attack.

Wearing armor not on the rogue armor list affects this ability.

ROGUE 13*

Rogues hone their skills as they advance in levels. Years of exploring secret places, moving through the shadows, learning to watch and listen, and hiding and striking their enemy when they least expect it refines their skills. They do not master many new combat skills as they progress, but they come to perfect what they learned as striplings.

Note: Unless otherwise noted, armor affects the rogue's abilities.

Back Attack

Rogues' to-hit and damage bonuses on their back attack ability increase as they gain levels. At **14th level**, the rogue gains a +6 to hit and inflicts quintuple damage. At **20th level**, the rogue gains a +7 to hit and inflicts sextuple damage.

Sneak Attack

The rogue's to hit and damage bonuses for the sneak attack increase as the rogue gains levels. At **13th level**, the attack is made at +3/+6; at **18th level**, it is made at +4/+7, and at **23rd level**, it is +5/+9. The effective range remains unchanged.

Detect Concealed and Secret Doors (Wisdom)

At **15th level**, a rogue can notice secret and concealed doors, similar to an elf's ability, by just walking past them. The rogue must be within 10 feet of a concealed door or within 5 feet of a secret door to make the check. The rogue does not have to be actively looking for such doors but is merely allowed a check to find them. A successful wisdom check means the rogue discovers the door. If the rogue is actively searching for the secret door or concealed passage, they add +2 to the check.

Dexterity Bonus

At **15th level**, the rogue's skills have long become habits, improving their speed and reflexes, thereby increasing their dexterity by 1 point.

Sixth Sense

At **14th level**, the rogue has become much more in tune with their environment, developing a sixth sense for danger. They can sense if something is wrong, but may not be able to pinpoint the exact nature of the danger. An errant smell, a shadow, or an unnatural quiet all might alert experienced rogues to danger, making it increasingly difficult to surprise them. They receive a +1 to their wisdom check when making a surprise check. This



ability increases by 1 point for every 4 levels thereafter (+2 at **18th level**, +3 at **22nd level**, etc.).

Hide and Move Silently (Dexterity)

At **17th level**, the rogue's abilities to hide and move silently increase. A rogue can move up to one-half the character's normal speed and remain hidden at no penalty. At more than one-half, and up to the character's full speed, the rogue suffers a -4 penalty. This penalty is reduced to -3 at **19th level**, -2 at **21st level**, -1 at **22nd level**, and no penalty at **24th level**.

Quick Reaction

At **18th level**, rogues add +1 to their initiative roll. At **24th level**, this bonus increases to +2. After **24th level**, should the result be an 11 or higher, rogues can take one more action at the end of the round, such as attacking or moving half their movement allowance. They can only take a ranged attack if they have the

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ranged weapon in hand. Regular actions, such as rummaging through a backpack, generally require too much time so rogues cannot perform them with the second action. CKs may rule on individual actions. For instance, grabbing a pinch of powder from a belt pouch is within reason. Stopping to open a chest and look through its contents is not.

Evasive Maneuver

At **20th level**, the rogues' heightened combat senses allow them to make evasive maneuvers in combat. They are quicker, able to anticipate blows and offensive maneuvers with such skill that they gain a +4 to their AC. This ability does not impair their ability to attack and is in addition to their normal armor class. The rogue must be actively using this ability and cannot use it while using ranged attack weapons or any rogue ability, such as pick pocket, climb, or open lock. They cannot use evasive maneuver if surprised.



Level	HP	BtH	EPP	Check	Abilities
13	+2 HP	+4	575,001	None	Sneak Attack: bonus increase to +3 to hit and +6 damage.
14	+2 HP	+5	700,001	None None	Back Attack: bonus increases to +6 to hit and quintuple damage. Sixth Sense: +1 bonus to surprise checks.
15	+2 HP	+5	825,001	Wisdom None	Detect Concealed and Secret Doors: spot check within 10 feet of concealed or 5 feet of secret doors. +2 if actively searching. Dexterity Bonus: gain 1 point of dexterity.
16	+2 HP	+5	950,001		
17	+2 HP	+6	1,075,001	Dexterity	Hide and Move Silently: Hide and Move Silently: hide and move up to one-half normal speed with no penalty. -4 penalty at more than half speed.
18	+2 HP	+6	1,200,001	None None None	Sneak Attack: bonus increase to +4 to hit and +7 damage. Sixth Sense: +2 bonus to surprise checks. Quick Reaction: +1 bonus to initiative.
19	+2 HP	+6	1,325,001	Dexterity	Hide and Move Silently: hide and move up to one-half normal speed with no penalty. -3 penalty at more than half speed.
20	+2 HP	+7	1,450,001	None None	Back Attack: bonus increases to +7 to hit and sextuple damage. Evasive Maneuver: +4 to AC during melee combat.
21	+2 HP	+7	1,575,001	Dexterity	Hide and Move Silently: hide and move up to one-half normal speed with no penalty. -2 penalty at more than half speed.
22	+2 HP	+7	1,700,001	Dexterity None	Hide and Move Silently: hide and move up to one-half normal speed with no penalty. -1 penalty at more than half speed. Sixth Sense: +3 bonus to surprise checks.
23	+2 HP	+8	1,825,001	None	Sneak Attack: bonus increase to +5 to hit and +9 damage.
24	+2 HP	+8	1,950,001	Dexterity None	Hide and Move Silently: hide and move at normal speed with no penalty. Quick Reaction: +2 bonus to initiative. A roll of 11+ gains an extra action.

WIZARD

PRIME ATTRIBUTE: Intelligence

DISPOSITION: Any

HIT POINTS: d4

WEAPONS: Club, dagger, dart, staff

ARMOR: None



Level	HP	BtH	EPP	Check	Abilities
1	d4	0	0	None	Spell Use: the ability to cast arcane spells. With an intelligence of 13-15 one extra 1 st level spell. With an intelligence of 16-17 one extra 2 nd level spell. With an intelligence of 18-19 one extra 3 rd level spell.
2	d4	+1	2,601		
3	d4	+1	5,201		
4	d4	+1	10,401		
5	d4	+1	20,801		
6	d4	+2	42,501		
7	d4	+2	85,001		
8	d4	+2	170,001		
9	d4	+2	340,001		
10	d4	+3	500,001		
11	+1 HP	+3	750,001		
12	+1 HP	+3	1,000,001		

DESCRIPTION

Among all peoples are those who strive to understand the oft-forbidden and widely feared arcane magics of the multiverse. These few must have no fear in their quest for knowledge, as delving into the arcane involves powers and energies poorly understood by those bound to mortal planes. If not harnessed with care, unleashing these magics can cause catastrophes of great proportion and slay those who dabble in this art. The reward, however, for the diligence and willingness to plumb the depths of these magical energies is potentially great indeed. Wizards bind themselves to this task, seeking to master eldritch sorceries and unravel the riddles and meanings of the world. They use their powers to reshape the world around them and bring princes and kings to their knees.

ARCHETYPE

Wizards are the archetypal magic-users, and they are vastly superior to all others at understanding and harnessing the magic that ebbs and flows through the multiverse. They come from all social strata and can be found in all positions in society. They are often employed by kings, nobles, religious houses or other powerful individuals to whom they act as guides and advisors. In court, many seek to dominate courtly politics, and often succeed. More often though, wizards work in solitude, far away from the prying eyes and keen ears of enemies, spies and other wizards

who often consider them to be untrustworthy and dangerous competitors in the quest for arcane lore. In wind-swept towers or dank dungeons, far from the din of civilization, such wizards find the solitude, quiet and safety necessary to pursue their research and carry out their oft-times dangerous experiments.

Woe to the foes of these powerful magic-users. Incurring their wrath can mean the unleashing of horrid and terrible magics few can comprehend, and fewer still are capable of combating. A wizard's enemies are laid waste by balls of blue flame and bolts of lightning called from elemental planes or even by servants of the rulers of the nether worlds, conjured forth to act on the wizard's behalf. They can make objects disappear and transport themselves many miles away, see into the darkness and build walls of force no man can pass. The greatest of wizards are powerful beyond measure.

PURPOSE

Though they come from many walks of life, all wizards have a few characteristics in common. They are intelligent, observant, diligent and have an exacting eye for detail. Their unyielding search and thirst for knowledge of the eldritch powers often generates a self-serving egomania in the most powerful of wizards. And, as they become ever more competent in harnessing eldritch sorceries and bending the world about them

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to their will, they suffer little distraction and afford interlopers little forgiveness when their work is interrupted.

WEAPONS

A wizard's pursuits and studies, along with their intense focus upon the arcane, mean a life of laboring over ancient tomes of knowledge. This leaves wizards little time to learn and become proficient in any but the most common of weapons, and not at all capable of using armor that hinders the intricate somatic movements needed to cast some of their most powerful spells. Yet this matters little to them, as wizards realize their wits and arcane powers are far more powerful than any sword, and that conjured servants offer far more protection than any armor could possibly manage.

ARMOR

Almost all spells require hand gestures and verbal actions and these complex gestures and intonations cannot be performed unless the wizard is free to move and speak. Indeed, any use of armor or shield prevents the wizard from casting spells.

ABILITIES

Spells

The wizard uses arcane magic. Wizards can only cast a limited number of spells, from each spell level, per day. The **Wizard Spells Per Day Table** lists the number of spells per day a wizard may cast of each spell level. A **5th level** wizard can cast five **0 level** spells, four **1st level** spells, two **2nd level** spells and one **3rd level** spell per day.



In order to cast a spell the wizard must prepare them before hand by studying from a spellbook. While studying, the wizard decides which spells to prepare. Spell memorization and spell descriptions are covered in detail in the **Magic – Preparing Spells** chapter.

Bonus Spells

With a high intelligence score, a wizard gains bonus spells. If the wizard has an intelligence of between 13-15, they can memorize an extra **1st level** spell. If the intelligence score is 16-17 or higher, the wizard can memorize an extra **2nd level** spell, and if 18-19 or higher, the wizard can memorize an extra **3rd level** spell. Bonus spells can only be acquired if the wizard is at a high enough level to cast them. Bonus spells are cumulative.

Example

A **4th level** wizard with an 18 intelligence receives four **0 level** spells, four **1st level** spells, and three **2nd level** spells. No bonus **3rd level** spell is acquired until the wizard reaches **5th level**.

WIZARD SPELLS PER DAY

Level	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	4	2								
2	4	3								
3	4	3	1							
4	4	3	2							
5	5	4	2	1						
6	5	4	3	2						
7	5	4	3	2	1					
8	5	4	3	3	2					
9	5	5	4	3	2	1				
10	6	5	4	3	3	2				
11	6	5	4	4	3	2	1			
12	6	5	4	4	3	3	2			
13	6	5	5	4	4	3	2	1		
14	6	6	5	4	4	3	3	2		
15	6	6	5	5	4	4	3	2	1	
16	7	6	5	5	4	4	3	3	2	
17	7	6	5	5	5	4	4	3	2	1
18	7	6	6	5	5	4	4	3	3	2
19	7	6	6	5	5	5	4	4	3	2
20	7	7	6	6	5	5	4	4	3	3
21	7	7	7	6	6	5	5	4	4	3
22	7	7	7	6	6	5	5	4	4	3
23	8	8	7	7	6	6	5	5	4	4
24	8	8	7	7	6	6	5	5	4	4

WIZARD SPELLBOOKS

The number of spells that a wizard has in their spellbook at the beginning of play is equal to the number of spells they can cast at first level. A **1st level** wizard with 14 intelligence can cast four **0 level** spells and three **1st level** spells (2 + 1 bonus). So, the character would begin play with a spellbook containing four **0 level** and three **1st level** spells. The spells in the spellbook can either be chosen by the Castle Keeper, the player, agreement between the two or randomly (use the **Spell List Charts** below).

WIZARD 13*

Magi are arguably the most powerful of the epic adventurers. Their sorcery delivers extreme punishment. It opens gates to other realms and it tampers with the fabric of time. Wizards can command the very world around them. Very powerful wizards are few in number, but those who exist are truly forces of nature in and of themselves.



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Detect Magic (Intelligence)

Starting at **13th level**, the wizard's long career allows them to detect the telltale signs of magic without casting a spell. After five rounds of study and concentration they can see the essence of an item, determining whether or not it is magical. With a successful intelligence check, the wizard can ascertain the magic's origins, whether made by dwarves, elves, ancient civilizations, alchemy, wizardry, divine creation, or other methods. This aspect of the ability presupposes the wizard has encountered this type of magic before. For example, an item crafted by the ancient Kingdom of Ethrum will not reveal itself to a wizard, even upon a successful intelligence check, if that wizard has not previously encountered magic from Ethrum. At **18th level**, the wizard can determine the power of the item, whether great or small, as well as its nature insofar as its importance to a people, history, cult, or similar entity. This ability does not act as the spell and does not have an area of effect; the wizard must concentrate on the item, be it door, sword, or stone.

Intelligence Bonus

At **15th level** the wizard's mastery of their craft and the ever-growing complexity of their spells increase their intelligence by 1 point.

Counterspell (Intelligence)

Sorcery is a practiced craft in which the wizard channels magic through the use of willpower, components, gestures, and language. Long turns of experience ingrain wizards with an intimate knowledge of almost any spell, allowing them to readily determine the exact spell others are casting. At **17th**

level, the wizard, using this knowledge, can attempt to counter an opponent's casting. A wizard can attempt to counter any spell which they can correctly identify cast at them by another wizard or illusionist. To use this ability the wizard must make a successful intelligence check at a CL equal to the level of the spell's caster to determine whether they recognize the spell. If successful, the wizard can possibly cast a counterspell. The player determines the best spell to stop or mitigate the effects of the spell cast at their wizard character. To successfully cast the counterspell, the wizard must win initiative that round or come close enough to allow the casting of a quicker spell. The CK determines the final impact of the counterspell, including whether it counteracts the opponent's cast spell or not.

Note: This ability can add a great deal of excitement to the game; however, in order to avoid tremendous frustration, the Castle Keeper should give the player a few minutes to determine the best spell to foil the opponent's casting. It is not reasonable for the CK to assume the player has an in-depth knowledge of all the spells in their character's arsenal.

Perfect Recall (Intelligence)

At **20th level**, the wizard can recall any previously cast **0 level** wizard spells at will. Recalled spells allow the wizard to cast spells beyond their regular allotment. To recall a spell, wizards must make a successful intelligence check at CL 0 to recall and cast the spell, and they can only recall a specific spell once that day. For instance, a wizard who successfully recalls a *discover poison* spell they cast earlier may only recall it for one additional casting that day. At **24th level**, the wizard can recall previously cast **1st level** spells at will. The wizard must make a successful intelligence check as with **0 level** spells (CL 1).

Level	HP	BtH	EPP	Check	Abilities
13	+1 HP	+3	1,250,001	Intelligence	Detect Magic: detect magic after study. With check determine origins and value.
14	+1 HP	+4	1,500,001		
15	+1 HP	+4	1,750,001	None	Intelligence Bonus: gain 1 point of intelligence.
16	+1 HP	+4	2,000,001		
17	+1 HP	+4	2,250,001	Intelligence	Counterspell: determine what spell another wizard is casting and cast a counter to it.
18	+1 HP	+5	2,500,001	Intelligence	Detect Magic: determine the power of an item and its importance to a people.
19	+1 HP	+5	2,750,001		
20	+1 HP	+5	3,000,001	Intelligence	Perfect Recall: recall previously cast 0 level spell once per day.
21	+1 HP	+5	3,250,001		
22	+1 HP	+6	3,500,001		
23	+1 HP	+6	3,750,001		
24	+1 HP	+6	4,000,001	Intelligence	Perfect Recall: recall previously cast 1st level spell once per day.

EXPANDING CLASSES

ASSASSIN

PRIME ATTRIBUTE: Dexterity**HIT POINTS:** d6**DISPOSITION:** Any non-good**WEAPONS:** Any**ARMOR:** Leather, leather coat, and padded (see special)**ABILITIES:** Case target, climb, death attack, disguise, hide, listen, move silently, poisons, sneak attack, traps

Level	HP	BtH	EPP	Check	Abilities
1	d6	0	0	None Wisdom Dexterity None Charisma Dexterity Wisdom Dexterity Intelligence None Intelligence	Armor: can wear leather, padded or leather coat without penalty. Case Target: casing for weakness/info about opponent. Climb: climb any surface. Death Attack: Kill target instantly upon successful sneak attack. Disguise: able to conceal/change identity. Hide: hide themselves from others. Listen: hear faint or obscure sound. Move Silently: check to move quietly indoors and outdoors. Identify Poison: identify and make poisons. Sneak Attack: +2 to hit and +4 damage. Traps: check to find, disable or set trap.
2	d6	+1	1,751		
3	d6	+1	3,501		
4	d6	+1	7,001		
5	d6	+2	14,001		
6	d6	+2	25,001		
7	d6	+2	50,001		
8	d6	+3	90,001		
9	d6	+3	150,001		
10	d6	+3	200,001		
11	+2 HP	+4	350,001		
12	+2 HP	+4	500,001		

DESCRIPTION

Assassins can be either heroes to the downtrodden or knaves reviled by the elite. They stalk unwary victims through grim city streets or gilt palaces, striking them down. They can lay in hiding for days, weeks, months or even years awaiting the perfect opportunity to slay their targets. The assassins serve both the weak and the strong, the good and the evil. They are killers who walk in the shadows as the poor man's justice or the wealthy man's retribution.

ARCHETYPE

Like mercenaries assassins seldom have motives of their own beyond collecting a reward. Although they are not necessarily evil, they are typically indifferent to the world around them. They view life and death as the natural course of things, and think little on the matter, if at all. Though not all assassins kill

without regret, they do kill for a reason. Whether for pay, duty, revenge or mere pleasure assassins carry out missions that others find impossible and immoral.

PURPOSE

Quick reflexes and swift movements are essential to the assassin's trade. They must be able to move with speed and grace when going for the kill to avoid being detected and giving the victim a chance to react. The best assassins are highly intelligent and focused individuals, capable of undergoing extreme duress and great stress to perform their missions. Whether working in disguise or slinking down alleys, it is patience, intelligence and speed that are the assassin's stock and trade. Whether these actions are for the greater good or altogether evil, assassins kill without hesitation and with little or no regard for the consequences of their actions. Assassins are usually blind to the

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moral and ethical quandaries their profession engenders in the minds of other, more thoughtful, people.

WEAPONS

The assassin's weapons of choice are many and varied. Many are chosen for a particular job or victim while others reflect their own skills or profession. Of particular note is an assassin's reliance on poisons to accomplish the tasks set before them. There is no hesitation to use this most abhorrent of weapons. Whatever the case, assassins are well trained in all weaponry. However, the most important and valuable weapons in the assassin's arsenal are guile, deceit, patience, willpower, swift action and cunning movements. With these, the assassin becomes the most lethal killer in all the world, and the most feared and dreaded of foes.

ARMOR

Assassins have little use for shields and armor as these hinder movement and reveal some greater purpose. They attempt to avoid being noticed. Light armors are more than enough for the assassin, something they may hide beneath their clothes.

ABILITIES

Special

Assassins must be prepared to wait in hidden places for long hours and move swiftly and quietly when attacking. Heavy armor that is uncomfortable, noisy or bulky precludes optimum performance. An assassin may wear leather armor, a leather coat, or padded armor, and can employ small shields without any penalty to the use of the character's abilities. They may also wear leather helmets. An assassin may wear any other type of armor, but the character may suffer a penalty when using class abilities and wearing these armors as noted in the ability description. The penalty is equal to -1 for each point above armor class 12 those armors confer. Restricted helmets and shields cause the assassin to suffer a -1 penalty to all abilities. All penalties are cumulative.

Case Target (Wisdom)

Using this ability, the assassin can determine information and weaknesses about a potential opponent or target through detailed observation and deductive reasoning. An assassin must spend 1d3x10 minutes observing an opponent before a check is allowed. A successful check results in knowledge of the approximate level of the opponent within 10%, disposition, hidden weapons or unusual items, distinguishing habits and mannerisms, and any other details that might not be apparent to normal observation. The CK must decide what the assassin can learn about the target and deems appropriate to convey. This check can be adjusted by the level of the observed creature.

This ability is unaffected by wearing armor not on the assassin armor list but is affected by helmets.



Climb (Dexterity)

This extraordinary ability allows an assassin to climb up, down, or across a slope, wall, steep incline (even a ceiling with handholds), or unusually angled natural or man made slope or incline that others would find impossible to climb. When doing so, the assassin moves at one-half the character's normal speed. A failed climb check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height, and must suffer falling damage. Assassins can not carry anything in their hands while climbing. When climbing typical natural slopes and man made inclines, such as a cliff faces or steep steps, an assassin does not need to make an attribute check to climb the surface.

Wearing armor not on the assassin armor list affects this ability.

Death Attack

If an assassin studies a victim for 3 rounds and makes a sneak attack (see below) that successfully deals damage, the sneak attack can potentially kill the target instantly. While studying a victim prior to an attack, the assassin can undertake other actions, but must stay focused on the target. If the target knows the assassin is present, a death attack is not possible. The victim of such an attack must make a constitution saving throw. If the saving throw fails, the victim dies instantly. If the saving throw succeeds, the attack is treated as a normal sneak attack.

After completing 3 rounds of study, the assassin must attack within the next 3 rounds to use this ability. If a death attack is attempted and fails because the victim succeeds at the saving throw, the assassin cannot make another attempt at a death attack in this circumstance because the victim will almost certainly be aware of the assassin's status as an enemy. If the assassin attacks and misses (and the target is not aware of the attack), or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before attempting another death attack.

Disguise (Charisma)

With a successful check in this ability, assassins can disguise themselves or impersonate people. The ability allows the assassin to impersonate general types of people, as well as individuals. For example, a human assassin might impersonate a taller elf mage, or perhaps a traveler, even though the assassin is a local. For a general impersonation such as a beggar or merchant, the effort requires a few props, makeup, and 1d3x10 minutes of work to complete. Where specific individuals are being impersonated, at least one month's preparation time is required to avoid detection. A disguise can include an apparent change of height or weight of no more than one-tenth the original height or weight of the assassin. The Castle Keeper makes the character's disguise check secretly so that the character is not sure of its success. The following penalties are applied to a disguise check when appropriate: sex difference -2, race difference -2, and a -2 for an age difference of more than ten years.

A successful disguise does not fool an observer in all instances. Success indicates that the assassin is disguised well enough to fool normal, non-suspicious observers. If a suspicious individual observes the assassin, the CK may allow the observer an intelligence check to see through the disguise. If an assassin is impersonating a particular individual, all who know that individual are permitted to make an intelligence check to detect the disguise. If the observer would recognize the impersonated individual on sight, the check is made at +4. If the observer is a friend or close associate, the check is made at +8 and if intimate, the check is at +12.

Hide (Dexterity)

Assassins use this ability to conceal themselves from others. A successful check means that the assassin is hidden so well as to be almost invisible. The assassin can move up to one-half normal speed and remain hidden. Hide checks suffer no penalty in this circumstance. At more than one-half and up to full speed, the character suffers a -5 penalty to the check to remain hidden. It's practically impossible (-20 penalty) to hide while running or charging.

If the character is being observed, even casually, they can't hide. If observers are momentarily distracted however, the character can attempt to hide. While the observer averts its attention from the character, the character can attempt to get to a hiding place. This check, however, is at a -10 penalty because the character has to move quickly to the hiding place. An assassin cannot hide if there is nothing to hide behind or conceal oneself with. Deep shadows can count as concealment at the CK's discretion.

Assassins cannot hide and move silently at the same time until they reach **3rd level**. At this level and beyond, an assassin can attempt both but must make a successful hide and move silent check at a -5 penalty. In this case, movement is reduced to one quarter the normal movement rate.

Hide is affected by wearing armor not on the assassin armor list.

Listen (Wisdom)

An assassin can use this ability to listen intently and hear noises that others might not detect, even through an obstacle such as a door. Success indicates the assassin can hear soft sounds, like a whisper or cat stalking, while outside or in the open and up to a range of 30 feet. It also indicates success if the assassin is listening for sounds on the other side of a door, but the assassin must be adjacent to the door. However, exactly what is heard is up to the Castle Keeper's discretion as each case is unique. If listening through a stone wall, the assassin suffers a -10 penalty to the check. For other materials, vary the penalty as appropriate. An assassin can retry this ability once a round.

This ability is affected by wearing a metal or large helmet.

COST AND POISON EFFECTS

Name	Cost*	CL	Successful Save**	Duration	Failed Save	Duration
I	5gp	2	no effect	Not applicable	-1 physical attributes, -1 initiative	1-3 days
II	15gp	2	no effect	Not applicable	-1 mental attributes, -1 initiative	1-3 days
III	45gp	4	1d4 dmg, -1 all secondary attributes	1-2 days	1d8 dmg, -2 all primary attributes	2-6 days
IV	150gp	8	1d8 dmg, -1 all attribute checks	2-4 days	2d8 dmg, comatose	3-9 days
V	900gp	12	1d10 dmg, perm. lose 1 point from class's secondary attribute	1-6 days	Death*** or 2d12 dmg & perm. lose 2 points from class's primary attribute	2 week
VI	1800gp	16	4d10 dmg, perm. lose 1 point from all primary attributes, 2 points from all secondary attributes	Instant	Death	Permanent

Note on Poison Gas: See below (page 256) **Liquid & Gas Damage**, **Effects of Dangerous Liquid** and **Effects of Gas** tables.

* Cost per dose.

** Saves are made against constitution, all attribute and level bonuses are added.

***Requires second save against constitution, failure means death, success means damage.

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Move Silently (Dexterity)

This ability allows an assassin to move so silently that others cannot hear the movement. The assassin can use this ability both indoors and outdoors. An assassin can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

Wearing armor not on the assassin armor list affects this ability.

Poisons (Intelligence)

An assassin can identify and make poisons and antitoxins. An assassin can identify a poison or antitoxin on a successful check. To make a poison or antitoxin, the assassin needs some alchemical equipment and raw materials costing one third of the street value of the poison or antitoxin to be made. An assassin's training in the use of poison means that an assassin never risks accidental poisoning when applying poison to a blade. Moreover, assassins train with poisons of all types, and they slowly grow more resistant to their effects. This is reflected by a +1 bonus to saving throws versus poisons gained at **3rd level**. Some common poisons, their effects and costs are listed below.

TABLE: POISON

Types Of Poison

I	Mild poisons that cause skin irritation, drowsiness, nausea and similar effects.
II	Mind altering concoctions that cause hallucinations, confusion, memory loss and similar effects.
III	Poisons that impair abilities and cause minor damage.
IV	Toxins that incapacitate, cripple, or cause major damage.
V	Deadly poisons that cause permanent damage or kill.
VI	Rare potions or substances that cause massive permanent damage or kill.

Sneak Attack

Assassins are capable of quick and deadly strikes upon unsuspecting targets. When an opponent or victim is aware of the assassin, but unsuspecting of any attack, this ability can be used. For example, an assassin could casually walk next to a target, quickly stabbing him with a poisoned blade. These situations do not necessarily require a previously successful hide or move silently check, although the Castle Keeper could require success in one or both skills, depending upon the circumstances. The opponent is not allowed to roll for initiative until the round following the attack.

An assassin making a sneak attack gains a +2 bonus to hit and a +4 bonus to damage. Ranged weapons can be used for sneak attacks if the target is within 30 feet. An assassin cannot aim with deadly accuracy from beyond that range.

Wearing armor not on the assassin armor list affects this ability.

Traps (Intelligence)

An assassin may use this to do one of the following: find, disable or set traps. Each use requires a separate attribute check and each check may be made only once in a given circumstance.

To find a trap, an assassin spends time intently studying and searching an area to deduce possible trap locations. It takes one round to locate a trap in a specific area such as a lock or a doorknob, and one minute to locate a trap in a 10 by 10 foot area. A successful check indicates the assassin finds one trap, if any are present. The trap discovered is the simplest or most obvious trap in the area. If multiple traps are in an area, multiple successful checks are required to find them all. An assassin can find magical traps with this ability, although it may be much more difficult than finding mundane traps. The Castle Keeper determines any penalties to the check basing those penalties on the level of those who set them.

To disable a trap, an assassin must first know its location. Once a trap is located, a successful check means the assassin has disarmed the trap. The attempt can only be made once and failure indicates that the assassin set off the trap. An assassin can disarm a magic trap, although it may be much more difficult than disarming a mundane trap. In most cases, rogue's tools are needed to disarm a trap. Generally, it takes 1d4 rounds to disarm a trap, depending on its complexity. The player must also describe how the actions are being performed to use this ability.

To set a trap, or to reset a previously disabled trap, an assassin must make a successful traps check. If an assassin is resetting a trap that they previously disabled, the assassin gains a +5 bonus to the check. The amount of time required to set or reset a trap depends on the complexity of the trap, typically taking 1d4 rounds.

Locating traps is not affected by the armor worn, however, disabling and setting traps is affected by wearing armor not on the assassin armor list.

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Mercenaries with abilities beyond those of normal warriors, assassins, over time, evolve their skills. They often develop peculiar habits, signatures whereby others can recognize their handiwork. With experience, their knowledge of their targets increases and their ability to kill extends beyond the simple knife in the dark.

Surprise

At **13th level**, the assassin's ability to surprise their opponents more often and more successfully increases. If an assassin attempts to surprise an opponent, the opponent or group suffer a -1 to their wisdom check to determine if they are surprised. The opponent's penalty increases every five levels by an additional -1 to the check: at **18th level**, they suffer a -2; at **23rd level** they suffer a -3; and so on for every five levels the assassin gains

Sneak Attack

At **13th level**, the sneak attack increases to +3 to hit and +6 damage. At **19th level**, the bonus increases to +4 to hit and +7 damage; at **23rd level**, it increases to +5 to hit and +9 damage.

Signature Style

Most adventurers develop certain styles, use of weapons, or tactics with which they are most comfortable. These signature styles, honed to a near-perfect art, define their work and skill. They are a calling card of sorts. At **15th level**, the assassin can perfect a signature style enabling them to more effectively eliminate targets. This only works with one type of attack, whether by weapon, poison, or tactic. The assassin must be familiar with the style, using it frequently throughout their career. It often behooves the player to choose the style at an earlier level, allowing the assassin to immediately utilize the signature style upon achieving **15th level**. Any time the assassin strikes with a death attack with this signature style, they increase their own CL by 2. The target must make a constitution saving throw against a challenge level equal to the assassin's level +2.

Dexterity Bonus

At **15th level**, the assassin's constant need to move quickly through the shadows increases their dexterity by 1 point.

Quick Reaction

At **18th level**, the assassin adds a +1 to initiative rolls. At **24th level**, this bonus increases to +2. After **24th level**, should the result be an 11 or higher, the assassin can take one more action at the end of the round, such as attacking or moving half the assassin's movement rate. The assassin may only use the additional action to make a ranged attack if a ranged weapon is already in hand. Regular actions, such as rummaging through a backpack, generally require too much time so the assassin

cannot perform them with the second action. CKs may rule on individual actions; for example, grabbing a pinch of powder from a belt pouch is within reason while stopping to open a chest and look through its contents is not.

Slow Kill

At **20th level**, the assassin can utilize their learned skills of anatomy to strike opponents in areas difficult to heal. These wounds bleed profusely, draining the target of energy and life. Upon a successful blow the opponent takes normal damage from the weapon. In the following round, the target continues to suffer damage from that same blow, losing 1d6 HP in blood loss, whether internal or external. The target continues to lose 1d6 HP per round thereafter unless healed or bandaged. To use this ability the assassin must strike before the intended target does. Though the ability's results are cumulative, the assassin can only successfully strike any one opponent four times with the slow kill attack; they may attempt a slow kill against a particular target as many times as necessary to make four successful slow kill attacks. After four successful attacks, it is assumed the assassin has struck all the victim's vulnerable areas. Slow kill works in conjunction with sneak attack. At **24th level**, an assassin using slow kill causes wounds so severe they heal (even magically) at only half the normal rate and can cause incapacitation, such as loss of the use of a limb. Upon an assassin's successful slow kill attack the opponent must make a successful constitution check (CL equal to the assassin's level), or they suffer an incapacitating blow and the ability to use a limb (assassin's choice) until healed.

Note: This ability does not work on non-bleeding creatures, such as the undead or oozes. Furthermore, it does not work on creatures the assassin has no direct or indirect knowledge about. The Castle Keeper serves as the final arbiter in which creatures the slow kill affects.

Level	HP	BtH	EPP	Check	Abilities
13	+2 HP	+4	650,001	None None	Surprise: gain a -1 to surprise checks. Sneak Attack: bonus increase to +3 to hit and +6 damage.
14	+2 HP	+5	800,001		
15	+2 HP	+5	950,001	None None	Dexterity Bonus: gain 1 point of dexterity. Signature Style: during death attack increase CL by 2.
16	+2 HP	+5	1,100,001		
17	+2 HP	+6	1,250,001		
18	+2 HP	+6	1,400,001	None None	Surprise: gain a -2 to surprise checks. Quick Reaction: +1 to initiative.
19	+2 HP	+6	1,550,001	None	Sneak Attack: bonus increase to +4 to hit and +7 damage.
20	+2 HP	+7	1,700,001	None	Slow Kill: Cause internal bleeding for 1d6 extra damage a round.
21	+2 HP	+7	1,850,001		
22	+2 HP	+7	2,000,001		
23	+2 HP	+8	2,150,001	None None	Surprise: gain a -3 to surprise checks. Sneak Attack: bonus increase to +5 to hit and +9 damage.
24	+2 HP	+8	2,300,001	None None	Quick Reaction: +2 to initiative. A roll of 11+ gains an action. Slow Kill: wounds heal a half rate, even magic healing is halved.

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he occasion may arise in which the 13 archetype characters provided fail to serve the needs and desires of the game. The Game develops its own internal dialogue and folklore where the rules of the game mesh with the tales and desires of the players. Hence, there is a desire to meld the archetypical classes to create those generated purely in the gameverse. Thus, we have multi classing. So that, in the world of literature the warrior/wizard is rare, in the gameverse the warrior/wizard becomes an archetype.

There could be any number of reasons to justify a character having the abilities of more than one class, which can be an interesting part of the character's history. Some cultures may require all adults to serve a term in the army, even if they intend to join the clergy. Perhaps a period of lean times and hard luck may have forced the character to take up thievery. A character trapped in the wilderness may have learned basic survival skills just to stay alive. Or maybe the character simply wished to expand his horizons a bit.

Presented below are two different approaches to combining the character archetypes: multi classing and class and a half.

MULTI CLASSING

Multi-classing is a means by which a player can create a character with a wider range of abilities by combining two classes.

THE BASIC UNIVERSAL RULES

- 1. Rule One:** The Castle Keeper is the ultimate arbiter of which classes can be combined and how they are combined. The Castle Keeper can (and should) amend the rules to fit their needs and their restrictions trump any rules presented here.
- 2. Decision:** The decision to multi class must be made during the character creation process.
- 3. Combinations:** Humans can combine up to three classes and demi-humans can combine two classes.
- 4. Disposition:** Any classes can be combined that do not have conflicting dispositions. If the Castle Keeper has removed disposition restriction in their game, then any combination is possible.
- 5. Prime Attributes:** The character must have the prime attribute for the classes chosen.

Example

A fighter/rogue/bard combination requires that the character have strength, dexterity and charisma as prime attributes. A rogue/assassin/wizard combination requires the character have dexterity and intelligence as a prime attribute.

- 6. Weapons:** The character can use any weapon from any of the combined classes' weapons allowed list at no penalty.
- 7. Armor:** Multi-class characters can use any armor from any of the combined classes' armor allowed list; however, they still suffer any penalties mentioned for a class ability such as with the rogue's pick pocket. The Wizard or illusionist may cast any spells while armored; however, any spells which allow a save give the target a bonus to the save roll equal to the base AC bonus of the armor worn. i.e.: a wizard wearing a chain shirt (+4 AC) casts *hold in place* on an orc, the orc gets his save with a +4 bonus.
- 8. Starting Gold:** To determine the starting gold for a multi class character, simply roll for each class, add the results and divide by 2 or 3 depending on the number of classes the character has multi classed in.
- 9. Bonus to Hit:** Multi class characters use the most favorable BtH of the classes chosen.
- 10. Hit Points:** A d4, d6, d8, d10 and d12 are used to establish the hit points of the archetypes. For the multi class character, a combination of these are used to determine that character's hit points. Please refer to the table below and cross reference the die used for the classes to determine the hit points for the multi class character. For those characters with three classes, take the highest and lowest and cross reference on the chart to get your dice to roll hit points.

The number after the '/' reflects the hit point progression at 11th level and beyond.

TABLE: MUTLI CLASSING

Dice	d4/1	d6/2	d8/3	d10/4	d12/5
d4/1	d4/1	d6/2	d6/2	d6/2	d8/3
d6/2	d6/2	d6/2	d6/2	d8/3	d8/3
d8/3	d6/2	d6/2	d8/3	d8/3	d10/4
d10/4	d6/2	d8/3	d8/3	d10/4	d10/4
d12/5	d8/3	d8/3	d10/4	d10/4	d12/5

Example

For a knight/cleric combination cross, refer to the chart and cross reference d10 and d8. A d8 result meaning this character has a d8 for hit points. If this were a knight/cleric/barbarian character, one would simply take the d8 hit points from the first cross reference and cross reference that with a d12 for a final result of d10.

- 11. Level Progression and Experience Points** As with the normal classes, multi class characters must acquire experience points to progress in levels. Multi-class characters are considered a single class and advance as a single class irrespective of differing experience point progressions for their core classes.

The experience point progression for a multi class character is equal to a combination of the core classes' experience point progression at each level plus the additional XP listed below.

TABLE: LEVEL PROGRESSION/EXP POINTS

Level	2 classes	3 classes
2 nd	200	300
3 rd	400	600
4 th	600	900
5 th	800	1200
6 th	1000	1500
7 th	1200	1800
8 th	1400	2100
9 th	1600	2400
10 th	1800	2700
11 th	2000	3000
12 th	2200	3300
13 th + per level	2400	3600

Example

A fighter/wizard advancing to **2nd level** must acquire 4,802 experience points. At this point, the character acquires the benefits of a **2nd level** fighter and **2nd wizard**.

CLASS AND A HALF

The Class and a Half system allows the player to choose one class for his character, and supplement it with some of the abilities of another.

The player picks two classes; one will be designated the principal class, and will essentially be the character's "real" class. The other will be designated the supporting class. For example, a character combining fighter and wizard classes could choose to be either a fighter who knows a few spells, or he could choose to be a wizard with some training in armor and weapons. Character will advance in the supporting class, and perform skill checks of that class, at half the rate of the principal class. A first level character would have the abilities of the supporting class at level zero.

TABLE: CLASS AND A HALF

Level	Principal Class Level	Supporting Class Level
1	1	0
2	2	1
3	3	1
4	4	2
5	5	2
6	6	3
7	7	3
8	8	4
9	9	4
10	10	5

Experience points needed for level advancement are determined by adding the XP of the principal class to one half the XP of the supporting class. Hit point dice is determined by averaging the dice of the two classes, rounding in the direction of the principal class, or see the table below.

TABLE: PRINCIPAL CLASS/SUPPORT CLASS

Principal Class	Supporting Class Die Type/Level				
Dice	d4/1	d6/2	d8/3	d10/4	d12/5
d4/1	d4/1	d4/1	d6/2	d6/2	d8/3
d6/2	d6/2	d6/2	d6/2	d8/3	d8/3
d8/3	d6/2	d8/3	d8/3	d8/3	d10/4
d10/4	d8/3	d8/3	d10/4	d10/4	d10/4
d12/5	d8/3	d10/4	d10/4	d12/5	d12/5

d*/**

d* = type of dice for the class

** = fixed HP gained after 10th level

The concept of the Class and a Half is that the character is considered a single, enhanced class. Traditional multi class systems (usually the only way to gain the abilities of two classes) generally advance the character equally (and irrevocably) in the two classes, at a heavy cost of XP and a thinning of the hit points. In many cases, the character cannot combine the abilities of the two classes. All in all, very discouraging. Who wants to play a fighter-wizard who has to take his armor off every time he casts a spell?

This system allows a more lenient manner of combining these abilities, in the spirit of creating new class concepts that, hopefully, are appealing without being too powerful.

QUICK RULES:

- 1. Rule One:** The Castle Keeper is the ultimate arbiter of which classes can be combined and how they are combined. The Castle Keeper can (and should) amend

CLASSES

the rules to fit their needs and their restrictions trump any rules presented here.

2. **Primary Attribute:** The character only needs the prime attribute of his principal class.
3. **BtH:** The character uses the best to hit bonus, and best weapon proficiency list.
4. **Armor:** There are some armor restrictions. They are as follows:

The character may only use a shield if allowed by the principal class.

Wizard or illusionist supported by an armor proficient class may cast spells while armored, however, any spells which allow a save are granted a bonus to the save equal to the base AC bonus of the spell-caster's armor. This principle also applies to druids who wear metal armor.

An armor proficient class supported by a wizard or illusionist class cannot cast spells while armored which allows a save or cause damage. This principle applies to druids wearing metal armor.

Monk aligned with an armor proficient class may use his unarmed attack ability, iron fists and stunning attack while armored, but not unarmored defense, and he receives a penalty to his attack equal to one half the base AC bonus of the armor. Monk supported by an armor proficient class may also use iron body, feign death and iron mind. All other abilities are prohibited while armored. (Use this scratch test: if the monk can do it while tied up, he can do it armored).

Rogue or assassin plus a class proficient in heavier armor may wear armor with up to a base +3 to AC without penalty to class abilities affected by armor. Penalties are determined by value over +3.

Barbarians may not use primeval instincts while wearing armor usually prohibited by the class.

Rangers may not use scale or move silently while wearing armor usually prohibited by the class.

5. **Class Abilities:** The class and a half's supporting class abilities are gained, or not gained, as follows:

Rogue, assassin, cleric, wizard, and illusionist gain all abilities.

Fighter supporting gains weapon specialization, but he must specialize in a weapon allowed by the principal class. He does not gain combat dominance or extra attack.

Ranger supporting gains all abilities except combat marauder and favored enemy.

Barbarian supporting gains combat sense, deer-stalker, and primeval instincts, but no other abilities.

Monk supporting gains hand-to-hand combat (including secondary attacks at high level), stunning attack, and iron fists, but no other abilities.

Druid supporting gains all abilities except totem shape (unless a ranger or barbarian), nor does he know the secret druidic language.

Knight supporting only gains horsemanship abilities, but is not bound by any Virtues or Codes.

Paladin may only be taken as a principal class.

Bard supporting does not gain fascinate or exhort greatness.

6. Class Combinations must follow the following restrictions:

Fighter, ranger, cleric, bard, and monk may align with any other class.

Rogue and assassin may not support knight or paladin.

Barbarian may not support knight, or align with wizard or illusionist.

Wizard, illusionist, or druid can only support knight or paladin if the character is an elf or half-elf of elven lineage.

Other class combinations may require some justification, and some are less than practical. For example, using a fighter to support knight or paladin. The gain is not worth the cost in experience.

7. 0-Level Supporting Abilities:

Spell casters can cast 2 0 level spells.

Starting class abilities that involve an attribute check are made with +0 level bonus. Zero level characters do not get class abilities that do not require an attribute check until 1st level.



RACES



here are seven races: *human*, *dwarf*, *elf*, *gnome*, *half-elf*, *halfling*, and *half-orc*. Choosing a race is a vital part of character creation. Race establishes a character's abilities and weaknesses. In a more literary sense, the character's race helps to define the character's identity. Where attributes and class answer very important questions about the character, race is an equally if not more important defining factor in a character's persona. Imagine a short, stocky, dour-faced, bearded warrior girded in iron, with a fearsome axe and rimmed shield – you could very well be imagining a dwarf. Imagine a character that is tall and lithe, clear of vision, has golden hair, and is wrapped in the mysticism of the fey, and you could be imagining an elf. Characters that are small and nimble, with strong hearts, might just be halflings. If your image is of a tall bearded man, wrapped in the shimmering folds of a vermilion robe while leaning on a staff, it's probably a human. A broadly built character of grim countenance, brutish lineage, and mean disposition may be a half-orc.

These are a few of the many possibilities that the player can select. The races are designed to have some latitude, allowing the player room to create a personal flavor for their character.

When choosing a race, the player should make an effort to understand the basic personality and culture of the selected race. Whether using the social descriptions developed for **Castles & Crusades**, or creating your own societies and cultures, successful role playing results from a melding of the character's personality with its racial background. Furthermore, each race has a number of inherent racial abilities. These range from full vision in inky blackness, to finding hidden doors, to hiding well in the wilderness. Read the description of each race carefully, to gain familiarity with their extraordinary abilities and limitations.

Each race has certain characteristics that make it unique. These characteristics are not only reflected in their various abilities, but also in their basic attributes. For ease of reference, each race has a standard descriptive block that briefly describes the racial appearance, society and culture, and other racial traits.

Languages: This is a list of languages that members of the race are likely to learn in typical circumstances. The languages on this list can change at the Castle Keeper's discretion. Characters with high intelligence have the potential to learn a number of additional languages. The number of additional languages is equal to the intelligence modifier.

Size: Each race varies in size, but all fall into the broad categories of small or medium. Small indicates a height of between 3'6" and 4'5". Medium refers to a height of between 4'5" and 6'9".

Movement: The movement rate for each race is provided in feet. It refers to the distance a character can normally move in one round. Jogging doubles the listed movement rate, and running or sprinting quadruples the normal movement rate.

Typical Classes: Each race is most commonly associated with the listed classes. This list of preferred classes can be changed at the Castle Keeper's discretion, but both Castle Keeper and player should confer prior to making a decision.

Attribute Modifiers: This refers to a bonus or penalty to the base attribute score for all members of a given race.

Class Modifiers: Several of the races have modifiers that apply to class abilities.

The races described in the Players Handbook all age at differing rates. Elves and humans have significantly different life spans, shown in the table below. Ages are given in years. The ages listed below denote the age at which that race enters that age category. For example, a 1001 year old elf is considered old. The ages listed below should be considered default ages but the Castle Keeper is encouraged to adjust them as fits their campaign.

When using the age of a character as a significant part of their background, the Castle Keeper should be aware of the significant impact that lengthy ages of several decades or more would have on that character's personality. Such a character's worldly knowledge and even the way they interpret and perceive the world around them would be affected. Further, a character's realization that they have only a few decades to live as opposed to several dozen decades further impacts their personality.

RACIAL AGES

Race	Middle	Old	Venerable	Limit
Dwarf	225	350	550	+2d%
Elf	500	1000	1500	+6d%
Gnome	175	260	350	+3d%
Half-Elf	100	150	200	+1d%
Halfling	50	75	100	+5d20
Half-Orc	30	45	60	+2d10
Human	35	53	70	+2d20

HEIGHT AND WEIGHT BY RACE

Race	Height	Weight
Dwarf	3' 10" to 5' 2"	140-180
Elf	4' 0" to 6' 0"	100-135 lb
Gnome	3' 6" to 4' 8"	70-90 lb
Half-Elf	4' 2" to 6' 2"	90-175 lb
Halfling	3' 0" to 4' 6"	45-70 lb
Half-Orc	4' 10" to 6' 5"	120-180 lb
Human	4' 8" to 6' 8"	100-200 lb

RACES

DWARF

Dwarves hail from the depths of the earth, and have lived there for ages beyond count. Much like the stone they resemble, dwarves possess great fortitude and an indomitable will of granite. They are a proud, loyal, and honorable people, with lives said to be as long as the tunnels they delve beneath wind-scoured mountains. Renowned for their stonework and metal crafting, dwarves expend much of their lives perfecting their skills and mining ever deeper for rare ores and gems. There, in those dark recesses, the dwarves have unearthed many abominations and clashed with ferocious enemies, for the underworld is home to innumerable, and usually baneful creatures, who consider dwarves their mortal foes.

Description

Dwarves resemble the rock and stone they so love. They are short, stocky and muscled from years of labor at the forge, or from tunnelling through the earth. Dwarves grow long beards and moustaches that are considered a symbol of maturity and honor; the most renowned dwarves have great, thick beards sweeping to their feet. Dwarven skin is as varied as the stone they work. Their deep-set eyes tend to be blue, hazel or gray and sharp enough to pierce the gloom of the underworld.

Personality

Dwarves are bound by codes of honor that obligate them to kin and kingdom. They consider themselves eternally beholden to their parents and immediate kin, for their parents brought them into the world. Likewise, the dwarven kingdom serves as both guardian and a source of succor, so an enormous debt is also owed to the dwarf's kingdom and homeland. These are debts many dwarves consider irredeemable. At its most extreme, the code obliges dwarves to sacrifice all in the name of kith, kin and kingdom, even if the cause is unjust or hopeless.

The dwarves are also bound to another code that, at its simplest, requires just compensation to be paid for service dutifully rendered. This code guides all of their business and interpersonal dealings.

Dwarves place high value on their skills both as craftsmen and warriors – and rightly so. Dwarves are meticulous and patient. All possess an expert's attention to detail, and granite determination, regardless of the undertaking at hand. Their expertise in crafting metal or stone is without equal in the world, and their steadfastness in battle is as certain as a mountain is strong.

Dwarven stubbornness is nothing more than an expression of the codes of loyalty, debt, obligation and the determination they project into their daily lives. Dwarves are slow to shift loyalties and loathe breaking oaths, doing so only in dire circumstances. The word of a dwarf is as valuable as gold and gems, flowing from generations of tradition and belief. Many mistake the dwarven disposition for greed and avariciousness, and some believe dwarves simply take advantage of all they can in both business and war. In reality, the dwarven personality stems

from a sense of duty, loyalty and just compensation enforced by centuries of tradition.

Racial Affinities

Dwarves associate with many demi-humans and humanoids, though their relations are poor with almost all of them. Relations with elves are often strained – dwarves do not understand elven psychology, and do not consider their codes of honor to be particular or reliable. Dwarves work well with halflings in business matters, but tend to limit interactions to commercial relationships. Human cultures and society vary widely, so dwarven relationships with humans vary widely as well. To dwarves, humans can appear as honorable as any dwarf, or as loathsome as a goblin. Dwarves often consider gnomes to be their friends and allies. Gnomish culture most closely mirrors dwarven social and cultural mores. However, certain gnomish characteristics can ignite a dwarf's short temper, particularly if gnomes and dwarves find themselves coveting the same resources.

Dwarves bear great enmity for goblins, orcs and their kin, for they are locked in a timeless struggle beneath the earth. With these creatures, dwarves have few dealings other than by the sharp edge of a sword or axe. Another hated enemy of the dwarves are the ogres and giants often found in mountainous passes. Giants treat dwarves as a tasty food source, and ogres prey upon tempting dwarven caravans. Dwarves are always wary of these enemies, and war with them constantly.

Environment

Most often, dwarves live beneath the earth in great halls of stone, stretching for miles under expansive mountain chains. These dwarven kingdoms often extend deep into the bowels of the earth as they mine ever further for precious metals and stones. Some clans, however, spend much of their lives above ground, building tunnels only for mining, and not as abodes. These dwarves live in areas where massive underground stoneworks are difficult to build, due to lack of proper stone or simple impracticality. Small dwarven communities can be found in even the most remote of environs, for dwarves explore the world's borderlands, ever searching for new veins of ore.

DWARF TRAITS

Animosity (Elves)

The disparate personalities of dwarves and elves have resulted in eons of misunderstandings, squabbles and even wars between the two races. Dwarves consider elves to be disloyal and untrustworthy partners in war or trade. As a result, dwarves suffer a -2 penalty to charisma checks when dealing with elves to whom they are not closely associated.

Deep Vision

Ages spent beneath the earth in the dark and quiet places of the world have imbued dwarves with the ability to see in darkness where a human would find it impenetrable. This vision extends up to 120 feet in even the darkest of nights and deepest of



tunnels. Colors tend to erode with deep vision, and objects appear in shades of gray. It is otherwise like normal sight, and dwarves can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil deep vision. A dwarf requires one minute to adjust their eyes when a light source is extinguished before gaining full use of deep vision.

Determine Depth And Direction

The world beneath mountains and in the deeps of the earth is the natural home of the dwarf. Dwarves can sense their approximate depth underground as naturally as a human can sense which way is up. The dwarf can determine direction underground just as easily.

Enmity (Goblins/Orcs)

Eternal wars against goblins and orcs have created an undying crucible of hatred for these vile creatures. When in combat against goblins or orcs, this fury and hatred allows dwarves a +1 bonus to hit these creatures. Dwarves have a similar distrust of half-orcs. Dwarves find inter-breeding with goblinoids to be the worst of all sins, and their powerful antipathy towards pure goblinoids negatively affects dwarven relations with half-orcs. Dwarves suffer a -4 to charisma checks when interacting with half-orcs, goblins and orcs.

Defensive Expertise (Giants/Ogres)

Long regarded as a food source by many giants, dwarves have developed considerable expertise in fighting them. Combined with their small size, this tactical expertise allows dwarves to offer resistance to the powerful giants. When fighting giants or ogres, dwarves receive a +4 bonus to armor class.

Resistant To Arcane Magic

As unshakeable as granite or iron, dwarves are particularly resistant to arcane magic. They receive a +3 bonus to all saving throws against arcane spells and spell-like effects.

Resistant To Fear

Dwarven loyalty, duty, stubbornness and honor lend them courage where other races might falter. Dwarves receive a +2 bonus to all saving throws against fear.

Resistant To Poisons

Dwarves are imbued with great constitutional fortitude. Poisons that might fell a normal human are less likely to affect a dwarf. Dwarves receive a +2 bonus to all poison saving throws.

Stonecraft (Wisdom)

Dwarves spend much of their lives carving halls, castles and underground fortresses out of solid rock, so they possess an extensive knowledge of stoneworking and construction. They possess almost a sixth sense in this regard which gives them various bonuses and abilities.

Dwarves are capable of spotting unusual or unique construction or stonework features including new construction, unfamiliar architecture, sliding walls, stonework traps, unsafe stone surfaces, unstable ceilings and secret or concealed doorways constructed or disguised as stone. A dwarf passing within 10 feet of one of these features is entitled to a wisdom check at +2 to recognize the feature, as if actively looking for it. Should a dwarf actively search for these features, the bonus to the wisdom check is +4. When examining a feature, a successful wisdom check reveals other bits of knowledge, such as which race created the feature, its approximate age, and if applicable, the approximate value of a stone or metal object.

Languages: Common, Dwarven, Gnome, Goblinoid, Halfling, Elven, Ogrish, Giant, Troll

Size: Small

Movement: 20 Feet

Typical Classes: Fighter, Rogue, Barbarian, Cleric, Bard

Attribute Modifiers: +1 Constitution, -1 Dexterity

Class Modifier: +2 Find Traps In Structures Only

RACES

ELF

Elves are an ancient, almost timeless, race. They embody the grace and beauty of the natural world: as well as its strength and, at times, its unrelenting wrath and fury. Elves live exceedingly long lives, giving them a degree of patience unknown to other races, affording them the opportunity to acquire a vast knowledge of the world and its history. This makes elves well informed and sage-like in their depth of knowledge and perspective. This, combined with their natural dexterity and lithe movement, makes them appear almost ethereal to those who behold them for the first time.

Description

Elves vary in size and coloration, depending on their nature. Elves range from dark to light skinned in color, although light green, or even a bluish tint skin hues are not unknown. At maturity they average 5 feet 6 inches in height, and weigh around 115 lb Their “ethereal” nature lends them an unnatural grace and beauty. Elves have thin, sharp facial features with large, searching eyes that can vary widely in color. Their ears are long, tapering to a point at the ends, and they often wear their hair long and unrestrained.

Personality

Elves, being long-lived, possess tremendous patience. An overriding sense of near-immortality affects an elf’s every thought and action. Other races misinterpret this patience as indolence, laziness and an uncaring attitude, since other races cannot afford to wait decades to act on a matter. Elves know that they have time to act, for the centuries stretch before them where other races have mere decades. When pressed, however, elves are capable of quick deliberation and speedy action, though usually not as quick as their shorter-lived allies might prefer.

Elves relish beauty, both natural and crafted. Their farsighted vision allows them to see the shapes of things to come, and more, they can see the shapes of things that could be. Where others might see a young sapling that one day must grow into a great oak, an elf sees a sapling that, molded with care and patience, can grow into a tree of great trunk and arching branch that will lord over the forest. This sight grants them the patience to make a craft of their natural environment. They shape the rocks where they dwell and cultivate trees and gardens over many years, thus molding their surroundings to create a garden of beauty in the natural world. They apply this same care to shaping and drawing out the natural beauty in all things, from simple stones and gems to gardens, forests and hills. Likewise, the same attention is given to the crafting of weapons and armor, to spells, and even to the care of beasts. All things flourish under an elf’s care if given time and safety from the world’s interruptions.

An elf’s shaping of the world is accomplished with time. Time is the essential element in creating any item of beauty and time is something many elves have. The same applies to an elf’s use of magic. When magic is crafted by an elf, it is treated with the same care and patience that the elves apply to all things. Time is the forge upon which arcane forces are shaped and bent to



perfection. Flawless and powerful magical spells and items are greatly valued and coveted by the other peoples of the world and by elves as well. When complete, elven magics are of divine perfection and immense power; but more than this, their beauty is beyond comparison and oft times, beauty is the source of its magical power.

This love for beauty and the desire to shape the world brings elves their greatest joy and greatest sorrow. Their timeless vision allows them to see both the beauty and the tragedy in all things, so that elves are filled with overflowing joy and limitless sorrow. Looking into their future, they see their lives and creations becoming marred and spoiled by others, be they dwarf, human, orc or even the ravages of time.

These qualities imbue most elves with a deep fatalism. Their near-immortality creates a peculiar unease with death for their attachment to the living world is more profound and deeply felt than that of most other races. Together, these conflicting notions of time create a burgeoning and even contradictory desire to control and even stop the advancement of time, the forge of their life’s creation and the crucible of their doom. In many ways, elves become mired in their history, and change little as the world changes around them. At times, this leads elves to avoid many situations that don’t directly threaten them, or that they feel would bring unnecessary harm to their creations.

Racial Affinities

Most elves prefer the company of other elves. They associate well with halflings and gnomes, but generally do not live in close proximity to settlements of those races.

Humans present interesting dilemmas for elves to ponder, for humans combine the most noble and ignoble aspects of all creatures. As such, elves are very selective about their human associations and have a guarded approach to their interactions with humans. Dwarves are treated with an aloofness bordering on disdain, for elves find them nearly unfathomable save for one commonality, a dislike of all goblinoid races.

Environment

Elves prefer living in serene environments, far from turbulent, troubled lands. Often associated with forests and wilderness areas, elves will also live in open savannah or dense urban environments of their own making. Elvish cities are different from human settlements, having more in kin with dwarven settlements – both races tend to incorporate natural surroundings into both their architecture and living spaces in their communities.

ELF TRAITS

Enhanced Senses

Elvish physiology is blessed with enhanced vision and hearing. Elves can see farther than humans in just about every circumstance, including torchlight, and can see clearly enough to read a road sign or spot a shield device up to two miles distant when outside in the day. They can also hear very well, and receive a +2 bonus to all checks involving listening.

Twilight Vision

Even under starlight, moonlight or torchlight, elves have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile if they are outside.

Move Silently (Dexterity)

This ability allows an elf to move silently in wilderness areas. The elf can move up to one-half normal speed at no penalty. At more than one-half, and up to the character's full speed, the character suffers a -5 penalty to the check. It's practically impossible (-20 penalty) to move silently while running or charging.

Spell Resistance

Elves are particularly resistant to spells and spell-like abilities that charm or unnaturally cause sleep. When making saving throws against these types of spells, an elf receives a +10 bonus. Elf spell resistance allows a saving throw against *sleep*, even though *sleep* normally does not have a saving throw.

Spot Hidden Doors (Wisdom)

Elvish vision and keen senses allow them to spot secret, hidden and concealed doorways. An elf merely passing within 5 feet of a secret, hidden or concealed doorway is entitled to a wisdom check to spot the door, as if the elf were actively looking for it. When an elf actively searches for such doorways, the bonus to the wisdom check is +2.

Weapon Training

Elves are taught the ways of combat at a young age, and their long lives allow them to become skilled in weapons favored by their society. Elves begin play with a +1 bonus to hit with one of the following weapons: composite longbow, composite shortbow, longbow, shortbow, longsword or shortsword.

Languages: Common, Elf, Dwarf, Gnome, Goblin, Halfling, Orc

Size: Medium


Movement: 30 Feet

Typical Classes: Fighter, Ranger, Rogue, Wizard, Druid, Knight, Bard

Attribute Modifiers: +1 Dexterity, -1 Constitution

Class Modifier: +2 Listen, +2 Move Silent, +2 Find Traps

GNOME

 Gnomes are often mistaken for offshoot species of dwarves or halflings. In fact, gnomes have more in common with elves and the fey, for they are closely bonded to nature and its essence as much as elves are. Even the most renowned sages can only say that gnomes emerged long ago from primordial forests and from under the deep roots of massive trees. Small even by dwarven standards, gnomes have the potential to be powerful friends and deadly foes despite their size. Although partial to forests and mountains, gnomes can be found living in other remote locations as well. Afflicted with wanderlust, many gnomes are world travelers and enjoy visiting strange, foreign lands in search of new information about the world in which they live.

Description

The gnome is small in stature, averaging 3 feet 6 inches tall. They have wide eyes and small noses with rounded ears that afford them excellent hearing. Their skin tones range as widely as humans and elves. Gnomes tend to enjoy loose-fitting clothing that leaves arms and legs free to move. They enjoy accouterments of all descriptions woven into their clothing, belts, sashes, and the like. They sport tattoos as well, often marking themselves with inks that range in meaning. Some tattoos may be deeply personal, others may have origins in their clan, others may mean nothing at all.

Personality

Considered pranksters or mischief-makers in many circles, gnomes are generally more concerned with relaxation and mirth than with most other matters. The gnome is occasionally serious, although this demeanor is normally reserved for times of war and great stress. Even in these grave situations, gnomes remain light of heart compared to the other races. Keenly intelligent, curious and observant, gnomes involve themselves in all manner of travels and experiments to fulfil an unremitting curiosity.

This thirst for knowledge often brings gnomes and their friends together in great concourse. Individuals, families and clans gather from time to time to feast and make merry, and pass the news of the day. All are welcome at these gatherings and it is not odd to see elves, halflings, dwarves or even humans sitting amongst the gnomes and sharing in stories and tales of great escapades. Gnomes are famous for their songs, dances, drinks, speeches and many other disparate forms of entertainment.

In fact, gnomes encourage others to sit at tables with them as they struggle to glean information from all and sundry folk. For

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this reason, gnomes are careful in their speech and possess great skills in extracting all manner of information from their guests, whether their guests intend to reveal it or not. These skills are not limited to civil conversation, but are as often used to glean secrets and even concessions from others. Conversely, gnomes are loath to give up information and rarely do so without a price. Knowledge gained in this manner is rarely used for evil purposes, but is tucked away for the proverbial rainy day. At such times it is brought forth to the immense enjoyment of the gnome and often to the embarrassment of the victim.

Gnomes tend to be clannish, living in extended, though tightly knit family units. These families are not restricted to blood relations or even to the race of gnomes. Once trust is given or earned, gnomes welcome friends of almost any race into the inner confidence. Their love of gatherings and their skills in story telling help to bind these clans together through shared folklore and public exchanges of appreciation.

Gnomes are accounted as great craftsmen and they take pride in the creation of all manner of objects, from musical instruments, exotic papers, and colorful inks to noisy clocks and other such goods. But their greatest craftsmen focus on religious edifices. These are large stone menhirs shaped and carved over decades, and placed within sacred groves or upon windy heights. At these spots, gnomes gather on summer and winter solstices to offer tidings unto their deities and thanks for lives well lived.

Racial Affinities

Preferring a simple and static world, gnomes are friendly with most of the benign peoples with whom they come into contact. Gnomes, however, have contentious relations with those who are destructive and aggressive. They particularly abhor goblins and kobolds. Gnomes consider elves to be distant and elitist cousins. They find dwarves marginally acceptable, but wish they would quit digging so many holes in the earth before it collapses. As for halflings and humans, gnomes consider one just a shorter, more polite and better fed version of the other. They typically relate well with both.

Environment

Gnomes prefer wild regions that are peripheral to urban or settled lands, including high mountains, hills, deserts, forests or, more rarely, marshes.

GNOME TRAITS

Animal Empathy

The gnomish relationship with nature and its creatures allows them to communicate with burrowing mammals (badger, fox, mole, rabbit, etc.). The communication is more telepathic and empathic than it is conversational, though posture and sounds can communicate emotions such as stress and fear. The information communicated must be relatively simple, taking place on the animal's level of understanding and comprehension, not the gnome's.

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Combat Expertise (Goblins, Kobolds)

Gnomes have battled goblins and kobolds in the forests and mountains since the dawn of their race. Because of these frequent and bloody encounters, gnomes have developed special techniques for fighting goblins and kobolds. Gnomes receive a +1 bonus to hit kobolds and goblins using hand held weapons in melee combat. Using missile weapons does not confer a bonus.

Dark Vision

In a similar manner to dwarves, gnomes can see in complete darkness for up to 60 feet. Dark vision produces images that are in shades of gray, but it is otherwise like normal sight. Gnomes can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil dark vision. A gnome requires one minute to adjust their eyes when a light source is extinguished before gaining full use of dark vision.

Enhanced Hearing

Gnomes have keen ears, often likened to those of a fox. No one knows whether this is due to gnome physiology, or because gnomes are such close observers of their environment. Gnomes receive a +3 bonus to all listening checks.

Spells

Gnomes have an innate ability to cast the following spells once per day as a **1st level** caster: *dancing orbs*, *ghostly noise*, and *prestidigitation*. These innate spells are in addition to any spells available to gnomes of spellcasting character classes.

Language: Common, Dwarf, Elf, Gnome, Goblin, Kobold

Size: Small

Movement: 20 Feet

Typical Classes: Rogue, Illusionist, Druid, Bard

Attribute Modifiers: +1 Intelligence, -1 Strength

Class Modifier: +3 Listen

HALF~ELF

The pairing of human and elf is an extraordinary and rare occasion, arising from unique circumstances or events. Elves are very guarded in their approach to humans, for they deem them strange in thought and deed. For love to be born of the two races, an elf must find a human of great renown and surpassing beauty. Thus the half-elf is the rarest of all races. Indeed, each half-elf differs so markedly in origin, background and physiology from others that generalizations are near impossible to make.

Description

Half-elves vary greatly in appearance, acquiring characteristics from both parents. One commonality among half-elves, however, is that each significantly favors either the human parent or the elf parent, inheriting many more characteristics from one than the other. In some cases, the dominance of one lineage is so strong that these half-elves can pass as a full member of that lineage unless closely observed.

Half-elves also vary greatly in height, ranging from that of the shortest elves to that of the tallest humans. Likewise, any variety of body style, hair color or eye tint found in humans or elves can occur in a half-elf, in any combination. The single consistent physical feature shared by half-elves is a natural balance and ease of movement inherited from the elven parent.

Personality

Half-elves are intelligent, perceptive and possess quick minds. They are able to master many crafts and skills, be these as mundane as cabinet making, or as extraordinary as the wielding of magic. They exhibit an almost supernatural empathy for the world around them giving them an uncanny understanding of people. Their shared lineage also grants them the ability to think on many levels simultaneously – an ability that makes them difficult to deceive.

Long-lived by human standards but short-lived for elves, half-elves exist in a nebulous world between both races. They often find themselves uncomfortable in either culture and are far too rare and unique to develop societies of their own. Elves tend to look upon them as strange creatures, treating them with indifferent curiosity or even with outright hostility. Human reactions are as varied as their cultures, sometimes accepting half-elves without note, sometimes venerating them, and as often rejecting them with violence.

Much of the reaction is determined by the half-elf's lineage. Half-elves that favor a human lineage can vary widely in personality, while those with a dominant elf lineage tend to exhibit elven values, ethos and interests. Because of their longer life spans, half-elves are generally well-educated and knowledgeable about history and geography, although this is not always the case.

Their life spans, however, present problems. Human friends often die of old age when half-elves are but middle-aged. The

long-lived elves, on the other hand, possess a psychology like that of near immortals which half-elves have a difficult time understanding. This creates a loneliness and melancholy in half-elves, and sometimes, the fatalism so strongly pronounced in elves manifests itself in half-elves as well. In some instances, a half-elf spurns both humans and elves, instead seeking the company of other races and cultures entirely.

Racial Affinities

Half-elves tend to enjoy the company of those of their favored lineage, but often have problems adapting and existing in either human or elf societies. Half-elves tend to be solitary, preferring not to congregate with other half-elves. A group of half-elves always attracts an enormous amount of attention, and tends to highlight their status as misfits. Perhaps because of their exposure to discrimination, half-elves harbor few prejudices. They freely associate with dwarves, halflings, gnomes and others. Their unique position occasionally allows them to act as intermediaries between groups and races.

Environment

Half-elves can be found anywhere, from human cities to woodlands. They live in all types of rural areas as well. Social ostracism tends to make them natural wanderers; many half-elves make no home, moving about the world looking for a place to fit in, at least for a time.

HALF~ELF TRAITS

The mixed lineage of half-elves affects the specific traits that a half-elf inherits. Players choose a human or elf lineage that dominates their character. Racial abilities modifiers are based on which lineage the player chooses.

All half~elves possess:

Empathy

A half-elf's uncanny ability to empathize with others is reflected in a +2 bonus to all charisma checks. This ability can be combined with attribute check modification.

Move Silently (Dexterity)

This ability allows silent movement in wilderness areas. Half-elves can move up to one-half the normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty to the check. Any faster movement is practically impossible (-20 penalty).

Spot Hidden Doors (Wisdom)

This ability allows half-elves to spot secret, hidden and concealed doorways. A half-elf passing within 5 feet of such a doorway is entitled to a wisdom check. Success means that the half-elf notices the door as if actively searching for it. When a half-elf does actively search for such doorways, the bonus to the wisdom check is +1.

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With human lineage possess:

Attribute Check Modification

The human lineage is reflected in a greater versatility than their elven kin, but not quite as their human relatives. Half-elven characters are allowed to choose one secondary attribute for which they gain a +2 bonus to all attribute checks.

Spell Resistance

Half-elves of human lineage are somewhat resistant to spells and spell-like abilities that charm or unnaturally cause sleep. When making saving throws against these types of spells, a half-elf of human lineage receives a +2 bonus.

With elven lineage possess:

Attribute Modification

+1 to dexterity and -1 to constitution.

Enhanced Senses

Half-elves of elven lineage can see farther than humans in just about every circumstance, including torchlight, and can see clearly enough to read a road sign or spot a shield device that is up to two miles distant when outside during the day. They can also hear very well, and receive a +2 bonus to all checks involving listening.

Spell Resistance

Half-elves of elven lineage are particularly resistant to spells and spell-like abilities that charm or unnaturally cause sleep. When making saving throws against these types of spells, a half-elf receives a +4 bonus. Half-Elf spell resistance allows a saving throw against *sleep*, even though *sleep* normally does not have a saving throw.

Languages: Common, Elf, and three of the following: Dwarf, Gnome, Goblin, Halfling, and Orc.


Size: Medium

Movement: 30 feet

Classes: Any

Class Modifier: +2 find traps, +2 listen (elf lineage), +2 move silent

HALFLING

 Halflings appear, upon first sight, to be small, well-nourished humans. They share many of the mannerisms and habits of their larger cousins, but a closer look reveals they have large, hairy feet and rather wide eyes displaying the temperament of wily farmers. Halflings are generally an agrarian people, preferring open pastures and lush farmlands to cities or other places crowded with tall folk. They get along well with most peoples, but rarely leave the safety of their homes and communities. Even when they do, it is generally only at the

behest of others. Meticulous and prosperous, halflings enjoy good food, relaxation and a quiet life.

Description

Halflings average 3 feet in height and have wide, round eyes and large feet, which are well padded and hairy. Halflings seldom need to wear shoes except in very cold weather. Halflings range in skin color, though all are at home in the sun. This, their curly hair, and their thick hands all fit their agrarian lifestyle like a well-worn frock coat. Most halflings prefer dull-colored clothing so they won't attract attention to themselves, but the wealthy or prideful wear finer, brightly colored clothes to denote their status.

Personality

Halflings are jovial, friendly and hospitable, yet they prefer their own culture to those of others. They typically eat too much and develop paunches early in life. Indeed, to have a great paunch is considered a sign of good breeding and wealth. Normally, halflings eat often during the day. They start the day by enjoying a breakfast, followed by a brunch and then lunch. This often precedes an afternoon snack of cake and tea, to be followed by supper and then a late dinner. It is said that halflings can keep time by the grumbles and rumbles of a hungry belly. Halflings also work diligently on their farms, houses, gardens, fences and other projects pertaining to their needs; "Relaxing requires a lot of work," many halflings are wont to say.

Slow to anger, halflings prefer to settle disputes through legal means whenever possible, by appropriate compensation when necessary and through other measures only if unavoidable.

A halfling's desire for quiet and safety carries over to their personal lives, with only the occasional adventurous halfling leaving home to travel the world. A mystery to their brethren, these halflings often find themselves in the most unusual of escapades and adventures. These situations can reveal one of the least known qualities of halflings: a heart as stout as the strongest warrior and a courage unflagging to the point of foolhardiness.

Racial Affinities

Halflings are insular, and generally prefer only the company of fellow halflings. Of the other races, halflings prefer humans most of all, for they do much business with them, and they find that human farmers and herdsman often share similar values. They are also favorably disposed towards gnomes, whose temperament resembles that of halflings more than any of the other races. Elves fascinate halflings, but they are far too 'magical' to be considered respectable. Halflings grudgingly admire dwarves, but find them a bit too gruff, hard-headed and clannish for their personal tastes. Halflings do not relate well to goblins and their kind, whom they passionately dislike.

Environment

Most halflings prefer lush, green lands with fertile soil, abundant water and mild seasons, and they strive to dwell in areas far removed from the troubles of the world. Yet, the world is broad,

and some must live in proximity to other peoples and the troubles they create. There are halflings who make their homes in the coarser areas of the world, including towns or even cities, though these halflings are rare. Halfling houses tend to be small and made of brick when built above ground, while others live beneath the earth in expansive underground houses built into the tops of hills and underneath large mounds.

HALFLING TRAITS

Fearless

Halflings, for the most part, lead sequestered lives and are often considered naive. This is not entirely accurate; halflings are not raised with fears and trepidation imparted to them by myth and fancy, but are reared on tales of self-dependence and the overcoming of life's many hurdles. For either or both reasons, halflings possess stout hearts and are not easily frightened, even in dire circumstances. This trait imparts a +2 bonus on all saving throws against fear.

Hide (Dexterity)

Halflings are practiced at avoiding the prying eyes of others in outdoor settings. A successful check allows the halfling to hide making them almost invisible. If a halfling decides to move while attempting to remain concealed, they can still hide, but will suffer a penalty to the check. At up to one-half their movement rate, halflings suffer a -5 penalty to the check. At one-half their normal movement rate to full speed, they suffer a -10 to the check. It is impossible for a halfling to move faster than normal speed while hiding. If the halfling is being observed, even casually, the character cannot hide. If the observers are momentarily distracted, however, the halfling can attempt to hide. This check, however, has a -10 penalty because the character has to move quickly into hiding.

Move Silently (Dexterity)

Halflings, being naturally small and dexterous, can move as quietly as a breeze upon a summer morn. With a successful dexterity check, halflings can move silently. They can move up to one-half their normal movement rate with no penalty to this check. For moving at one-half of their normal rate up to the character's full speed, the character suffers a -5 penalty to the check. It's practically impossible to move silently while running or charging, so this type of action incurs a -20 to the check.

Dusk Vision

Halflings, with their large and piercing eyes, can see in starlight and moonlight just as a human can at dusk. They retain the ability to distinguish color and some detail under these conditions, though everything is cast in shadows. They have no enhanced vision underground, in torchlight, or under similar conditions of poor illumination.

Resistant

A lifetime of good food, when combined with hard work and a self-reliant spirit, makes for a healthy people. Halflings are more



resistant to the ills of life than most other races, so they receive a +1 bonus to all constitution saving throws.

Languages: Halfling, Common, Dwarven, Gnome, Elvish, Sylvan, Goblinoid

Size: Small

Movement: 20 Feet

Typical Classes: Fighter, Ranger, Rogue, Cleric, Druid, Bard

Attribute Modifiers: +1 Dexterity, -1 Strength

Class Modifier: +2 Conceal, +2 Hide, +2 Move Silent

HALF-ORC

Half-orcs exist on the edges of society, little cared for by humans, orcs or others. Half-orcs are the offspring of a pairing between an orc (or other goblinoid) and a human, and are generally a dispirited and angry lot, accustomed to doing dangerous jobs for others. Indeed, most half-orcs only make consistent contact with others when their famed fighting skills are needed.

Half-orcs can be found in many regions of the world, haunting the periphery of settled lands. They often find orc tribes and kingdoms to their liking, as those humanoid are an easy group to dominate. Within human communities, their roles range from hunted outcasts to elite warrior castes.

Description

Half-orcs combine the worst features of humans and orcs. Most have an unpleasant demeanor, and some are repulsive and even hideous to look at. They typically have massive jaws, coarse hair and dark, penetrating eyes. Their skin tends to be a ruddy, dark color, and resembles the rough textured skin common among orcs. Physiologically, however, half-orcs combine the best features of both their parent races. Half-orcs mirror humans in

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height, or stand even taller. They are naturally muscular and agile, and do not suffer from light sensitivity as orcs do.

Personality

Half-orcs are unsavory and contentious individuals. As outcasts, they have few friends or allies, and often live miserable and lonely lives, wary of all. Even amongst themselves, there is little trust and great fear, as they jockey for positions of acceptance and status as mercenaries or in more nefarious professions. The social stigma that half-orcs encounter throughout their lives, when combined with the militant aggressiveness of orcs and the competitiveness of humans, produces a nearly fearless warrior and a relentless foe.

As outcasts, half-orcs find themselves in a constant search for like-minded individuals and others in whom they can place their trust and faith. As such, they are occasionally found in the company of travelers, mercenary bands, adventurers and others who, either willingly or by accident, are ostracized from their society. Friendly relations with half-elves are, uncannily, not uncommon for the two share similar social stigma. Half-orcs are a breed apart.

Half-orcs are unswervingly loyal to those they trust and in whom they place their faith. On the other hand, to those who break that faith, half-orcs have an undying enmity and no effort will be spared in righting a wrong and taking revenge upon their enemies. Half-orcs can be both a friend and companion of immense value or a foe of terrible power.

Racial Affinities

Half-orcs typically care for themselves and themselves alone, avoiding even their own kind. No race finds them likeable, and they return the favor. Half-orcs are often found with orcs or smaller goblinoids, as those are the least discerning of the races, and are easily dominated. Other half-orcs tend to be found in larger human settlements, where, if they are lucky, they can find a certain degree of anonymity.

Environment

Half-orcs are found in most climes. They have no preference for any one environment and adapt well to any climate. They tend to live alone, even in larger cities, where they are often found in ghettos, slums and other areas where officials rarely patrol and thieves wander the night.

HALF ORC TRAITS

Dark Vision

In a similar manner to dwarves, half-orcs can see in complete darkness for up to 60 feet. Dark vision produces images that are in shades of gray, but it is otherwise like normal sight. Half-orcs can function well with no light at all. Bright lights, such as from a lantern or other light sources, spoil dark vision. A half-orc requires one minute to adjust their eyes when a light source is extinguished before gaining full use of dark vision.



Enhanced Sense Of Smell

This ability allows half-orcs to detect the presence, but not the specific location, of creatures within 30 feet or within 60 feet if the other creature it is upwind. Strong scents, such as smoke or rotting garbage, can be detected at twice those ranges. Overpowering scents, such as skunk musk, can be detected at three times these ranges. If a half-orc becomes familiar with an individual, they can learn the individual's scent and recognize it. It should further be noted that false, powerful odors can easily mask other scents and completely spoil this ability.

Martial Prowess

Half-orcs come from very violent societies in which fights and contests of strength are common and necessary for survival. This has inured them to great amounts of pain and given most a great capacity to fend off blows and fight unarmed. As such, half-orcs receive a +1 to their armor class whenever they are not wearing armor of any type. This ability combines with magical rings, robes and other similar devices that confer an armor class bonus but are not armor. This bonus adds to the unarmored armor class of half-orc monks.

Resistant To Disease: Half-orcs possess a resistance to disease passed down from their goblinoid parent. They receive a +2 bonus to all disease saving throws.

Language: Common, Goblin, Orc

Size: Medium


Movement: 30 Feet

Typical Classes: Fighter, Ranger, Rogue, Assassin, Barbarian, Monk, Cleric, Knight

Attribute Modifiers: +1 Constitution, +1 Strength, -2 Charisma

Class Modifier: +2 Track

HUMAN

 Humans are the most diverse of the races. Their strength and power derives from their adaptability to different environments, cultures and societies. Where the other races are tied to the world around them in one manner or another, humans alone have no innate affinity for the world, beyond that of a master craftsman to their tools and creations. Their ability to adapt allows humans to maintain close contact, and even intermingle with demi-humans and humanoids, if they deem it necessary, expedient, or desirable. Diversity is a hallmark of this race and humans can be any class.

Description

Humans range greatly in height and weight, and in other physical features such as skin and hair color. Males typically stand between 5 feet 6 inches and 6 feet 2 inches, with females being slightly shorter, although both sexes occasionally exceed the average height. Humans tend to adapt physically to their environments, leaving some with pale skin coloration in cold climates and others with darker skin coloration in warmer climates. Since humans are exceedingly migratory, however, these generalizations do not always apply. Human weight also varies extraordinarily and is as much dependent on diet as culture.

Personality

As with their physical traits, humans range greatly in temperament. They seem to the longer-lived races to move through life with a speed born of desperation. Their short lives give them a burning desire to create and control the world around them and their own mortality. This causes humans to see the world in a unique fashion. All things are tools to humans in their quest for immortality.

Humans lack empathy for the other races, especially elves. Their short lifespans create an awareness of the importance of things few others understand. Life is precious, and the wealth of it must not be wasted on frivolous things. In the passage of history, death marks one's life and can give it meaning and only through a life well spent can one gain immortality. Oft times the world's greatest heroes are humans, who consider themselves to be in conflict rather than harmony with the world, and willingly lay their lives low in that eternal struggle.

Humans are born with an innate spirit of competition that configures itself into a race for grand achievements, and a constant striving to rise above their circumstances. Whether to the benefit or detriment of those around them, many humans act only with regard to their own needs and from a sense of superiority over all other races and beasts.

Racial Affinities

Humans interact well with most other races. They have no innate prejudices, but are often taught at a young age who is an enemy and who is a friend. A human's enemies and friends are determined more by expediency and mutual benefit rather than any innate prejudice.

Environment

Humans can be found in any environment or climate, though they usually prefer to live above ground.

HUMAN TRAITS

Primary Attributes: Because of the unique nature of humankind, humans choose an additional primary attribute, for a total of three.

Language: Common

Size: Medium

Movement: 30 Feet

Typical Classes: Any

Attribute Modifiers: None

Class Modifiers: None



COMPLETING THE CHARACTER

The last and most important step in character creation is to create the character's persona. Attributes, class and race are the framework of the character. Finishing the character requires adding details to the character that dice or rules have little impact on. The character's persona is made up by their motivations and fears, their looks and disposition, their deity, name and purchasing equipment, etc. This can be done in great detail or more generally, according to players preference.

After generating the final statistics related to class and race, the player should determine the character's physical description, decide on any particular mannerisms and at least get in mind the basics of a personality. Some players may want to go further and develop a world view, background and motivations. Some of the character's traits are quantified in game terms such as disposition, which summarizes the character's overall worldview. Finally, the player equips the character with clothing, armor, weapons and adventuring gear, and then chooses spells.

PERSONA

The character's persona and appearance are entirely the choice of the player designing that character, keeping in mind the campaign setting and the needs of the Castle Keeper and other players. A character's appearance is the perfect opportunity to establish the persona the player envisions for the character. Choose hair and eye color, body size, build, looks, and mannerisms. Does the dwarf have a pot belly with a crooked nose or stocky with broad shoulders? Pay attention to the type of equipment the character will use. Does the fighter carry a simple wooden warboard or heavy kite shield? These small details help to establish a character's personality and are an excellent manner to convey it.

Once the appearance is finished, consider the character's personality traits. Is the character hot-tempered, mild mannered, mean spirited, slow witted, determined, arrogant or any other of the vast sum of traits to choose from? The list of personality traits is inexhaustible. It is worth bearing in mind that personality traits may be influenced by both the character's race and class: a roguish character of halfling ancestry is likely significantly different than a roguish character of elven ancestry.

It is easy to become dependent on abilities and magical items to distinguish the personalities of two characters of the same class and race. This usually results from a lack of persona development, and can lead to a lack of interest in the character. A weakly developed character persona can be detrimental to a game, as statistics and abilities become the defining characteristics of the character and the rolling of dice takes pre-eminence over the game's narrative. So, some amount of attention should be given to this step. Develop a character's history and personality, complete with desires, goals, dreams and fears.

Players will also develop some of a character's personality traits as the game progresses. Beginning play with only a basic idea of the character is beneficial, in that it allows the player to

develop the character within the framework of the game. As the characters survive, they accumulate history. This enhances the development of the character's personality. Keep in mind that spending countless hours laboring over a first level character's personality, motivations and background can be time poorly spent if death follows hard on the heels of the game's beginning!

In finalizing a character's persona, imagine how the culture and environment in which the character was raised may have affected them. The interaction of culture and persona converge into a world view, or disposition as discussed below.

DISPOSITION

Disposition represents the most basic and essential aspects of a character's worldview and moral outlook. Disposition is a description of the fundamental moral outlook of every sentient creature. Is the character good or evil? Chaotic or lawful? They may even be neutral. Disposition is a very basic description and acts as an ethical and motivational guide for characters, non-player characters, and monsters.

Disposition categories are general and there is a lot of room for interpretation within each category. A character with a



disposition of law/good may be a wandering knight devoted to the service of their liege lord or some higher calling, intent upon stamping out evil in the land. On the other hand, wizards with a disposition of law/good may devote themselves to acquiring ancient arcane magic to create a library for the benefit of all. A rogue with a disposition of chaos/evil may be a bandit robbing anyone and anywhere they can for their hedonistic desires or a cleric, devoted to the wanton destruction of society's accomplishments and the eradication of those with whom they disagree. There is great variation within each of the disposition categories described below. They should be used as a general guideline for motivations, actions, ethos, and worldview.

Castles & Crusades breaks disposition down into three categories: *law/chaos*, *good/evil*, and *neutral*. Every sentient creature has a primary disposition, and most, though not all, have a secondary disposition. A secondary disposition means they have traits that lean toward this way or that, but which do not govern their character as a whole. The disposition listed first is the primary, anything following the backslash is secondary. If only one is listed that is the primary disposition. For example: a primary disposition of *chaos/evil*, means they are primarily *chaotic* with *evil* tendencies. A primary disposition of *good/law*, means they are primarily a *good* creature with *lawful* tendencies. A character with primary disposition of *good*, but a secondary disposition of *chaos*, will function as a *good* and *lawful* individual for the most part, but might have some devious traits such as impulsive lying, kleptomania, or occasional recklessness. Some creatures have only one disposition, *law*, *chaos*, *evil*, *good*, or *neutrality*.

LAW AND CHAOS

The first aspect of disposition - lawful, neutral, or chaotic - generally represents a character's ideals and worldview. These, however, are broad categorizations that go to the character's core beliefs. Thus, not all lawful characters are the same, nor are all chaotic characters. Each might exhibit traits typically associated with the opposite. The following are general traits of each aspect. "Law" implies honor, trustworthiness, obedience to authority, and reliability. Lawfulness can also include close-mindedness, reactionary adherence to tradition, and a lack of adaptability. Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge harshly those who fall short of their duties. Lawful characters can still follow their conscience and can favor new ideas. "Chaos" implies freedom, adaptability, and flexibility. Chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise only if they feel like it. Yet, chaotic characters can still be honorable and trustworthy. "Neutral" implies a normal respect for authority, with neither a compulsion to obey nor to rebel. Neutral characters are honest but can be tempted into lying to or deceiving others. Animals and other creatures incapable of moral action are neutral.

GOOD AND EVIL

The second aspect of disposition - good, neutral, or evil - generally represents behavior and how characters express or impose their ideals on others, whether lawful, neutral, or chaotic. Again, these are broad categorizations. The following are general traits of each aspect. Good implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others. Good characters and creatures protect innocent life. Evil implies hurting and oppressing others, and selfishness. Some evil creatures simply have no compassion and kill without qualms. Others actively pursue evil, killing for sport or out of duty to some evil deity. Evil characters and creatures debase or destroy innocent lives, whether for fun or for profit. Neutral characters fall somewhere in between, but most are committed to others by personal relationships. A neutral person may sacrifice himself to protect his family or homeland, but he would not do so for strangers who are not related to him. Some neutral characters are simply selfish.

POSSIBLE COMBINATIONS

Although characters of the same disposition possess the same general worldview and behave similarly, each is unique, varying in terms of psychology and life experiences.

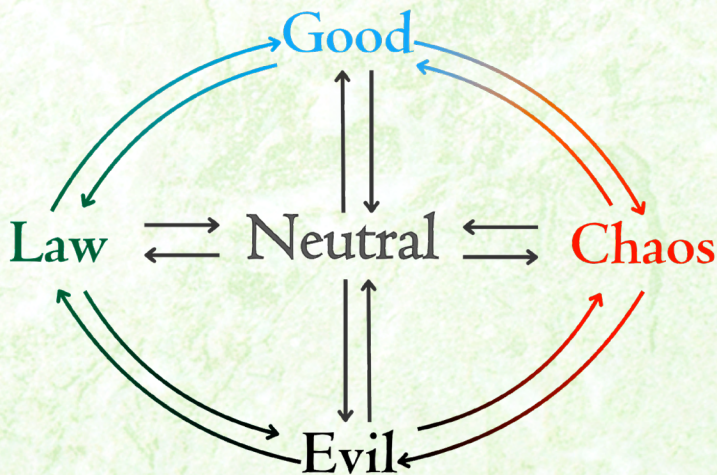
Possible Combination are:

LAW/GOOD OR GOOD/LAW: Characters of this disposition are dedicated to following the strictures of society, and respecting law and order. They act for the benefit of others and society, placing great value on truth, honor, and life. Those who list **LAW** first believe the rule of law is vital, but that if it is not moral and just it is doomed to fail. For those who put **GOOD** first, a moral society is paramount, and law without morals must be rebuilt to support goodness and morality.

LAW/NEUTRAL OR NEUTRAL/LAW: Characters of this disposition place primary importance on ultimate order, structure, and regulation of behavior. Good and evil are largely irrelevant for characters of this disposition because everything flows from the order of law. For those who list **LAW** first, good and evil may be considered, but it is always ancillary to their thoughts and secondary to order. Those who list **NEUTRAL** first are unconcerned with factors of good, evil, law, and order (depending on whether neutrality is their ethical or moral bent), but may have a nuanced view between the extremes, may have a more self-centered worldview that does not consider morality, or may actively believe that a delicate balance between the extremes must always be maintained.

LAW/EVIL OR EVIL/LAW: Characters of this disposition value structure and order, and place no moral limit on attaining it, especially if the goal is to their benefit. They do not value life or concern for others. Ultimately, they seek to impose their ideals on others through strict regulation. Those who list **LAW**

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first believe the rule of law is vital, and the law they adhere to need not be moral or just. Those who put **EVIL** first, view law only as the means to their end - the end, of course, being that they are the ones who hold power, and only through such rigid control can they maintain their power.

NEUTRAL/GOOD OR GOOD/NEUTRAL: Characters of this disposition have a healthy respect for both law and freedom, typically choosing a road between the two to achieve benefits and mercy for all. Those who list **NEUTRAL** first emphasize the way in which goodness fosters balance in society – and believe that only through moral behavior can all things otherwise be equal. Those who list **GOOD** first emphasize morality, life, and happiness over any sort of social order or balance. Evil must be actively stamped out, even if it means stepping outside of the law.

NEUTRAL: Characters of this broad disposition typically believe in a balance between law and chaos, and between good and evil. Some seek to maintain existing social institutions, while others simply wish to keep to themselves. Some neutral characters disdain the perceptions of other sentient beings, finding that truth lies in nature and its animals. Others follow their own code, which changes with the situation, tending to favor those that benefit them the most.

NEUTRAL/EVIL OR EVIL/NEUTRAL: Characters of this disposition typically follow a road that benefits themselves instead of others. This is a path of pure selfishness that manifests in one of two ways: disdain for cosmic struggles, or disdain for other people. Those who list **NEUTRAL** first have an utter disdain for law or chaos, viewing either as being in their way - those who hide behind rules are afraid to embrace their power. Those who embrace chaos cannot realize their potential. Those who list **EVIL** first have an utter disregard for life and other people. Nothing in the world matters except taking what one

wants for themselves, making life what you want it to be, and crushing anyone in the way.

CHAOS/GOOD OR GOOD/CHAOS: Characters of this disposition view the greatest good as being attainable through freedom and individual liberty. Thus, they place primary importance on individuality and liberty of action over that of any law or societal structure. Those who list **CHAOS** first uphold individual freedom as the ultimate condition, surpassing any concept of an organized structure, but still understand that individual freedom only exists to bolster life and happiness for all people. While it is important to aid and uplift the downtrodden, it is not the place of ivory tower nobles to dictate such behavior; it must be chosen by noble people. Most societal ills, they believe, come from reactions against efforts to control the people. Those who list **GOOD** first believe that while personal liberty is important, it must be sometimes sacrificed for the greater good. Strictures and rules are to be railed against, and should only be applied to the extent that they foster the general welfare.

CHAOS/NEUTRAL OR NEUTRAL/CHAOS: Characters of this disposition value individual freedom. They have no qualms about achieving it by whatever means necessary, good, or otherwise. For those who list **CHAOS** first, good and evil may be considered, but they delight in randomness, chance, individual freedom, and keeping others guessing. They may lie and cheat just for fun, with no care as to their gain, so long as it is their choice to do so. They are anarchists who hate the confines of law and order and will seek to bring them down wherever they can. Those who list **NEUTRAL** first most likely view the cosmos as something that is inherently chaotic. They may have a nihilistic worldview; they are not committed to individual liberty or chaos; they simply believe it is the unavoidable nature of the cosmos.

CHAOS/EVIL OR EVIL/CHAOS: Characters of this disposition tend not to value anything, disdaining others and often seeking to destroy for their own selfish reasons. They seek power and the ability to wield it as they see fit. Those who list **CHAOS** first have a complete disdain for all things structured, from behavioral norms to governance. Theirs is a world undefined and unshaped by any dictates, and they believe that there is no high moral authority or code. The weak exist only to serve at the blind whim of the strong. Those who put **EVIL** first purposely inflict suffering on others. If they do not delight in random suffering, they certainly take grim satisfaction in it. These are the people who want nothing more than to watch the world burn and may even delight in the idea that they, too, will burn along with the world.

CHOOSING A DEITY

In fleshing out the character, it helps to choose a deity or pantheon of deities whom the character calls upon (or even curses) in times of need. A deity adds a depth to the character that cannot be captured in any other way. When Quintus

Marius Antoninus draws his gladius to give combat, he calls to his ancestors to welcome him on the Elysian Fields, where he may live in happiness, free of care, forever. A shout like this from a player before a combat begins is likely to charge everyone at the table and capture both the spirit of the character and the game. Here is a man who fears war, but never death, for at the end of the sword lies his reward. It's a simple matter that goes a long way toward developing the character's personality and background and inherently adds theater to game play.

Choice of a deity is not required. Yet, in a world of fantasy where deities are presumed to exist, it is an oft overlooked aspect of character creation. After all, what is a Norseman without Valhalla? Note that if you find yourself shouting for Valhalla or the Elysian Fields every morning before you plunge your spoon into your cereal, then you should be pleased by the rich imagination you have and revel in it.

Players should consult with their Castle Keeper when choosing their deities. You should not feel restricted to the mantra of having one deity, or even a named deity. The ancient Athenians paid homage to Athena, but they sacrificed to Poseidon before they crossed the sea. The same principle applies to the game. Garnok, a half-orc fighter, might call upon Kain, the god of war, whilst he wades with sword and shield through a howling pack of iron-clad goblins. When he must choose whether to leap across a 60 foot chasm while wearing iron mail, he seeks aid from Finarkin, the god of wisdom. All the while, he'll still be carrying a small pouch around his neck with iconographic figures of his totems in it.

Polytheistic societies tend to be open in their religious devotion, with gods rising and waning in power. In monotheistic societies, one deity reigns supreme. Animistic societies turn to a host of spirits for their explanations of the world. In short, take into consideration the kind of religious society the character comes from. Consult with the CK to work out what is best for the theme of the game and the idea of the character, and choose accordingly.

Clerics and druids draw their power from the deity, pantheon of deities or whatever supernatural forces they have allegiance to. In choosing a deity, consultation with the Castle Keeper is necessary to learn more about a particular deity or pantheon and what benefits they can give a cleric as well as what is required of that cleric. Though clerics are restricted in their choice of weapons, it is not uncommon for this restriction to be ignored, allowing the character to wield a weapon similar to that of their deity worshipped. Odin bore a spear in his battles with the giants and Kali is often seen with a bow. Their devoted followers might likewise accouter themselves. Castle Keepers may allow clerics to use a weapon associated with a patron deity.

The cleric and druid must hold true to the common belief system of their deity. They must be the same disposition as their deity and possess the same world view. A cleric who pays homage to a goddess of wisdom should not approach problem-solving with unreasoned violence, but rather with wisdom. A druid who needlessly destroys flora and fauna is certainly breaking a



covenant with their deity. Clerics and druids who break with their deity or act against them are denied their spells and abilities.

Clerics and some druids require holy symbols or icons representing their deities or the supernatural powers. These symbols and icons serve as a conduit between the deity and the character. For clerics they vary in size, shape and form, and can be worn as necklaces, pendants, bracelets, rings or any other jewelry. Rods, staves, wands, scepters and even weapons can serve as holy symbols. The shape and design of the symbol should be limited only by the type of deity, style of game, and the imagination of the player. Druids may use holy symbols like clerics, or they may harvest them from the world around them when needed, or they may channel the magic through the natural world they occupy. For example, a druid's symbol could be a rod with the deity symbol, or it could be a holly branch, desert flower, lily pad, or anything they find. Consult with the Castle Keeper for particulars of the druid's holy symbol or icon or even if they need one.

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NAMES

Much like a character's appearance, names should reflect who the character is. Meeting Thorirson of Grani immediately conjures up a norseman of some type, an image that you might not want to convey for a wizardly advisor, a narcissistic potentate or imperial knight. Choosing a name sounds easy, however it is often a difficult and painful process and sometimes the most difficult aspect of character creation. Choosing just the right name for a character is very difficult.

In creating the name, attention must be given to the culture and geography from which the character comes. Consistency and conformity in naming conventions add greatly to a milieu and help to limit the seemingly endless choices of names. To more easily manage this, it may be easier to select a historical real world language from which to draw those names. From there, bear in mind that shorter names are usually associated with warriors while longer names with more scholarly types. The name should convey the character of the character!

Giving your character a surname or nickname can be very useful in adding even more depth to your character. Bringing your character, Erik, into the game leaves little impression of the personality of the character on the minds of other players or the Castle Keeper. But bringing in Erik Bloodaxe immediately conjures an image that others won't soon forget. Choosing a name like Bloodaxe may best be left to the character's in game history as earning such a title is far more thrilling than choosing it.

EQUIPMENT

 Perhaps one of the most enjoyable aspects of character creation is purchasing equipment before beginning play. This step is often overlooked in terms of its ability to personalize a character. When purchasing equipment, characters are, in part, constrained by their class, race and persona. A wizard would not look like a fighter, nor would a dwarf appear as an elf. When developing a character, the class, race and persona should differ from character to character, and this should be reflected in the items they carry.

Another consideration is the culture in which the character lives. All societies have their peculiarities and own identifying types of equipment, weapons and armors. Lanterns purchased in medieval Bavaria were of significantly different appearance than those purchased in Baghdad bazaars. Equipment should also range in appearance and structure (though not function) from one culture and society to the next. Personalizing equipment in this manner goes a long way in establishing milieu and context.

As such, when equipment is purchased, consider the character's personality, background, goals, culture and social status. All these aspects should play a role in purchasing decisions. The equipment needs to reflect the character.

Regarding this, a certain degree of latitude should be taken in the actual appearance of the items purchased. The equipment

list is generic for a reason: it allows the players to develop and describe for themselves what the items purchased look like, to conform with campaign and character needs. For example, swords come in many shapes, with different guards, hilts and ornamentation, though all perform similarly in combat. The same may be said of items such as clothing, armor and weapons. In sum, individualize the equipment purchased through description rather than associated statistics.

Characters should also keep in mind that they are attempting to prepare themselves for whatever should befall them and should equip themselves accordingly. A foray into a dungeon is much different than a trek across a frozen plateau. Combine the two and equipping a character becomes a challenge.

It is difficult to accommodate the player and Castle Keeper with every piece of equipment that might be desired. However, the Castle Keeper should be able to determine if an item the players are seeking is available based upon technology, location and the skills of local inhabitants. If it is to be available, estimate the price of the item by comparing it to similar items on the equipment list considering weight, material and technology.

So, it is very important to have a wide variety of equipment to accommodate many needs. In this game, we do not work under the assumption that characters carry a standard pack of equipment. Nothing is given! If an item is not listed on the character's sheet, then the character does not have that particular item. There is much sorrow in the demise of an ill-equipped character.

STARTING COIN

Every character begins the game with some coin of the realm. The amount depends upon the character's class and is listed below. However, that can be amended to fit the needs of the campaign. Less coin should be made available in grittier or low fantasy campaigns and more coin made available in high fantasy campaigns. Social standing can also affect the amount of coin available.

Starting Gold

Fighter, Ranger	30-240gp	(3d8x10)
Rogue, Assassin, Bard	30-120gp	(3d4x10)
Barbarian, Monk	20-80gp	(2d4x10)
Wizard, Illusionist	10-100gp	(1d10x10)
Cleric, Druid	20-200gp	(2d10x10)
Knight, Paladin	60-240gp	(6d4x10)
Coins exchange at the rate listed to the right. All coins equate to about one ounce in weight.	Gold (gp)	10gp = 1 Platinum piece (pp)
	Silver(sp)	10 sp = 1 gold piece (gp)
	Copper(cp)	10 cp = 1 silver piece (sp)

The following equipment list contains the cost, effects, weight and encumbrance value for each item. It is not an exhaustive list, so the Castle Keeper should expand it as needed, basing prices on comparable items in this list.

TABLE: HELMS

Helms	Cost	AC*	Weight	EV
Armet	10 gp	+6	7 lb	1
Bascinet	15 gp	+4	7 lb	1
Benin	8 gp	+2	5 lb	1
Casquetel	10 gp	+2	8 lb	1
Coif, Chain Mail	15 gp	+4	5 lb	1
Coif, Leather	4 gp	+1	2 lb	1
Helm, Great	20 gp	+7	8 lb	2
Helm, Normal	10 gp	+5	4 lb	1
Helm, Norman	8 gp	+3	7 lb	1
Helm, Pot	5 gp	+2	6 lb	1
War Hat	7 gp	+2	6 lb	1

* Armor Class adjustments for helmets apply to strikes against the head only, they do not otherwise adjust armor class. See Helms.

Some of the armors include helms at no additional cost: Scale Mail includes a Leather Coif; Chain Mail includes a Chain Mail Coif; Plate Mail includes a Normal Helm; Full Plate and Polish Hussar includes a Great Helm.

TABLE: ARMOR

Armors	Cost	AC	Weight	EV
Padded Armor	5 gp	+1	10 lb	2
Leather Coat	7 gp	+1	10 lb	2
Leather Armor	10 gp	+2	15 lb	2
Ring Mail	30 gp	+3	20 lb	3
Hide	20 gp	+3	25 lb	4
Studded Leather	25 gp	+3	20 lb	3
Laminar, Leather	55 gp	+3	25 lb	2
Chain Mail Shirt	100 gp	+4	25 lb	3
Scale Mail	50 gp	+4	30 lb	4
Cuir Bouille	45 gp	+4	25 lb	4
Breastplate, bronze	95 gp	+4	20 lb	3
Brigadine	85 gp	+4	25 lb	4
Breastplate, steel	300 gp	+5	30 lb	3
Chain Mail Hauberk	150 gp	+5	35 lb	4
Coat of Plates	100 gp	+5	45 lb	4
Ensemble, Greek ⁽¹⁾	120 gp	+5	40 lb	4
Banded Mail	250 gp	+6	40 lb	4
Splint Mail	200 gp	+6	45 lb	4
Ensemble, Greek ⁽²⁾	230 gp	+6	50 lb	4
Ensemble, Roman ⁽³⁾	240 gp	+6	30 lb	4
Full Chain Suit	200 gp	+6	45 lb	4
Plate Mail	600 gp	+7	45 lb	4
Ensemble, Roman ⁽⁴⁾	650 gp	+7	45 lb	4
Full Plate	1000 gp	+8	50 lb	4
Polish Hussar	1750 gp	+8	50 lb	3

1 Greek, bronze armor leg greaves, arm greaves, breastplate and medium helm

2 Greek, iron leg greaves, iron arm greaves, iron breastplate and iron medium helm.

3 Roman Scale body armor, copper leg and arm greaves, copper helmet.

4 Roman Segmented body armor, iron leg and arm greaves, iron helmet.

TABLE: SHIELDS

Shields	Cost	AC	Weight	EV
Buckler	2 gp	+1 ⁽¹⁾	2 lb	2
Shield, Small Steel	9 gp	+1 ⁽¹⁾	5 lb	2
Shield, Small Wooden	3 gp	+1 ⁽¹⁾	3 lb	2
Shield, Med. Steel	15 gp	+1 ⁽²⁾	10 lb	3
Shield, Med. Wooden	5 gp	+1 ⁽²⁾	6 lb	3
Shield, Large Steel	20 gp	+1 ⁽³⁾	15 lb	4
Shield, Large Wooden	7 gp	+1 ⁽³⁾	10 lb	4
Pavis	55 gp	+6 ⁽⁴⁾	90 lb	12

1 Armor class bonus is applicable against one foe in a round.

2 Armor class bonus is applicable against two foes in a round.

3 Armor class bonus is applicable against three foes in a round.

4 Made to be rested on the ground and fired over, like a mobile wall. The AC bonus applies to all foes in front of the shield.

TABLE: WEAPONS

Weapons	Cost	Dmg.	Rng. ¹	Wgt.	EV
Axe, Battle	10 gp	1d8	—	3.5 lb	3
Axe, Bearded ⁽¹⁰⁾	20 gp	3d4	—	7 lb	4
Axe, Hand/Throwing ⁽¹⁾	4 gp	1d6	20 ft.	4 lb	2
Axe, Piercing	17 gp	1d8+1	—	7 lb	3
Axe, Two-Handed ⁽¹⁰⁾	20 gp	1d12	—	15 lb	4
Bardiche ^{(10) (12)}	15 gp	2d4	—	10 lb	4
Bec De Corbin ^{(2) (10) (12)}	12 gp	1d10	—	4 lb	5
Bill or Billhook ^{(10) (12)}	12 gp	2d4	—	6 lb	5
Brass Knuckles	1 gp	1d3	—	1 lb	1
Cat-O-Nine-Tails	9 gp	1d3	—	1 lb	2
Cestus	1 gp	+1dmg	—	—	1
Cleaver	5 sp	1d4	—	1 lb	2
Club ⁽¹⁾	5 sp	1d3	20 ft.	1 lb	2
Club, Heavy	15 gp	1d6+1	—	6 lb	2
Crowbill	15 gp	1d6	—	6 lb	2
Dagger ⁽¹⁾	2 gp	1d4	20 ft.	1 lb	1
Dirk	3 gp	1d4+1	—	1 lb	1
Fauchard ^{(10) (11) (12)}	6 gp	1d6	—	6 lb	5
Fauchard Fork ^{(10) (11) (12)}	15 gp	1d8	—	6 lb	5
Fist	—	1d2	—	—	—
Flail, Heavy ⁽¹⁰⁾	15 gp	1d10	—	8 lb	4
Flail, Light	8 gp	1d8	—	5 lb	3
Flatchet (long knife)	5 gp	1d6+1	—	12 lb	3
Fork, Military ^{(10) (12)}	10 gp	1d8	—	7 lb	5
Gauntlet, Spiked	5 gp	1d3	—	2 lb	1
Glaive ^{(10) (11)}	8 gp	1d8	—	15 lb	5
Glaive Guisarme ^{(10) (11) (12)}	15 gp	2d4	—	8 lb	5
Godentag ⁽¹⁰⁾	15 gp	1d6+3	—	7 lb	3
Guisarme ^{(10) (11) (12)}	10 gp	2d4	—	15 lb	5
Halberd ^{(10) (12)}	10 gp	1d10	—	15 lb	5

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Hammer, Light ⁽¹⁾	1 gp	1d4	30 ft.	2 lb	2
Hammer, War	6 gp	1d8	—	8 lb	4
Hatchet	1 gp	1d4	—	2 lb	2
Hook, Hafted ⁽¹²⁾	5 gp	1d6	—	3 lb	4
Katar	3 gp	1d4+1	—	1 lb	2
Knife ⁽¹⁾	3 sp	1d2	20 ft.	1 lb	1
Lance, Heavy ⁽⁷⁾	10 gp	1d8	—	10 lb	7
Lance, Light ⁽⁷⁾	6 gp	1d6	—	5 lb	5
Lucerne Hammer ^{(10) (12)}	60 gp	1d12	—	8 lb	5
Mace, Heavy	12 gp	1d8	—	6 lb	4
Mace, Large ⁽⁷⁾	25 gp	1d10	—	5 lb	4
Mace, Light	5 gp	1d6	—	6 lb	3
Main Gauche ⁽³⁾	25 gp	1d4+1	—	1 lb	2
Man Catcher ^{(4) (10)}	45 gp	1d4	—	6 lb	4
Maul ⁽¹⁰⁾	12 gp	1d10	—	15 lb	5
Morningstar	8 gp	2d4	—	8 lb	3
Partisan ^{(10) (11) (12)}	10 gp	1d8	—	5 lb	5
Pick, Heavy	8 gold	1d6	—	6 lb	4
Pick, Light	4 gp	1d4	—	4 lb	3
Pike ^{(8) (10) (11) (12)}	5 gp	1d8	—	14 lb	6
Poniard	25 gp	1d4+1	—	1 lb	1
Ranseur ^{(10) (12)}	8 gp	2d4	—	15 lb	5
Sap	1 gp	1d3	—	1 lb	1
Scythe	18 gp	2d4	—	12 lb	4
Sickle	6 gp	1d4	—	3 lb	3
Sleeve Tangler ^{(5) (12)}	17 gp	1d10	—	7 lb	5
Spear ⁽⁷⁾	1 gp	1d6	30 ft.	3 lb	2
Spear, Long ^{(1) (8) (11) (12)}	5 gp	1d8	—	9 lb	4
Spear, Wolf ⁽¹⁾	3 gp	1d8	20 ft.	4 lb	3
Staff	—	1d6	—	4 lb	4
Sword, Bastard ⁽⁹⁾	25 gp	1d10	—	3.5 lb	4
Sword, Broad	12 gp	2d4	—	4 lb	4
Sword, Falchion	40 gp	2d4	—	3 lb	3
Sword, Flamberge ⁽¹⁰⁾	75 gp	2d4+2	—	4 lb	4
Sword, Hook ⁽⁶⁾	25 gp	1d4+1	—	4 lb	3
Sword, Long	15 gp	1d8	—	3.5 lb	3
Sword, 9 Ring Broad	30 gp	1d10	—	4 lb	3
Sword, Rapier	20 gp	1d6	—	1 lb	3
Sword, Scimitar	15 gp	1d6	—	3 lb	3
Sword, Great Scimitar ⁽¹⁰⁾	55 gp	2d6	—	6 lb	4
Sword, Short	10 gp	1d6	—	2.5 lb	2
Sword, Two-Handed ⁽¹⁰⁾	30 gp	2d6	—	6 lb	5
Trident ^{(1) (11) (12)}	10 gp	1d8	10 ft.	5 lb	5
Tulwar	8 gp	1d6	—	2 lb	2
Voulge ^{(9) (12)}	8 gp	2d4	—	6 lb	5
Whip	1 gp	1d2	15 ft.	2 lb	2

1 Melee weapons with indicated range can also be used as missile weapons.

2 This weapon receives a +2 when used against chain, plate or scale armors.

3 This weapon can be used as a melee weapon or alternately, can confer a +1 to the wielder's armor class. The wielder must choose prior to the beginning of a round.

4 This weapon can be used in melee as normal or can be used to trap a medium sized or small opponent. In the latter case, the wielder must decide beforehand to use it as such and must strike an armor class 15 or better plus the opponent's level. A successful hit indicates the opponent is trapped and cannot move unless a successful dexterity check is made. In the latter case, whether successful or not, the opponent receives 1-4 points of damage.

5 This weapon is designed to disarm opponents. Anyone proficient in this weapon's use can attempt to disarm an opponent as described in Combat Maneuvers but with a +3 to their roll.

6 This weapon can be used for melee, to disarm or overbearing. The wielder must decide beforehand which attack will be used. In the case of disarming and overbearing, use normal attack procedures but add +3 to the to hit roll.

7 Deals double-damage if used from a charging mount.

8 Deals double-damage if firmly set to receive a charge.

9 This weapon does 1d12 damage when used with two hands.

10 These weapons must be used two-handed.

11 These weapons are over 10 feet long.

12 These weapons are considered pole arms.

TABLE: MISSILE WEAPONS

Missile Weapons	Cost	Dmg.	Rng.	Wgt.	EV
Aclis	1 gp	1d4	20 ft.	1 lb	2
Arrows (20)	2 gp	as bow	—	3 lb	2
Arrows (12)	15 sp	as bow	—	2 lb	1
Arrow, Silver (2)	2 gp	as bow	—	0.2 lb	1
Blowpipe	1 gp	1	10 ft.	1 lb	3
Bolas	5 gp	1d4	20 ft.	2 lb	2
Bolts (12)	1 gp	as x-bow	—	1 lb	1
Bow, Long	75 gp	1d6	100 ft.	3 lb	4
Bow, Long Composite	100 gp	1d8	110 ft.	3 lb	4
Bow, Short	30 gp	1d6	60 ft.	2 lb	3
Bow, Short Composite	75 gp	1d8	70 ft.	2 lb	3
Crossbow, Light	35 gp	1d6	80 ft.	6 lb	4
Crossbow, Hand	100 gp	1d4	30 ft.	3 lb	2
Crossbow, Heavy	50 gp	1d10	120 ft.	9 lb	5
Dart	5 sp	1d3	20 ft.	0.5 lb	1
Harpoon	1 gp	1d6	20 ft.	4 lb	5
Javelin	1 gp	1d4	30 ft.	2 lb	3
Rock	—	1d2	30 ft.	—	—
Sling	—	1d4	50 ft.	—	1

TABLE: TRANSPORT & TACK

Transport & Tack	AC	Cost	Wgt.	EV
Barding, Chain ⁽¹⁾	+5	500 gp	125 lb	6
Barding, Full Plate ⁽¹⁾	+8	4,000 gp	250 lb	8
Barding, Leather ⁽¹⁾	+3	50 gp	50 lb	5
Barding, Padded ⁽¹⁾	+1	20 gp	25 lb	5
Barding, Studded ⁽¹⁾	+3	100 gp	60 lb	6
Bit and Bridle	—	1 gp	1 lb	2
Boat, Long	—	500 gp	—	—
Boat, Row	—	50 gp	75 lb	25
Boat, Skiff	—	300 gp	—	—

Boat, Small	250 gp	—	—
Canoe	35 gp	50 lb	23
Cart	15 gp	200 lb	—
Chariot	100 gp	350 lb	—
Coach	200 gp	—	—
Donkey	8 gp	—	—
Feed (per day)	5 cp	10 lb	2
Harness	1 gp	2 lb	2
Horse, Heavy	200 gp	—	—
Horse, Light	75 gp	—	—
Mule	25 gp	—	—
Ox	18 gp	—	—
Pony	30 gp	—	—
Raft	100 gp	100 lb	—
Saddle	20 gp	30 lb	5
Saddle Bags	4 gp	8 lb	3
Saddle Blanket	5 sp	1 lb	1
Sled	20 gp	300 lb	—
Wagon	35 gp	400 lb	—
Walrus	350 gp	—	—
Warhorse, Heavy	400 gp	—	—
Warhorse, Light	150 gp	—	—
Warpony	100 gp	—	—

1 Barding for a pony is 1/2 the cost and 2/3 the weight of horse barding. Reduce EV by one as well.

TABLE: EQUIPMENT, GENERAL

Equipment	Cost	Wgt.	EV	Cap.
Armor and Weapon Oil	1 gp	1 lb	1	—
Awl	1 gp	0.5 lb	1	—
Backpack	2 gp	2 lb	2	8
Bagpipe	35 gp	8lb	4	—
Bandages (2 wounds)	1 sp	0.5 lb	*	—
Barrel, Large	4 gp	45 lb	9	9
Barrel, Small	2 gp	30 lb	6	6
Basket	4 sp	1 lb	2	2
Bedroll	1 sp	5 lb	3	—
Belt Pouch, Large ⁽¹⁾	1 gp	1 lb	1	2
Belt Pouch, Small ⁽²⁾	5 sp	0.5 lb	*	1
Belt Pouch, Spell Component ⁽¹⁾	10 gp	0.5 lb	2	—
Blanket, Winter	5 sp	3 lb	2	—
Bottle	2 gp	0.5 lb	1	1
Broom	5 cp	1 lb	3	—
Bucket	5 sp	2 lb	2	3
Candle (5 sticks)	5 cp	0.1 lb	1	—
Canteen	2 gp	2 lb	1 ¹	½ gallon
Case, Map or Scroll	1 gp	0.5 lb	1 ¹	10 sheets
Casket	2 gp	15 lb	4	6
Chain (20 feet)	2 gp	4 lb	12	—
Chalk (per piece)	1 cp	0.5 lb	1	—

Chest, Large	5 gp	40 lb	12	8
Chest, Small	2 gp	25 lb	4	6
Chisel	1 gp	0.5 lb	1	—
Cord (50 feet)	5 gp	0.5 lb	2	—
Crowbar/Prybar	2 gp	5 lb	2	—
Diggery-do	1gp	.25 lb	—	—
Drum	9 gp	8 lb	5	—
Dust, Bag of	—	1 lb	1	—
Fife	2 gp	1.5 lb	1	—
File, Small, Metal	1 gp	0.5 lb	1	—
File, Larger, Metal	2 gp	0.5 lb	1	—
Firewood, per day	1 cp	20 lb	8	—
Fishing Gear (hook, line, etc.)	5 sp	1 lb	2	—
Flask	3 cp	0.1 lb	1 ⁽¹⁾	1 pt
Flint and Steel	1 gp	0.5 lb	*	—
Flute	15 gp	0.5 lb	1	—
Gong	18 gp	3 lb	3	—
Gourd	3 sp	1 lb	1	1
Grappling Hook	1 gp	4 lb	2	—
Grease, Crock (per pound)	2 cp	1 lb	1	—
Hammer	1 gp	2 lb	2	—
Hammer, Sledge	6 gp	8 lb	4	—
Hammock	8 gp	8 lb	4	—
Harp	35gp	4 lb	4	—
Holy Symbol, Silver	25 gp	1 lb	1	—
Holy Symbol, Wooden	1 gp	0.5 lb	1	—
Holy Water, Flask	30 gp	1 lb	1 ⁽¹⁾	1 pt
Hook, Iron	1 gp	0.5 lb	1	—
Horn	5 gp	3 lb	2	—
Incense, Stick	1 gp	—	*	—
Ink (1 ounce)	8 gp	0.1 lb	*	—
Kettle, Iron	1 gp	4 lb	3	—
Lamp, Open	3 gp	2 lb	2	—
Lantern, Bullseye	12 gp	3 lb	2	—
Lantern, Hooded	7 gp	2 lb	2	—
Lodestone	25 gp	1 lb	1	—
Manacles	15 gp	2 lb	1	—
Mandolin	10 gp	4 lb	2	—
Marbles (bag of 25)	1 gp	0.1 lb	*	—
Mirror, Small Steel	10 gp	0.5 lb	1	—
Mortar and Pestle	3 gp	2 lb	2	—
Mug or Tankard	2 cp	0.5 lb	—	—
Nails, Iron (50)	5 sp	1 lb	1	—
Oil, Flask of	1 gp	1 lb	1 ⁽¹⁾	1 pt
Pack, Shoulder	2 gp	2 lb	3	10
Padlock and Key	25 gp	1 lb	1	—
Panpipes	11 gp	1 lb	1	—
Paper (10 sheets)	10 gp	—	*	—
Parchment (10 sheets)	5 gp	—	*	—
Pickaxe, miner's	3 gp	10 lb	4	—
Pipe	5 gp	0.1 lb	*	—

COMPLETING THE CHARACTER

Pitons/Spikes (5)	5 sp	2 lb	1	—
Pole (10 ft)	2 sp	8 lb	5	—
Pot	3 gp	8 lb	4	—
Prayer Beads	2 gp	—	—	—
Quill	1 sp	—	—	—
Quiver, Dozen	2 gp	1 lb	2	12 shot
Quiver, Score	4 gp	1 lb	2	20 shot
Razor	5 sp	—	1	—
Rogue's Tools	30 gp	1 lb	1	—
Rope, Hemp (50 feet)	1 gp	15 lb	3	—
Rope, Silk (50 feet)	10 gp	5 lb	2	—
Sack, Large	5 sp	1 lb	2	10
Sack, Small	1 sp	0.5 lb	1	6
Saw, Metal	5 gp	1 lb	2	—
Sealing Wax	1 gp	0.1 lb	*	—
Sewing Kit (needle, thread, etc.)	5 sp	1 lb	1	—
Shovel	2 gp	8 lb	3	—
Soap (per bar)	5 sp	1 lb	1	—
String (50 feet)	4 sp	1 lb	2	—
Tent, Large	45 gp	50 lb	10	5 person
Tent, Medium	25 gp	30 lb	7	3 person
Tent, Small	10 gp	20 lb	4	1 person
Tinder Box (10 fires)	1 gp	4 lb	2 ⁽¹⁾	—
Tongs	6 sp	1 lb	1	—
Torch	1 cp	1 lb	1	—
Trap, Large Animal, Metal	35 gp	25 lb	9	—
Trap, Medium Animal, Metal	15 gp	12 lb	6	—
Trap, Small Animal, Metal	7 gp	3 lb	3	—
Trunk, Travel	2 gp	10 lb	3	5
Vellum (10 sheets)	15 gp	—	*	—
Vial (1 ounce)	1 sp	0.1 lb	*	1 ounce
Waterskin (1 gallon)	1 gp	4 lb	3 ⁽¹⁾	1 gallon
Wedge, Splitting	2 cp	5 lb	*	—
Whetstone	1 gp	0.5 lb	1	—
Whistle	5 sp	—	*	—
Wool socks	1 sp	0.1 lb	*	—
Zither	40 gp	5 lb	3	—

Items marked with a * have no appreciable EV. If carried in bulk (more than 10) treat the EV as 1 per 10 items carried.

1 The EV for these items is listed as if they were full. If they are empty, reduce the EV by 2, to a minimum of 1.

2 A human-sized character cannot place more than two large pouches and one small pouch on a belt. Large belt pouches equal one scabbard, one quiver, two small pouches, or one spell component pouch in size.

TABLE: CLOTHING

Clothing	Cost	Weight	EV
Belt	6 sp	1 lb	*
Belt, Baldric	2 sp	3 lb	*
Boots, Heavy	1 gp	4 lb	1
Boots, Soft	4 sp	2 lb	*

Caftan	3 sp	2 lb	1
Cap/Hat	4 sp	—	*
Cape	8 sp	1 lb	*
Cloak	5 sp	3 lb	1
Cowl	2 sp	1 lb	3
Dalmatic	5 sp	4 lb	2
Doublet	1 gp	3-5 lb	1
Frock	5 sp	1-10 lb	2
Girdle	7 sp	3 lb	1
Gloves, Cloth	2 sp	—	*
Gloves, Leather	8 sp	—	*
Gown	1 gp	5-20 lb	4
Jewelry	varies	—	*
Leggings	5 sp	0.5 lb	2
Mantle	1 gp	3-5 lb	1
Robe	1 gp	4 lb	2
Scarf	5 cp	0.5 lb	*
Shoes, Normal	2 sp	1 lb	1
Signet Ring	15 gp	—	—
Skirt	4 sp	0.5 lb	1
Smock	3 sp	0.5 lb	1
Trousers	4 sp	0.5 lb	1
Tunic	3 sp	0.5 lb	1
Vest	2 sp	0.5 lb	1
Winter Clothing, Set	5 gp	6 lb	4

Items marked with a * have no appreciable EV. If carried in bulk (more than 10) treat the EV as 1 per 10 items carried.

TABLE: PROVISIONS & LODGING

Provisions & Lodging	Cost	Weight	EV
Ale, Mug	5 cp	1 lb	1
Beer, Mug	2 cp	1 lb	1
Cheese, Block	2 sp	1 lb	1
Grains, Bag	4 sp	5 lb	3
Liquor, Cask	25 gp+	½ gallon	5
Liquor, Shot	2 sp	—	—
Lodging, Common Inn	5 sp	—	—
Lodging, Good Inn	2 gp	—	—
Lodging, Poor Inn	1 sp	—	—
Mead, Mug	2 sp	1 lb	1
Rations (1 day)	5 sp	1 lb	1
Rations (1 week)	3 gp	7 lb	4
Tavern Meal, Common	2 sp	—	—
Tavern Meal, Good	1 gp	—	—
Tea Leaves, 1 lb	1 sp	1 lb	1
Tobacco, 1 lb	5 sp	1 lb	1
Wine, Common (Bottle)	2 sp	1 lb	1
Wine, Fine (Bottle)	10 gp	1 lb	1

ENCUMBRANCE

Encumbrance is an indication of how much a character is carrying. The rules are used to help determine the amount of equipment, material and treasure a character can reasonably carry without suffering movement, attribute check or combat penalties. The following guidelines include several facets in determining how much a character can carry.

There is only so much a person can carry. Equipping a character should always be done, first and foremost, by using both common sense and reason. As purchases are made and treasures collected, there is a natural inclination on the part of players to prepare for all possible needs. This often overshadows the actual capacity of characters to equip themselves sensibly. This usually results in characters attempting to haul obscene amounts of material and what they carry, when placed on anything other than a donkey or barge, becomes comically impossible.

Imagine the famous gnome rogue, Inkole, creeping down a narrow and darkened corridor with a huge bag of recently pilfered coins tied to a belt, along with clanking candelabras strapped to a backpack, a bow, arrows, a lantern, knives strapped to bandoliers, poking out of boots and tied to the forearms and one might begin to envision a problem. Add to this poles, food, a tent, frying pan and other sundries dangling off his body like the detritus of a tinker's wagon and a picture of comic proportions begins to emerge. Considering this, it is unlikely this famous rogue Inkole would be able to sneak past a puddle of algae much less that restive ogre guarding the exit to its lair. Give him a chest to haul and Inkole is not going anywhere.

The easiest manner to determine how much a character can carry is simply to imagine what is being carried and decide whether or not it makes sense to have that much equipment and how that potentially affects the character's movement and ability to perform certain actions. Having a player describe where the many items being hauled are located on the character's body and then have them imagine it should suffice to maintain control over the amount of material being carried and players eventually begin setting their own limits.

However, situations inevitably arise which require a concrete determination of a character's encumbrance and the effects these have on the ability to move, fight or perform other actions. The following guidelines are supplied for just that purpose, yet bear in mind the rules must always give way to reason, common sense or narrative development.

DETERMINING ENCUMBRANCE

A character has an Encumbrance Rating equal to their strength score. This is then modified by the character's prime attributes. If the character has either the strength or constitution attributes as prime, they may add 3 to their Strength Score to determine their Encumbrance Rating. If the character has both strength and constitution as prime, then they may add 6.

This Encumbrance Rating is the total amount of Encumbrance Values the character can carry before being Burdened.

A character is considered Unburdened, Burdened, or Overloaded according to the amount of EV they are carrying. If the character is carrying less than their Encumbrance Rating in EV, then they are Unburdened. If they are carrying more than their Encumbrance Rating, but less than triple their ER then they are Burdened. A character that is carrying more than three times their Encumbrance Rating is considered Overburdened.

TABLE: ENCUMBRANCE

Encumbrance Category	Weight
Unburdened	Up to 1x ER
Burdened	1x ER to 3x ER
Overburdened	More than 3x ER.

Example

The ancient and wizened priest of Thoth, Memnon, has a strength score of 7 and constitution as one of his primes. His ER is 10, due to his strength score of 7, modified by +3 for his constitution prime. On a trip to an ancient burial ground to lay a soul properly to rest, Memnon expects trouble so he is carrying a lot of material with him.

His equipment's encumbrance values add up to 17. Memnon's categories for encumbrance are: Unburdened: 0 to 10, Burdened: 11 to 30, and Overburdened: 31+. With an EV total of 17, Memnon is lightly encumbered and suffers the penalties for that category. If Memnon later picked up a statue with an EV of 20, his Encumbrance would then be 37 and Memnon would be Overburdened. Meanwhile, his brawny companion Suryc has a strength of 16 and both strength and constitution as Primes. Suryc has an Encumbrance Rating of 22, 16 for his strength score, modified by +6 for having both strength and constitution as primes.

Suryc's categories for encumbrance are: Unburdened: 0 to 22, Burdened: 23 to 66, and Overburdened: 67+. If Suryc carried with him the same equipment as Memnon, he would be Unburdened since EV 17 is less than his ER of 22. If Suryc then picked up the EV 20 statue he would only be Burdened.

COMPLETING THE CHARACTER

AD HOC ENCUMBRANCE

Encumbrance is a function of the size, weight and bulk of an object. Encumbrance values for some common items are provided in the equipment list. But, it might come up during a game session that the Castle Keeper must quickly determine the EV of an object that isn't listed on the equipment list. To do so, a relatively quick system has been developed.

To determine the EV for an item not on the equipment list, get a general idea of the dimensions of the object in feet and use the largest of the dimensions as the base EV. So a statue that was 5'x2'x1' would have a base EV of 5. After determining the base EV, add a +2 modifier to that number for every dimension that is greater than 1'. So, the 5'x2'x1' statue would add a +2 for the 2 feet dimension, giving it a final base EV of 7. If the item has all of its dimensions as less than a foot, use a base EV of 1. Finally, the weight, balance and materials the items are made up of should be factored in.

TABLE: ENCUMBRANCE MODIFIERS

Weight	Modifier	Weight Note (example)
Very Light	-2 EV	Under 1 lb total (feathers)
Light	-1 EV	Under 6 lb (cloth)
Heavy	+3 EV	Under 24 lb (steel)
Very Heavy	+5 EV	25 lb and up (marble)
Bulk	Modifier	Example
Balanced	-1 EV	Most Weapons
Bulky	x2 EV	Barrel, objects more than half-man sized
Formless	-1 EV	Cloth, objects with mutable forms
Narrow	x½ EV	Less than 2 inches in width

Example

A dagger would have a base EV of 2 (most daggers are about one or two feet long and a few inches wide and deep), -1 EV due for their weight (they usually don't weigh more than a couple of pounds) giving them an EV of 1. Meanwhile, a 5'x5'x1' marble statue that weighs around 100 lb would have a base EV of 5 (five feet tall), +2 EV (five feet wide), +5 EV due to its weight, and x2 EV for being so bulky. Therefore the statue has a total EV of 24, which is quite impressive. Finally, a fine silk tablecloth would have a total EV of 3: Its base of 6 (it's about six feet long), +2 for being about 4 feet wide, -2 EV for being very light, and -1 EV for being formless. This gives a total EV of 5, which is then multiplied by ½ due to it being narrow, giving it a final EV of 3.



WORN AND CAPACITY OBJECTS

Items that are designed to carry and redistribute the weight and bulk of other items are called Capacity Items. Capacity Items can carry a number of items equal to their Capacity. Furthermore, a Capacity Item cannot carry any item whose EV is equal to or greater than its Capacity rating. So a Backpack, with a Capacity of 8, can carry up to 8 items whose EVs are 7 or less. Items that are carried in a Capacity item do not have their EV included in the character's Encumbrance Total. Instead, the character only notes the EV of the Capacity item. So the character wearing an EV 2 Backpack that has a Bedroll (EV 3), hammer (EV 2), 50 nails (EV 1), and one torch (EV 1) has five items in the Backpack (and thus has space for three more items). The character's Encumbrance Rating is only increased by 2 when they carry the Backpack, ignoring the EVs of the items inside of it.

COINS

There is no way to determine exact weights and encumbrance of coin. Use the following for a baseline. Each coin in C&C is roughly 1 ounce. This would make gold coins, as the metal is heavier, smaller than silver coins, whose metal is lighter. Every 16 coins is equal to a pound. However coins have almost no bulk to them, but may have weight. A single coin, or a pound of coins, has no appreciable EV. Ten pounds, or 160 coins, is equal to 1 EV.

EFFECTS OF ENCUMBRANCE

The effects of carrying too much equipment are potentially hazardous to characters. Much care needs to be given to how much is being hauled around. The penalties to movement and attribute checks are listed on the chart.

TABLE: EFFECTS OF ENCUMBRANCE

Category	Effect
Unburdened	No Effect
Burdened	-10 ft to character's Move Score (minimum of 5 ft), +2 to Challenge Level of all Dexterity Based Checks
Overburdened	Move reduced to 5 feet per round, Automatically fail all Dexterity Based Checks, Lose Dexterity bonus to AC

Example

Returning to Memnon and Suryc, Memnon is attempting to avoid setting off a CL 5 trap. If he were Unburdened Memnon would only have to worry about rolling to beat the CL 5 trap. However Memnon is Burdened with his ER of 17, meaning that in addition to his movement being 10 feet per round less, the CL 5 trap is now treated as if it were CL 7 due to the +2 to Challenge Level penalty for being Burdened. If Memnon were to carry along his EV 20 statue he found, he wouldn't be able to avoid setting off the trap at all unless he were to let go of the statue. His friend Suryc in the same situation and carrying the same equipment would suffer no penalties whatsoever since Suryc's ER is much greater than Memnon's. Even if Suryc were to pick up the EV 20 statue and carry it, he still would only suffer the +2 penalty to Challenge Level in addition to the reduced movement rate. So ideally Memnon wants to give the statue to his friend Suryc to carry.



EXPERT WEAPONS & ARMOR

Skilled blacksmiths are able to create exceptional weapons and armor. These items are rare and expensive. Crafting them is time consuming, requiring a master blacksmith who usually must employ a number of journeymen smiths and use finely tempered metals. For these reasons expert items cost ten times that of a normal item. They are almost never found for sale in a merchant's shop and must be specially ordered. Expert weapons and armor are not magical in nature but are so finely crafted that they can grant the possessor a bonus in damage, attack or armor class.



WEAPONS

Expert weapons include a variety of well crafted items: swords with razor sharp edges, keenly balanced arrows, axes with weighted heads that cleave armor and bone, spears with extra points etc. These items gain a +1 to hit or a +1 to damage bonus. These expert weapons cost 10 times the amount of a normal item. In some rare instances weapons are so crafted that they gain a +1 to damage and a +1 to hit bonus, however these items cost 25 times the amount of a normal item. These are called greater expert weapons. For example, an expert longsword that gains a +1 damage bonus, or a +1 to hit, would cost 150gp. A greater expert longsword that gains a +1 to damage and +1 to hit bonus would cost 375gp.

ARMOR

Expert armors include: balanced shields, personalized suits of armor, mail hauberks with tightened rings, etc. These items give the wearer a +1 bonus to their AC. Such an item costs 10 times the amount of a normal item. In some instances armor is so well crafted that it can absorb one point of damage from a single blow. These greater expert armors cost 25 times a normal item.



MAGIC



agic lies at the heart of fantasy and so too does it in **Castles & Crusades**. Of greatest importance for the players is the acquisition of magic spells and an explanation of how spells are used in the game. The following is a list and brief description of terms relating to magic in **Castles & Crusades** with which the players and Castle Keepers should be familiar.

ARCANE MAGIC: The type of magic learned by wizards and illusionists. Wizard and illusionist spells are referred to as arcane spells.

DIVINE MAGIC: The type of magic granted to clerics and druids by a deity or other mystical forces. Cleric and druid spells are referred to as divine spells.

ILLUSION MAGIC: The type of magic mastered by illusionists. Illusion magic is a type of arcane magic, but is inherently different from a wizard's magic as it affects the mind's perceptions, deceives senses or creates arcane energies.

COMPONENTS: The aspects, elements and ingredients involved in casting a spell, whether verbalizing magical intonations, hand gestures, or a material item to channel or focus the magic through.

SPELL: The formula a character uses to harness magic and give it form, and the casting of which results in a specific magical effect.

SPELL SLOTS: The number of spells at each spell level that a character can prepare each day, as reflected on the character class tables.

BONUS SPELLS: The number of additional spells that can be cast each day as the result of a high score in the related attribute.

KNOWN SPELLS: The spells in a wizard's spellbook or the spells allowed by a cleric or druid's deity, from which a character can select and prepare spells each day.

PREPARED SPELLS: The spells memorized or prayed for that are ready for a character to cast.

SPELL RESISTANCE: A special ability possessed by certain monsters and characters that may make them resistant to both arcane and divine magic spells.

THE NATURE OF MAGIC

In **Castles & Crusades**, four classes can cast spells: *Clerics*, *Druids*, *Illusionists*, and *Wizards*. Before addressing the specific spells or their use and acquisition by characters of these classes, it is important to understand the fundamental nature of and differences between the types of magic they utilize.

The magic used by clerics and druids is classified as divine, because it is granted to them after prayer or supplication to a deity or other powerful entity or elemental force. In most cases,

clerics receive their magic from deities, who may limit or place special restrictions on its use. Druids gain their magic ability from more varied sources, be they primal forces, nature gods, or elemental powers. Thus, clerics and druids act as a conduit, channeling and focusing magic originating from a higher entity. This similarity can be seen in the replication of specific spells or spell types in their spell lists. Clerics and druids often cast the same spells in a similar manner.

The magic used by wizards and illusionists is classified as arcane because it is learned from ancient knowledge, and passed down from one generation of magic-users to the next, either through apprenticeship or textual record. Wizards and illusionists, unlike clerics and druids, share very few spells in common; the two forms of arcane magic are quite distinct from one another. Wizards use their mystical knowledge to create and give form, or to enhance or physically alter form, whereas illusionists alter one's perception of form and reality.

The source of arcane magic may vary from game to game. Some may portray arcane magic as negative or positive energy channeled from other planes of reality. Others may portray it as existing in and around all things. No matter the source, the arcane magic of a wizard is quite distant from that of an illusionist.

Wizards deal with direct manipulation of the real and concrete. Wizards use magic to create and give form, or to enhance or physically alter form. They funnel it, channel it, and redirect it. A wizard's magic is based on the metaphysical, properties of the world around them. Even though a wizard may alter reality, it is most important to remember that such reality is perceived in the same way by all who view it, whether the caster, the recipient, the victim, or anyone viewing the spell effect.

In contrast, illusionists utilize a very different type of magic. Illusionists alter the perception of form and reality to each creature who is subjected to it or views it. An illusion is every bit as real to the spell's recipient or viewer as a physical creation. Indeed, an illusionist calls forth their magic and gives it a form that can be more easily perceived to the senses. The actual illusion is the comprehensible form the magic is given.

Thus, it could be argued that illusionist magic is the most powerful of all magics, as it can allow those affected by it to defy nature and its physical laws, even beyond those that exist in a fantasy universe. In practical terms, the illusionist convinces a spell recipient that what they sense is real by altering and giving comprehensible form to magic. A rope, though illusory, is real to the one climbing it. A bridge, though illusory, is real to the one crossing it. An illusionist can even trick the mind to such an extent that the physical body responds. The alteration of the recipient's perception brings about actual, physical effect through the force of the illusionist's magic. Thus, illusions can cause damage and can heal damage with lasting effect.

These fundamental differences between the spell-casting classes affect game play in different ways. Each spell description cannot cover all situations that may arise during a game. But players, and more importantly Castle Keepers, need

MAGIC

to keep the above discussion in mind when such situations do arise and necessitate a ruling so that the game may continue without long debate and discussion.

Many spells appear on both the cleric and druid spell lists, whereas wizards and illusionists do not share as many spells. The cleric and illusionist share a few spells. Yet, even when the same spell appears on more than one class spell list, it should be understood that the nature of the magic, and sometimes even the casting and effect of the spell, are different.

Example

Angrid is wounded in battle. He risks death if not healed soon. Imach, an illusionist, comes forward casting *heal serious wounds* upon the dwarf. Angrid is amazed to see his wounds heal. Imach has cured through magic and altered the perceivable reality so that the mind of the dwarf and those viewing the healing can understand it. The power is nothing like the cleric's healing, though it has the same game results.

PREPARING SPELLS

Methods for preparing and casting spells are generally the same for characters of all spellcasting classes. Spellcasters must prepare their spells for casting on a daily basis and they utilize roughly the same process to do so.

WIZARDS AND ILLUSIONISTS

Wizards and illusionists learn complex, arcane formulas to harness magic and give it effect. Their spells are known as arcane spells, and both classes inscribe them, in their own unique language, in a spellbook. Each wizard and illusionist begins play possessing an arcane tome of spells containing those which spells they know how to prepare and cast. The number of spells of each level in the book is equal to the number of spells of that level the caster can prepare at one time (including bonus spells). A wizard's spellbook is typically quite large averaging about four pages per spell. New spells may be learned and added to spellbooks through gaining a level, by copying from another spellbook, or from scrolls and through research.

Each day, wizards and illusionists memorize the spells they intend to cast during the day. The number of spells an arcane spellcaster can memorize and cast each day is determined by their level and intelligence. A high or low intelligence score might grant bonus spells or take away from the typical number of daily spells memorized.

In order to memorize a spell, a wizard or illusionist must have access to a magical book or scroll. The book or scroll must be familiar to them, one they have used before or at least read. If they use another's book or scroll they must first cast *read*



arcane script on each spell in the book or scroll before they can memorize them for casting (see [Acquiring New Spells](#)).

A character needs to rest for a total of 8 hours each day before memorizing spells. Resting includes, for anyone other than elves, at least 5 hours of sleep. The time spent resting must be restful. The caster cannot overly exert themselves with travel exceeding a quarter mile, carrying large loads, combat, casting spells or defending against them, long intellectual debates or any mental exercises, or any other activity that would tax their physical or mental strength. Interruptions that do tax them cause the rest period to be extended another hour. The Castle Keeper will determine the impact of any interruption. When the character memorizes spells for the coming day, all spells the character has cast within the last eight hours count against the character's daily limit of spells of a specific level.

Once the caster has rested for 8 hours, they must read over and study their spells. This allows them to memorize them. For any spell they are familiar with they must study it for 5 minutes, for spells they are unfamiliar with they must study it for 15 minutes. Memorization is formulating a ritual incorporating every spell you are preparing for the day. When you cast the spell during the day, it completes the ritual for that spell and releases the magic. A familiar spell is defined as a spell the caster has cast at

least five times. Alternatively, the CK can rule that it takes one hour to memorize the daily spells through study.

The caster must be able to concentrate in order to study and memorize their spells. Any violent attack on the caster during study disrupts it. Other interruptions may or may not disturb the study, as determined by the Castle Keeper.

Until a character prepares spells from a spellbook, the only spells available to cast are the ones that the character already had prepared from the previous day and has not yet used. During the study period, a wizard chooses which spells to prepare. If a character already has spells prepared from the previous day that have not been cast, the character can abandon some or all of them to make room for new spells.

It is possible to memorize a single spell multiple times a day though each memorization counts towards the daily limit for each spell level. If a spell has multiple versions, the character must choose which version to use when the character prepares it, unless the spell description specifies that the choice is made upon casting.

The caster need not prepare all their spells at one time. They can leave some of their spell slots open and fill them with desired spells later in the day. To do so requires at least one hour of rest before memorization and 5 or 15 minutes per spell, depending on familiarity. They cannot swap out spells, abandoning one they have already memorized for a new one. They cannot memorize a spell to replace one they cast during the day. In short, the spell caster can never memorize more spells in a day than they have slots available.

Spells remain with the caster until they are cast. Casting the spell completes the ritual which began with memorization, once done the spell leaves the caster's mind and is spent. Outside influences may erase a spell before it is cast. Other spells, certain monsters, magic items, traumatic events, any of these may destroy a spell before it is cast. Also, a caster's spells are all lost if they die.

CLERICS AND DRUIDS

Clerics and druids gain their spells through prayer and meditation. They do not require spellbooks. Once they have prayed, the cleric or druid chooses which spells they have prayed for from the appropriate spell lists. Unlike arcane magic-users whose choice of spells is limited to those in their spellbook, a cleric or druid may pick any spell from the applicable spell lists unless the character's deity imposes a restriction.

The time required for a divine spellcaster to prepare spells is the same as for a wizard. There must be eight hours of rest each day, 5 of which must be sleeping, before prayer. For any spell they are familiar with, they must study for 5 minutes, for spells they are unfamiliar with, they must study for 15 minutes. A familiar spell is defined as a spell the caster has cast at least five times. Alternatively, the CK can rule that it takes one hour to memorize the daily spells through study.

There must be a relatively peaceful environment in which to pray. The caster must be able to concentrate in order to study and memorize their spells. Any violent attack on the caster during study disrupts it. Other interruptions may or may not disturb the study, as determined by the Castle Keeper.

The caster need not prepare all their spells at one time. They can leave some of their spell slots open and fill them with desired spells later in the day. To do so requires at least one hour of rest before memorization and 5 or 15 minutes per spell, depending on familiarity. They cannot swap out spells, abandoning one they have already memorized for a new one. They cannot memorize a spell to replace one they cast during the day. In short, the spell caster can never memorize more spells in a day than the amount of slots they have available.

ACQUIRING NEW SPELLS

Spellcasters, both arcane and divine, seek to add new spells to their repertoire, but the process for adding new spells is different for each.

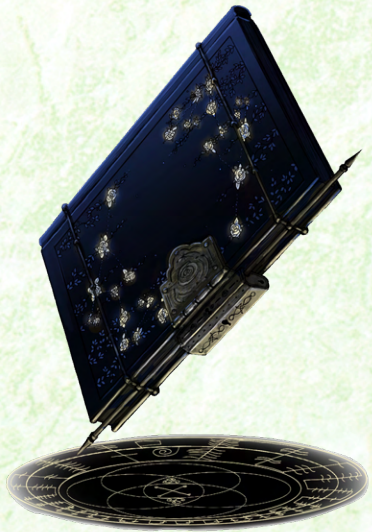
WIZARDS & ILLUSIONISTS

Most arcane spellcasters desire, beyond all other treasure, the acquisition of new spells for their spellbooks. Wizards and illusionists learn and add new spells through several methods.

Gaining a Level: Just as a fighter constantly practices with their weapons, a wizard or illusionist spends time researching and learning about arcane magic and spells. When a character gains a new level, they choose one new spell to add to their spellbook. The spell chosen must be of a level the character can cast. For example, upon attaining second level, a wizard may add one additional first level spell to the character's spellbook. The wizard automatically knows the spell and can prepare it.

Deciphering Spells: To decipher spells in another's spellbook or a scroll, a character must first cast *read arcane script* on the spell to be deciphered. Once the character successfully casts *read arcane script*, the character can learn or attempt to learn a new spell and add it to a spellbook. The rules for adding new spells to a spellbook depend upon the source of the spell. Even reading spells already known by a character contained in another's spellbook requires the casting of *read arcane script*, because no two spells are inscribed alike.

When an arcane caster deciphers a magic book, scroll, or a spell written on any surface, they do not need to repeat the process for that spell. It is considered known to them so much so that they understand its effects, although the character must still memorize the spell in order to cast it. If the magical writing is a scroll, the wizard can cast the spell from the scroll.



Learning and Copying Spells: A character must first decipher the spells contained in a spellbook or scroll as described above. Thereafter, the character can learn the new spell from the book by spending one day plus one day per level to study and learn the spell. If the person who created the spellbook is on hand to help the reader, the reader can learn the spell in one-half the normal time. The number of days necessary to learn the spell is reduced by a number of days equal to the character's intelligence modifier, with a minimum of one day. The Castle Keeper may choose to require the character to make a successful intelligence check to learn a new spell (after the necessary period of study). Once the new spell is learned, the character can copy it into a spellbook, as described below. The process of copying leaves the spellbook or scroll from which it was copied unharmed.

Writing Spells: Once an arcane spell caster has read a spell via *read arcane script* and memorized it, the spell can be copied into a spellbook. This takes some time, usually one day for each spell level, a half-day for zero level spells. Consider each spell fits upon a single page. Spellbooks range in size from a few pages to several hundred. Most spellbooks have 150-200 pages in them, but most of the pages are blank, ready for the caster to fill them with new spells. It costs 100 gold in ink to write a spell into a book.

Replacing Spellbooks: This process is very similar to writing spells. Once a spell is committed to memory, it can be written into a new spellbook. The ink costs about 100 gold per spell. The spell is transferred from the caster's mind to the book and they cannot cast it, unless they memorize it from the book. If the spell is not prepared, the character may not reconstruct it from memory, but can prepare it from a borrowed spellbook, scroll, or similar device. Memorizing and copying spells to duplicate a spell follows the same procedure, costing 100 gold per page and spell in the new book.

Research: Diligent casters can study and research a new spell, allowing them to write an existing spell into their book, or

create a new one. At the end of the process, the character must write the spell into a spellbook.

Reading a Scroll into a Spellbook: A character must first decipher the spell contained on a scroll by casting *read arcane script*. Because a scroll is magical, and the reduction of the spell to the scroll involves all the necessary components for casting the spell from the scroll, a character can simply read a scroll into a spellbook. Doing so copies the spell to the character's spellbook, but destroys the scroll in the process.

ILLUSIONIST MAGIC

Illusionist spells tend to baffle and confuse players and Castle Keepers alike, and it seems that the source of the illusion is often as confusing as the illusion itself. The word "illusion" seems to connote that the illusionist's magic is unreal, magic that tricks the mind. A strong or schooled mind can see through the illusion's trickery and entirely ignore its effects. It is far more complex than that. Some of the illusions are, in fact, simple illusions, while others are the mind's conquest over matter, and still others are channeled magic displayed with such force that their conjured elements are as real as a wizard's *magi's missile* or a cleric's *spiritual warrior*.

To understand the illusionist's spells, we must first understand the illusionist. The illusionist is a magic-using class whose title does not necessarily equate to their skill set. "Illusionist" is a class description, a generalized word establishing distance from the wizard. It defines a class that uses magic in a subtle but very different manner than the wizard, druid, or cleric. They are not tricksters. The illusionist has no skills that allow them to "fool" or "trick" their target into believing something is what it isn't. Such skills belong in the domain of a street urchin, jester, or some other buffoon who has no recourse in making their way in the world other than tricking others through sleight of hand. The illusionist is a master of magic, bending their back in years of study to rise to the level of even a beginner in the craft. The illusionist is a master of time and substance. Their abilities transcend the simple "illusions" of a trickster in that the illusionist conjures material from the essence of the world around them. Their "illusions" are not simple parlor tricks to fool the weak of mind, but are powerful incantations drawing upon their own powerful mind. They weave these musings with magic drawn from the world around them, thereby fabricating the very stuff of reality. Illusionists can literally create something from nothing.

A misconception exists that someone knowing a particular character is an illusionist would, therefore, possess some kind of immunity to their illusions, but this idea is an absolute misreading of the class's description and intent.

First, no illusionist would introduce themselves as an illusionist. That would be as silly as someone introducing themselves as an "assassin," "rogue," or "thief." Such titles would immediately

make others wary of the individual, and in some cases could prove to be an automatic death sentence.

Second, an illusionist's magic does not require *belief*. As noted above, this is a misconception of the class and its abilities. The illusionist is no trickster and one cannot simply choose to “disbelieve” the illusionist's magic, thereby rendering their spells ineffective. This is simply not possible. Though some of the illusionist's spells are hypnotic, many, if not most, of the illusionist's spells have real, tangible effects regardless of their victim's belief.

The illusionist is not a less-than-adequate mage, but an adventurer with the ability to wield powerful sorcery, summoning and shaping the world around them like no other, bringing to life reality created by their own mind. Their power does not reside within the victims of their spells. Instead, the illusionist's power resides within the illusionist and allows them to manipulate the world and the magic inherent in it. If anything, the illusionist is superior to the standard mage as they can fabricate something from nothing.

Additionally, it is worth noting that not every spell the illusionist casts is an “illusion” in the traditional sense and all illusions do not work the same way. For a more detailed discussion of types of illusionist spells, photonic, plasmic, hypnotic, and metal refer to the [Castle Keepers Guide](#).

ILLUSIONIST & HEALING

C&C has taken a wholly unique approach to illusionary magic in making the illusion real. This is not because of the weakness of the target, nor because of their inability to discern the real from the unreal. It rests in the power of the illusionist. The more powerful the illusionist, the greater the impact the illusionist and their spells can have on the game. If the illusionist is an actual spellcaster capable of manipulating the world around them, then logic and the enterprising player eventually arrive at the healer's door.

In C&C illusionists can heal damage. They heal damage in the same manner in which they cause damage—not by tricking their targets but rather by projecting their own magical power into the target and changing the nature of time and substance. They do not trick the target's mind into psychically healing itself; that assumption assumes the target is mentally able to do such a thing. The power of the illusionist does not reside in the target; the illusionist's power solely resides in the illusionist. Illusionists heal through their own magic, while a cleric channels the magic of a deity, serving as a bridge between the deity and the target to heal it. An illusionist channels or controls the natural magic of the world around them, using the target's own mind as a bridge between the magic and the target; the more powerful the illusionist, the greater their ability to cross that bridge.



CLERICS AND DRUIDS

Deities reward prayers, devotion, and sacrifice shown by divine casters with new spells. Whenever a divine spell caster advances in level, the character has access to and can pray for the new spells from that level. For example, a cleric reaching third level is granted knowledge of all spells on the second-level cleric spell list by their deity.

Divine casters can, through mediation and entreaties to the divine, create their own spells. Once they have done so, only they can cast them. If they decide to share the spell with other divine casters, their temples, holy men, paladins, or the like, they must first write the spell down in a book or on a scroll. Other divine casters can cast it if they read the spell and pray for it, provided they are high enough level to cast the spell. The process requires the cleric or druid to decipher the writing (see [Divine Magical Writings](#)).

SPELLS

A character who wishes to cast a spell announces their intention to the Castle Keeper during the character's initiative turn. A character must make all pertinent decisions about a spell (range, target, area, effect, etc.) when the character begins casting, unless the spell specifies otherwise. The character must make some choice about whom the spell is to affect or where the effect is to originate, depending on the type of spell. The Castle Keeper applies whatever results a spell entails using the spell's description.

To cast a spell, the character must be able to speak (if the spell has a verbal component), gesture (if it has a hand gesture component), and manipulate the material components or focus (if any). The spell descriptions indicate which components are necessary. Additionally, the character must concentrate to cast a spell (see below). If something interrupts the character's concentration while casting, the spell is lost and marked off the character's list of prepared spells. If the character ever tries to cast a spell in conditions where the characteristics of the spell (range, area, etc.) cannot be made to conform, the casting fails and the spell is wasted.

Many spell durations are measured in rounds, minutes, hours, or some other increment. When the duration expires, the spell's effect ends.

CONCENTRATION

Casting a spell requires concentration. If the caster is interrupted during casting, the spell is lost and marked off the character's list of prepared spells. Sometimes, the Castle Keeper may allow a concentration check (against the appropriate ability, typically intelligence or dexterity) to see if the spell is simply disrupted (and not lost) or even not interrupted (casting is completed).

Combat can be severely disruptive to spell casters, both arcane and divine. If they take damage from any melee or missile weapon, fail a saving throw, or suffer a damaging or distracting magical attack during spell casting, their spell casting is disrupted. The Castle Keeper may allow a concentration check to keep or lose the spell. If the caster wins initiative and casts before taking damage or being disrupted the spell goes off as normal. If the spell requires casting over several rounds, concentration can be broken by a damaging event. Characters casting spells that require several rounds and concentration cannot cast other spells, they must remain focused on the first spell.

The caster cannot cast spells while they are grappling, being pinned, held, or in similar straights unless the spell can be cast by the spoken word alone, or if by word and a component and the component is in hand. Even so, the Castle Keeper will often require a concentration check for the character to cast the spell. Sometimes moving, as in a wagon, on a horse, being carried, or floating down a river may require a concentration check.

USING SCROLLS

Scrolls are spells reduced to a portable form. Scrolls do not merely contain the spell's text, all the components except verbal having been magically incorporated into the scroll. Before using a scroll, a character must decipher it by casting *read arcane script*. The character can then read the scroll aloud, casting the spell contained on it just as if the character had the spell prepared. The spell's casting time, range, area of effect, duration and all other details and limitations are no different. A spell contained on a scroll may only be cast once. When a spell is cast from a scroll, the spell disappears or destroys the scroll.

There are some limitations on the use of scrolls, of course. A character must be of a class that can cast the type of spells contained on the scroll. For instance, a druid cannot cast wizard spells from a scroll.

A character can cast a spell from a scroll that they have not learned or recorded in their spellbook, however, the character must be of a high enough level to cast the level of spell found on the scroll.

Example

A **2nd level** wizard finds a scroll and casts *read arcane script* on it, revealing that it contains the **1st level** spell *magi's missile*. The wizard had not previously learned *magi's missile*, and does not have it recorded in his spellbook. The wizard, however, can cast **1st level** spells and thus can cast *magi's missile* from the scroll.

A character can attempt to use a scroll to cast a spell of a level they are not normally able to cast, but they must first make an intelligence check to do so. A penalty to the intelligence check equal to the level of the spell is applied to the roll. Failure indicates that the spell fails and the scroll is destroyed.

Example

The **2nd level** wizard deciphers a scroll bearing *teleport*, which is a **5th level** spell the wizard cannot normally cast. The wizard attempts to cast the spell from the scroll, but must first make a successful intelligence check with a **challenge level of five**.

Spells can be learned and copied from scrolls normally, and doing so does not destroy the scroll.

Divine Magical Writings: Clerics and druids can write down divine spells much as arcane casters do, however, *read arcane script* is not used to read divine writings. Instead, the character can decipher and learn the new spell from the scroll by spending one day plus one day per level of the spell being learned in study of it. Divine casters can cast spells from a scroll provided the spell is one available to their class.

SPELL TERMINOLOGY



As mentioned, each spell is defined by a description of the effect it causes and a set of terms necessary for game play. The spell descriptions appear after the class spell lists. A summary reminder on spell format and terms appears prior to the spell descriptions, but the following provides more detail and information on spell terms.

CASTING TIME

Most spells take one round to cast. A spell that takes one round to cast comes into effect during the caster's initiative turn for that round. Complex spells may take more time to cast, and such casting times are expressed in rounds (**rd**), minutes (**min**), hours (**hr**), turns (**tn**), or days (**d**). For relative understanding of casting time, a round is 10 seconds and a turn equals 1 minute or 6 rounds.

Spells that take more than one round to cast come into effect during the caster's initiative turn on the last round of the casting time for the spell.

Example

Cardom the Chromatic rolls a 6 for initiative and he acts third in that round after his fighting companion, Quinn, and the Ogre they are fighting. Cardom casts a spell with a casting time of one round. The spell takes effect that round. If Cardom chose to cast a spell with a casting time of two, then the spell would take effect in the next round of combat during Cardom's turn for the next round. So, if Cardom acted first in the next round the spell would take effect then, but if he acted last, then it would take effect after all others had taken their action.

Most Castle Keepers make you announce at the beginning of the round whether you are going to cast a spell. If so, and you roll a low initiative roll, then you have a chance of being struck before the spell goes off. For those Castle Keepers who do not require announcement, some disallow any spell in the same round in which you were hit before your initiative turn. For Castle Keepers who do neither of the above, it would be more a situation of simultaneous swings with an enemy or some sort of environmental or magical effect situation disrupting the spell.

RANGE

Range refers to the maximum distance from the caster that both the spell effect occurs and/or the point of origin of a spell occurs as designated by the caster. The character aims a spell by making some choice about whom the spell is to affect or where

the effect is to originate, depending on the type of spell. If a part of the spell's effect goes past the range, it is wasted.

Sometimes the range of a spell is listed as **personal** (affecting only the caster) or **touch** (requiring the caster to touch the target), as noted in the spell description. Many spells have a range expressed in feet. A few spells have an unlimited range, meaning the spell reaches anywhere on the current plane.

For spells that summon or create monsters or items, the caster designates the exact location where they are summoned or created. They can appear at any point designated up to the listed range. If the creature or item is mobile it can move immediately upon being summoned without regard to the spell's range.

TARGET OR AREA OF EFFECT

Spells that do not affect the caster personally generally have a target or affect a certain area. This part of a spell description defines the number of creatures, dimensions, volume, weight and so on that the spell affects, if it is not otherwise obvious from the spell's description.

Targeted Spells: These spells are directed at specific creatures, items, or areas. The spell may have specifics on what can be targeted. The caster must be able to see the target or touch it if in the dark. They must vocalize what the target is on casting. Some targets may have spell resistance forcing the spell to fail. If the spellcaster targets themselves, they need not make a saving throw nor is there any spell resistance.

Area Spells: Certain spells have an area of effect. The caster can direct where the spell's point of origin is, so long as it remains within range, however, they have no ability to control what creatures the spell affects. The spell description defines this area, if it does not refer to the following categories:

Burst: Casters select a specific origin point or center. The spell bursts outward from that point, affecting everything caught in the area.

Cone: The magic materializes in front of the caster and shoots outward from them in the designated direction, widening as the further out the magic travels. Some spells affect all creatures in an area rather than individual creatures. In general, a cone's width at any given point along its length is equal to that point's distance from the point of origin, or unless specified differently in the description of the spell.

Cylinder: The spell manifests as a horizontal circle and the caster must choose its center point, with range. The spell shoots out from that point, filling the cylinder.

Emanation: These spells act like a burst but their magical effect radiates from the spell's point of origin for the spell's duration. Some spells affect objects within an area the caster selects, some spells spread out like a burst, but can turn corners; the caster selects the point of origin, and the spell spreads out for a given distance in all directions.



Obstacles: Some spell effects, like rays, bursts, and cones are affected by obstacles. The caster must have a clear line of sight in order to designate a specific target or point of origin for any spell that calls for it. Burst, cone, cylinder, or emanating spells cannot affect areas blocked by obstacles, such as walls, within their area of effect. For the spell to circumvent the obstacle, the obstacle must have a 1 square foot hole in it

Rays act differently when selecting targets. The ray acts very much like ranged weapons. They can be shot through fog, into the dark, etc, with the hopes of hitting their target. The caster need not see the target. Targets cannot be targeted through solid objects.

Bursts and cones spread from the point of origin as designated by the spell or caster. The spell's effect can extend into areas the caster cannot see, including around corners. The caster must designate the point of origin for such an effect if the spell description does not specify one.

DURATION

Duration measures how long a spell's effect lasts. Durations are measured in rounds, minutes, hours, days, weeks, or years. When the allotted duration ends the spell ends. Some spells have a permanent duration, and some require the caster to concentrate in order to maintain the spell's effect. A character can typically dismiss personal spells at will before the duration ends, or if the spell description so states.

A few spells outlast the time necessary to concentrate on them, they end when their duration ends. Spells cannot be maintained beyond their duration, even if the caster continues to concentrate.

Those spells that directly affect creatures, continue to affect them even if the creature moves or travels, the effect travels with them. It ends when the spell's duration ends. These spells can be dismissed or overcome before the duration ends. The spell that affects an area remains with the area as long as the spell's duration. Anyone entering the area suffers from the spell. Some spells must be triggered.

SAVING THROW

Creatures affected by spells are often allowed to make a saving throws to mitigate or terminate the spell's effect. The spell description details whether the spell allows a saving throw, what type of saving throw is made, and the effect of a successful save. If a spell does not include a saving throw entry, then assume no saving throw is allowed.

Any creature that succeeds at a saving throw against a spell is aware that something happened, what that was, even whether it was magical or not remains a mystery. In some cases, the CK may allow an attribute check to see if the character can discern what had happened. In such cases where the target succeeded at their saving throw the caster of the spell senses the spell failed. This latter does not hold true for area spells.

Saving throw challenge level: A spell's challenge level is always equal to its caster's level, unless specified otherwise.

Negates: The successful saving throw completely negates the spell's effects.

Partial: The successful saving throw causes the spell to have limited effect.

Half: Any damage delt by the spell is halved with a successful saving (round down).

None: The target is not allowed a saving throw.

Object: The object the spell was directed against receives saving throw if it is magical or the spell calls for it.

Harmless: A parenthetical (h) indicates a harmless spell. The spell does not harm the target, however, the target can make a saving throw if so desired.

Voluntarily giving up a saving throw: Any creature can choose not to make a saving throw and simply let the spell work. Characters with spell resistance can suppress that as well.

Items surviving after a saving throw: Sometimes a spell specifies whether items in the area of effect for the spell are potentially damaged. These items are required to make a saving throw or are destroyed.

SPELL RESISTANCE

Spell resistance is a resistance to magic. A defender's spell resistance is like an armor class against magical attacks. All creatures have a minimum SR of 1.

If a defender possesses spell resistance the caster of the spell must roll a d20. The result of that d20 roll must be equal to or greater than the spell resistance of the target for the spell to take effect. Spell resistance does not work against all spells. Each spell entry notes whether SR applies or not.

Spell resistance applies even if a given spell also allows the target creature a saving throw. The effects of spell resistance, if any, are applied first, and then the creatures may also make a saving throw. In most cases, a creature's spell resistance applies if the creature is specifically targeted with the spell. It is not applicable if the creature encounters a spell already in place.

Spell resistance is innate and is applied against any spell unless the one with SR wishes to suppress it. They must do so in order to receive helpful spells like healing. If a spell does not include a spell resistance entry, then assume no spell resistance check is allowed.

COMPONENTS

Casting a spell requires certain components: the spoken word, hand gestures, material and focusing components, holy symbols, religious trappings, and herbs. Casting the spell requires one or more of these components, or any other special components listed. The last paragraph of each spell entry lists the necessary components for that spell. If the components are not used, the casting fails. A components cost is listed as well, if no cost is listed assume the item can be readily attained and is free, unless

the Castle Keeper rules otherwise. Any physical component used during the casting, excluding holy symbols, holy items and holy trappings, is destroyed when the spell is cast. Some spells require specific holy items, if so those items cannot be used to cast other spells. Holy symbols are required for divine casters only.

SPOKEN WORD: The spoken word is an incantation that channels the magic through a single word, phrase, stanza, or even poem.

HAND GESTURES: Hand gestures are movements of the fingers and hands that help focus the magic in a direction or for the caster. The caster must have one hand free to cast spells that require a gesture.

MATERIAL COMPONENT: A material item focuses a spell caster's energies during the casting process. The component is generally destroyed in the process of casting the spell.

FOCUSING COMPONENT: A focusing component is a component very similar to a material component but is one that is not destroyed during casting. The focusing component remains after the spell is cast and can be used again. The cost of a focusing component is negligible unless otherwise listed.

HOLY SYMBOL: A holy symbol is an item that bears religious significance to the caster and their deity. The holy symbol may be made of any substance and can be fashioned by the bearer. Druids tend to have plants significant to their calling, mistletoe, holly flowers, a sprig of pine needles, or similar item. Some CK's may not require the druid to have any holy symbol as nature acts as in that regard.



SPELL LISTS

CLERIC SPELLS (DIVINE)

0 LEVEL CLERIC SPELLS

1.	CREATE WATER*	146
	Creates 2 gallons/level of pure water.	
2.	DETECT DISPOSITION*	148
	Reveals aura of creatures, spells or objects.	
3.	DISCERN MAGIC	149
	Detects magical aura and its strength along 50 ft. path.	
4.	DISCOVER POISON	150
	Detects poison in one creature or small object.	
5.	ENDURE COLD/HEAT	157
	Protection from natural elements and weather.	
6.	FIRST AID	161
	Bandages bleeding wound. Cures 1d2 damage.	
7.	LIGHT	178
	Object shines like a torch.	
8.	PURIFY	193
	Purifies 1 cu. ft./level of food or water.	

1ST LEVEL CLERIC SPELLS

1.	BLESS*	138
	Allies gain +1 to hit and +1 on saves against fear.	
2.	BLESSING WATER*	138
	Makes holy or unholy water.	
3.	COMMAND	141
	Subjects obey one-word command for 1 round.	
4.	DISCOVER SECRET DOORS	150
	Reveals hidden doors within 60 ft.	
5.	DISCOVER UNDEAD	151
	Reveals undead within 60 ft.	
6.	HEAL LIGHT WOUNDS*	169
	Cures 1d8 damage.	
7.	INVISIBLE CLOAK OF THE UNDEAD	177
	Undead can't perceive subject.	
8.	PROTECTION FROM DISPOSITION	193
	+2 AC and saves, plus other defenses.	
9.	REMOVE DESPAIR*	196
	Protects from fear; grants new save vs fear.	
10.	RESIST ONE ELEMENT	198
	Grants +2 bonus to saves vs selected element.	
11.	SANCTUARY	200
	Opponents can't attack the caster.	
12.	SHIELD OF THE DIVINE	204
	Aura grants +2 bonus to AC and saves.	
13.	SOUND STORM	207
	A pulse of sound that causes 1d8 damage.	

2ND LEVEL CLERIC SPELLS

1.	AID	131
	+1 to hit, +1 on saves against fear, 1d8 temporary hit points.	
2.	AUGURY	136
	Learns whether an action will be good or bad.	
3.	CONSECRATE*	143
	Makes location holy, turning and harming undead.	
4.	DARKNESS*	147
	Creates 20 ft. radius supernatural darkness.	

5.	DELAY TOXIN	147
	Stops poison from harming subject for 1 hour/level.	
6.	DISCOVER TRAPS	150
	Reveals traps along a path 50 ft. long.	
7.	HOLD HUMANOID	170
	Holds one person helpless; 1 round/level.	
8.	RESTORATION	198
	Dispels attribute damage effects for one attribute.	
9.	RESTORE MOVEMENT	198
	Frees one creature from paralyzing effects or slow spell.	
10.	SILENCE	205
	Negates sound in 15 ft. radius.	
11.	SPEAK WITH THE DEAD	207
	Corpse answers questions.	
12.	SPIRITUAL WARRIOR	208
	Divine weapon attacks on telepathic command.	

3RD LEVEL CLERIC SPELLS

1.	ANIMATE CORPSE*	133
	Creates and controls undead skeletons and zombies.	
2.	CONTINUAL FIRE	144
	Makes a permanent, heatless flame.	
3.	CREATE SUSTENANCE*	145
	Feeds three humans (or one horse)/level.	
4.	DISPEL MAGIC	152
	Cancels magical spells and effects.	
5.	GLYPHS	164
	Inscription harms those who pass it.	
6.	HEAL SERIOUS WOUNDS*	169
	Cures 3d8 damage.	
7.	LOCATE ITEM*	179
	Senses direction toward object (specific or type).	
8.	MAGIC CIRCLE (Against Chaos, Evil, Good, Law)	179
	As 10 ft radius protection spell.	
9.	PRAYER	192
	Allies gain +1 on most rolls, and enemies suffer -1.	
10.	REMOVE BANE*	196
	Frees person or object from curses.	
11.	REMOVE MALADY*	197
	Cures all diseases.	
12.	RESTORE SIGHT AND HEARING*	198
	Cures subject.	

4TH LEVEL CLERIC SPELLS

1.	AIR/WATER STRIDE	131
	Subject treads on air or water.	
2.	CONTROL LIQUIDS	145
	Raises or lowers bodies of water.	
3.	DISCERN FALSEHOOD*	148
	Reveals deliberate falsehoods.	
4.	DISMISSAL	151
	Forces a creature to return to native plane.	
5.	DIVINATION	153
	Provides useful advice for specific proposed actions.	
6.	FREE MOTION	162
	Moves normally despite impediments.	
7.	HALLOW*	167
	Designates location as holy with array of effects.	
8.	HEALING SPHERE*	169
	Cures 2d8 damage in circle around caster.	

9.	NEUTRALIZE TOXINS Detoxifies venom in or on subject.	185
10.	RESTORATION* Restores drained level and attribute reducing effects.	198
11.	SEND Delivers short message to creature anywhere, instantly.	202
12.	TONGUES* Speak any language.	218

5TH LEVEL CLERIC SPELLS

1.	ATONEMENT Removes burden of misdeeds from subject.	135
2.	COMMUNE Deity answers one yes-or-no question/level.	142
3.	DEATH MASK Grants immunity to death spells and effects.	147
4.	DISPEL DISPOSITION* Grants +4 AC and dispel one spell.	151
5.	ETHEREAL JUMP The caster becomes ethereal for 1 round/ level.	158
6.	FLAME OF THE DIVINE Smites foes with a column of flame (1d6/level).	161
7.	HEAL CRITICAL WOUNDS* Cures 5d8 damage.	168
8.	INSECT SWARM Limits vision, prevents spellcasting, inflicts damage.	175
9.	PLANAR TRAVEL Up to eight subjects travel to another plane.	188
10.	RAISE Restores life to subject who died up to 1 day/lvl. ago.	194
11.	SCRYING Spies on subject from a distance.	200
12.	TRUTH REVEALED See all things as they really are.	219

6TH LEVEL CLERIC SPELLS

1.	BANISHMENT Banishes 2 levels of creatures per caster level.	137
2.	BLADE BLOCKADE Blades encircling the caster deal 12d6 damage.	138
3.	CREATE COMMON/EXTRAORDINARY UNDEAD Ghouls, shadows, ghosts, wights, or wraiths.	145
4.	FINDING TRAILS* Shows most direct way to a location.	160
5.	GEAS Forces creature to fulfill a quest.	164
6.	HEAL* Cures all damage and most everything else.	168
7.	WIND TRAVEL The caster and the caster's allies turn vaporous and travel fast.	225
8.	WORD OF SANCTUARY Teleports the caster back to designated place.	226

7TH LEVEL CLERIC SPELLS

1.	CONTROL ATMOSPHERE Changes weather in local area.	144
2.	HOLY UTTERANCE* Kills, paralyzes, blinds, or deafens non-good subjects.	171

3.	REFUGE Alters item to transport its possessor to the caster.	195
4.	REGENERATE Subject's severed limbs grow back.	195
5.	REPULSION Creatures can't approach the caster.	197
6.	RESTORATION Restores all levels and attribute losses.	198
7.	RESURRECTION Fully restores dead subject.	199
8.	SCRYING As scrying, but faster and longer.	201

8TH LEVEL CLERIC SPELLS

1.	CREATE UNIQUE UNDEAD Mummies, spectres, vampires, or ghosts.	146
2.	DISCOVER LOCATION* Learn exact location of creature or object.	150
3.	EARTHQUAKE Intense tremor shakes, 50 ft. circular area.	156
4.	FLAMING TEMPEST Raging flame fills area for 1d6/level damage.	162
5.	HEAL IN AREA* As heal, but with several subjects.	169
6.	HOLY GLAMOUR* +4 AC & saves, SR 16 against evil spells and more.	171
7.	SUMMON EXTRAPLANAR ALLY Divinely calls allies up to 16 levels.	210
8.	SYMBOL Triggered runes have array of effects.	214

9TH LEVEL CLERIC SPELLS

1.	ANTIPATHY* Object or location attracts/ repels certain creatures.	134
2.	ASTRAL TRAVEL Projects the caster & companions into astral plane.	135
3.	ENERGY LEVEL DRAIN Subject loses 2d4 levels.	157
4.	GATE Connects two planes for travel or summoning.	163
5.	MIND WARD Immunizes against mental magic and scrying.	183
6.	RESURRECTION WITHOUT ERROR As resurrection, where the remains aren't needed.	199
7.	SOUL TO GEM Traps newly dead soul to prevent resurrection.	206
8.	TRAP ENTITY Imprisons subject within gem.	219

DRUID SPELLS (DIVINE)

0 LEVEL DRUID SPELLS

1.	CREATE WATER* Creates 2 gallons/level of pure water.	146
2.	DETECT DISPOSITION Reveals creatures, spells, or objects.	148
3.	DISCOVER POISON Detects poison in one creature or small object.	150

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4.	ENDURE COLD/HEAT Protection from natural elements and weather.	157
5.	FIRST AID Bandages bleeding wound.	161
6.	KNOW THE PATH The caster discerns north.	178
7.	LIGHT Object shines like a torch.	178
8.	PURIFY Purifies 1 cu. ft./level of food or water.	193

1ST LEVEL DRUID SPELLS

1.	ALARM Wards an area and alerts caster to intruders.	131
2.	ANIMAL BOND Gain permanent animal companion.	132
3.	CALM ANIMALS Calms animals, beasts, or magical beasts.	139
4.	DISCOVER SNARES AND PITS Reveals natural or primitive traps.	150
5.	ENTANGLING VEGETATION Plants entangle everyone in 50 ft. circle.	157
6.	FAERIE AURA Outlining light +1 to hit and cancels concealment.	159
7.	GOOD FRUIT 2d4 berries each cure 1 hit point (max 8 HP/day)	166
8.	INVISIBILITY TO ANIMALS Animals can't perceive warded subject.	177
9.	MAGIC SLING Three stones gain +1 attack, deal 1d6+1 damage.	180
10.	OBSCURER WITH MIST Fog surrounds caster, obscuring all sight.	186
11.	PASS WITH WOODLAND STRIDE Subject leaves no tracks or scent.	186
12.	SHILLELAGH Makes club a +1 weapon (1d6+1 damage).	204

2ND LEVEL DRUID SPELLS

1.	ANIMAL COURIER Sends a small animal to a specific place.	133
2.	BARKFORM Grants +3 AC, or caster looks like tree.	137
3.	CHARM HUMANOID OR ANIMAL Makes one person or animal the caster's friend.	140
4.	DARKNESS* Creates 20 ft. radius supernatural darkness.	147
5.	DELAY TOXIN Stops poison from harming subject for 1 hour/level.	147
6.	DISCOVER TRAPS Reveals traps along a path 50 ft. long.	150
7.	FLAME SNARE Opened object deals 1d4 +1/level damage.	162
8.	GUST Blows away or knocks down smaller creatures.	166
9.	HEAL LIGHT WOUNDS* Cures 1d8 damage.	169
10.	HEAT ANY ALLOY* Hot metal damages those who touch it.	170

11.	HOLD ANIMALS & PLANTS Holds one animal helpless for 1 round/level.	170
12.	PRODUCE FIRE Fire in hand deals 1d4+1 damage, touch or thrown.	192
13.	SPEAK WITH ANIMALS The caster can communicate with animals.	207
14.	SPIDER WALK Grants ability to walk on walls and ceilings.	207
15.	SUMMON PESTS Insect or vermin attack and disrupt foes.	214
16.	WARP TIMBER* Bends and makes wood (weapons, door, etc.) useless.	224
17.	WEB Area fills with sticky webs, trap creatures in 20 ft. X 20 ft. area.	224

3RD LEVEL DRUID SPELLS

1.	CONJURE LIGHTNING Directs lightning bolts (1d10/level) during storms.	143
2.	CREATE SUSTENANCE* Feeds three humans (or one horse)/level.	146
3.	FAITHFUL WATCH DOG Phantom dog can guard, attack.	159
4.	MELD The caster and the caster's gear merge with stone.	182
5.	NEUTRALIZE TOXINS Detoxifies venom in or on subject.	185
6.	PLANT GROWTH Grows vegetation, improves crops.	188
7.	PROTECTION FROM ELEMENTAL ATTACKS Absorb 12 points of damage/level from one element.	193
8.	PYROTECHNICS Turns fire into blinding light or choking smoke.	194
9.	REMOVE BANE* Frees person or object from curses.	196
10.	REMOVE MALADY* Cures all diseases.	197
11.	SHAPE STONE OR WOOD Sculpts stone or wood into any form.	203
12.	SNARE Creates and conceals magical trap that binds victims.	206
13.	SPEAK WITH PLANTS The caster can talk to normal plants.	207
14.	WALL OF ELEMENTAL WIND Deflects arrows, smaller creatures, and gases.	223
15.	WATER BREATHING Subjects can breathe underwater.	224

4TH LEVEL DRUID SPELLS

1.	ANTI PLANT SPHERE Keeps plant creatures at bay.	134
2.	CONTROL LIQUIDS Raises or lowers bodies of water.	145
3.	CONTROL PLANTS Talk to and control plants and plant creatures.	145
4.	DISPEL MAGIC Cancels magical spells and effects.	152
5.	FREE MOTION Move normally despite impediments.	162
6.	HEAL SERIOUS WOUNDS Cures 3d8 damage.	169

7.	QUENCH Extinguishes non-magical fires or one magic item.	194
8.	REINCARNATE Brings dead subject back in a random body.	196
9.	REPEL PEST Insects stay 10 ft. away.	197
10.	SCRYING Spies on subject from a distance.	200
11.	SLEET Hampers vision and movement.	206
12.	SPIKE SPELL Creatures in area take 1d8 damage, may be slowed.	208
13.	SUMMON ANIMALS Calls animals to fight on caster's behalf.	209

5TH LEVEL DRUID SPELLS

1.	ANIMAL ALTERATION* Animals double in size, level.	132
2.	AWAKEN Animal or tree gains human intellect.	136
3.	BIND ELEMENTAL Traps elemental to perform task.	138
4.	COMMUNE WITH THE NATURAL WORLD Learn about terrain for one mile/level.	142
5.	CONTROL GALES Change wind direction and speed.	144
6.	DEATH MASK Grants immunity to all death spells and effects.	147
7.	HARROW THE EARTH Digs trenches and builds hills.	167
8.	HEAL CRITICAL WOUNDS Cures 5d8 damage.	168
9.	ICE STORM Hail deals 5d6 damage in cylinder 50 ft. across and tall.	172
10.	INSECT SWARM Insect horde limits vision, inflicts damage, and weak creatures flee.	175
11.	SUMMON BEASTS AND PLANTS Calls beasts or plants to fight on caster's behalf.	210
12.	TRANSFORM SOFT SOIL TO STONE Change mud into rock, or vice-versa.	218
13.	WALL OF BRAMBLE & HEDGE Thorns damage anyone who tries to pass.	221
14.	WALL OF ELEMENTAL FIRE Fiery curtain or ring deals damage to those near or passing through.	223

6TH LEVEL DRUID SPELLS

1.	ANTI LIFE SPHERE 10 ft. field hedges out living creatures.	134
2.	FLAME SEEDS Makes acorns/ berries into bursting weapons.	161
3.	IRONBARK Magical wood is strong as steel.	177
4.	REMOVE WOOD FROM PATH Pushes away wooden objects.	197
5.	STONE SPEAK Talk to natural or worked stone.	208
6.	SUMMON ELEMENTAL BEING Calls 12th level elemental to service.	210

7.	TRANSPORT THROUGH PLANTS Move instantly from one plant to another of the same species.	219
8.	WALL OF ELEMENTAL EARTH Creates a stone wall that can be shaped.	221

7TH LEVEL DRUID SPELLS

1.	CHANGE STAVE TO TREANT The caster's staff becomes treant-like.	139
2.	CONTROL ATMOSPHERE Changes weather in local area.	144
3.	CREEPING SWARM Carpet of insects attacks at the caster's command.	146
4.	FLAMING TEMPEST Raging flame fills area for 1d6/level damage.	162
5.	SCRYING As scrying, but faster and longer.	200
6.	SUMMON FEY AND MAGIC BEASTS Calls magical beings to fight on caster's behalf	213
7.	TRANSFOR METAL TO WOOD Metal within 40 ft. becomes wood.	218
8.	WIND TRAVEL The caster and allies turn vaporous and travel fast.	225

8TH LEVEL DRUID SPELLS

1.	ANIMAL FORM One ally/ level polymorphs into chosen animal.	133
2.	COMMAND PLANTS Plants animate and vegetation entangles.	141
3.	FATAL GESTURE Kills one subject.	160
4.	REGENERATE Subject's severed limbs grow back.	195
5.	REMOVE ALLOY AND STONE FROM PATH Pushes away metal and stone.	196
6.	SUN FLARE Blinds within 10 ft., deals 3d6 damage, harms undead.	214
7.	WHIRLWIND Cyclone inflicts damage and can pick up creatures.	225
8.	WORD TO SANCTUARY Teleports the caster back to designated place.	226

9TH LEVEL DRUID SPELLS

1.	ANTIPATHY* Object or location attracts/repels certain creatures.	134
2.	ASTRAL TRAVEL Projects the caster & companions into astral plane.	135
3.	EARTHQUAKE Intense tremor shakes 50 ft. circular area.	156
4.	HEAL* Cures all damage and most everything else.	168
5.	POLYCHROMATIC WALL Wall's colors have array of effects.	189
6.	SHAPESHIFT Transforms caster into any creature; can change once per round.	203
7.	STORM OF WRATH Storm rains acid, lightning, and hail.	208
8.	SUMMON ELEMENTAL HORDE Summons multiple elementals.	210

WIZARD SPELLS (ARCANES)

0 LEVEL WIZARD SPELLS (CANTRIPS)

1.	ARCANES RONE	135
	Inscribes a personal rune (visible or invisible).	
2.	DANCING ORBS	147
	Creates figment torches or other lights.	
3.	DISCERN MAGIC	149
	Detects magical aura and its strength along 50 ft. path.	
4.	DISCOVER POISON	150
	Detects poison in one creature or small object.	
5.	ENDURE COLD/HEAT	157
	Protection from natural elements and weather.	
6.	GHOSTLY NOISE	164
	Figment sounds.	
7.	LIGHT	178
	Object shines like a torch.	
8.	MAGI'S REACH	181
	Five-pound telekinesis.	
9.	MENDING	182
	Makes minor repairs on an object.	
10.	MESSAGE	182
	Short, whispered communication at a distance.	
11.	OPEN/CLOSE	186
	Opens or closes small or light things.	
12.	PRESTIDIGITATION	192
	Performs minor tricks or tasks.	

1ST LEVEL WIZARD SPELLS

1.	ALTER ONE'S PERSON LESSER	132
	Changes the caster's appearance.	
	ALTER SIZE*	
2.	Object or creature grows or shrinks 10%/level (max 50%).	132
3.	ARCANES ARMOR	135
	Grants +3 AC, on caster +3, +1 per 3 levels.	
4.	BURNING FLAMES	139
	1d2 +1/level fire damage.	
5.	CHARM HUMANOID	140
	Makes one person the caster's friend.	
6.	COMPREHENSION	142
	Understands spoken and written languages.	
7.	ERASE	158
	Mundane or magical writing vanishes.	
8.	FEATHER LIGHT	160
	Objects or creatures fall slowly.	
9.	FLYING SAUCER	162
	3 ft. diameter horizontal disk that holds 1000 lb	
10.	HOLD BAR & GATE	170
	Holds door shut.	
11.	IDENTIFY	172
	Determines single feature of magic item.	
12.	JUMP	177
	Make astounding leaps 1 min/level.	
13.	MAGI'S MISSILE	180
	Strikes for 1d4+1 damage; +1 missile/two levels.	
14.	PROTECTION FROM DISPOSITION	193
	+2 AC and saves, plus other defenses.	

15.	READ ARCANES SCRIPT	195
	Read magical writings, scrolls, and spellbooks.	
	SHIELD	
16.	Invisible disc raises AC and blocks magi's missile.	204
	SHOCK	
17.	Electric touch deals 1d8 +1/level damage.	205
	SLEEP	
18.	Put 2d4 levels of creatures into comatose slumber.	206
	SPIDER WALK	
19.	Grants ability to walk on walls and ceilings.	207
	SUMMON FAMILIAR	
20.	Summons & binds unique companion to wizard.	211
	UNSEEN ID	
21.	Creates invisible force that obeys the caster's commands.	220

2ND LEVEL WIZARD SPELLS

1.	ACIDIC BOLT	131
	Make ranged attack to deal 2d4/ two lvls acid damage.	
2.	CONTINUAL FIRE	144
	Makes a permanent, heatless flame.	
3.	DARKNESS*	147
	Creates 20 ft. rad. supernatural darkness.	
4.	DISCERN THOUGHTS*	149
	Allows "listening" to surface thoughts.	
5.	ENHANCE AN ATTRIBUTE*	157
	Raises attribute score for 1 hr/level.	
6.	FOG	162
	Fog obscures vision.	
7.	INVISIBILITY	176
	Subject is invisible until it attacks.	
8.	KNOCK*	177
	Magically opens door, item, chest, etc.	
	LEVITATE	
9.	Subject moves up and down at the caster's direction.	178
10.	LOCATE ITEM*	179
	Senses direction toward object (specific or type).	
11.	MAGI'S VISAGE	181
	Speaks once when triggered.	
12.	MIRRORED SELF	184
	Creates 1d4+1 decoy duplicates of the caster.	
13.	PROTECTION FROM NORMAL MISSILES	193
	Subject immune to most ranged attacks.	
14.	PYROTECHNICS	194
	Turns fire into blinding light or choking smoke.	
	RAY OF WEAKENING	
15.	-1 to hit and -1 to damage rolls for every four levels of the caster.	195
16.	ROPE DIMENSION	199
	Up to eight creatures hide in extradimensional space.	
17.	SCARE	200
	Panics one creature up to level 5.	
18.	SEE INVISIBLE	201
	Reveals invisible creatures or objects.	
	SHATTER	
19.	Sonic vibration damages objects or crystalline creatures.	204
	WEB	
20.	Area fills with sticky webs, trap creatures in 20 ft. X 20 ft. area.	224

3RD LEVEL WIZARD SPELLS

1.	BLINK Makes harder to hit and other effects.	138
2.	CLAIRAUDIENCE/ CLAIRVOYANCE Hear or see at a distance for 1 min./level.	140
3.	DISPEL MAGIC Cancels magical spells and effects.	152
4.	EXPLOSIVE MARK Deals 6d6 damage when read.	158
5.	FIREBALL 1d6 damage/level in 40 ft. diameter sphere.	161
6.	FLY Subject flies at speed of 90 ft.	162
7.	GAS FORM Subject becomes insubstantial and can fly slowly.	163
8.	GUST Blows away or knocks down smaller creatures.	166
9.	HASTE* Doubles move and number of attacks.	168
10.	HOLD HUMANOID Holds one person helpless; 1 round/level.	170
11.	INVISIBILITY ORB Makes everyone within 10 ft. invisible.	176
12.	LIGHTNING Electricity deals 1d6 damage/ level.	179
13.	MAGIC CIRCLE (against Chaos, Evil, Good, Law) As protection spell, but 10 ft. radius.	179
14.	NONDETECTION Hides subject from divination, scrying.	186
15.	STENCH Nauseating vapors that make helpless & limit sight.	208
16.	SUGGESTION Compels subject to follow stated course of action.	209
17.	SUMMON MONSTROUS ALLY Calls 3 levels or less monsters to aid caster.	213
18.	TINY REALM Creates shelter for 10 creatures.	217
19.	TONGUES* Speak any language.	218
20.	WATER BREATHING Subjects can breathe underwater.	224

4TH LEVEL WIZARD SPELLS

1.	ARCANE VISION Caster can see with invisible, moving eye.	135
2.	CHARM MONSTER Makes monster believe it is the caster's ally.	140
3.	CONFUSION Makes subjects behave randomly for 1 rd/level.	142
4.	DISCERN SCRYING Alerts caster of magical eavesdropping.	149
5.	DIMENSIONAL LEAP Teleports caster (and 500 lb) up to 450 ft.	148
6.	FEAR Subjects flee for 1 round/level.	160
7.	FLAME SHIELD* Attackers take damage; protects against cold attacks.	161
8.	FLAME SNARE Opened object deals 1d4 + 1/level damage.	162

9.	HALLUCINATORY GROUND Makes type of terrain appear like another.	167
10.	ICE STORM Hail deals 5d6 damage in cylinder 50 ft. across and tall.	172
11.	LOCATE OTHER Indicates direction to individual/type of creature.	179
12.	MINOR GLOBE OF SPELL PROTECTION Stops 1 st to 3 rd -level spell effects.	183
13.	MNEMONIC ENHANCEMENT Caster prepares or retains additional spells.	185
14.	POLYMORPH CREATURE Gives caster or one subject a new form.	190
15.	REMOVE BANE* Frees person or object from curses.	196
16.	RESILIENT GLOBE Force globe protects but traps one subject.	198
17.	SCRYING Spies on subject from a distance.	200
18.	SHOUT Deafens all within cone and deals 2d6 damage.	205
19.	WALL OF ELEMENTAL FIRE Fiery curtain or ring deals damage to those near or passing through.	222
20.	WALL OF ELEMENTAL ICE Creates very hard sheet or hemisphere of ice.	222

5TH LEVEL WIZARD SPELLS

1.	ANIMATE CORPSE* Creates and controls undead skeletons and zombies.	133
2.	BIND ELEMENTAL Traps elemental to perform task.	138
3.	CLOUD OF PESTILENCE Poison fog 3 levels or less; 4-6 levels save or die.	141
4.	CONE OF WINTER'S BLAST 1d6 cold damage/level.	142
5.	CONTACT OTHER WORLDS Ask questions of extraplanar entity.	143
6.	FAITHFUL WATCH DOG Phantom dog can guard, attack.	159
7.	FEEBLEMIND Subject's Int drops to below an animal's.	160
8.	HOLD CREATURE As hold humanoid, but any creature.	170
9.	MAGI'S VESSEL Enables possession of another creature.	181
10.	PASSAGE Creates temporary passages through walls.	186
11.	PERMANENCY Makes certain spells permanent with a cost.	187
12.	SECRET CONTAINER Hides magic chest for caster to retrieve when needed.	201
13.	SUMMON MONSTROUS ALLY Calls 6 levels or less monsters to aid caster.	213
14.	TELEKINESIS Lifts or moves 25 lb/level at long range.	215
15.	TELEPATHY Link lets allies communicate.	215
16.	TELEPORTATION Instantly transports the caster anywhere.	216
17.	TRANSFORM SOFT SOIL TO STONE Change mud into rock, or vice-versa.	218

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18.	WALL OF ELEMENTAL EARTH Creates a stone wall that can be shaped.	221
19.	WALL OF RESILIENT ALLOY Creates vertical sheet of tough iron.	223
20.	WALL OF WILL Wall, sphere, or hemisphere is immune to damage.	223

6TH LEVEL WIZARD SPELLS

1.	ANTI-MAGIC SPHERE Creates mobile sphere that negates magic.	134
2.	CHAIN LIGHTNING Deals 1d6 damage/level; strikes multiple targets.	139
3.	CONTROL ATMOSPHERE Changes weather in local area.	144
4.	DISINTEGRATE Destroys one creature or object.	151
5.	GEAS Forces creature to fulfill a quest.	164
6.	GLOBE OF SPELL PROTECTION Stops 1 st to 4 th level spell effects.	164
7.	GUARD WITH WARDS Array of magic effects protect area.	166
8.	HARROW THE EARTH Digs trenches and builds hills.	167
9.	LEGENDARY TALES Learn tales about a person, place, or thing.	178
10.	PROJECTION Illusory double can talk and cast spells.	193
11.	SUGGESTION IN AREA Compels one subject/level to follow course of action.	209
12.	TRANSFORM FLESH TO STONE* Turns subject creature into statue, or restores petrified creature.	218

7TH LEVEL WIZARD SPELLS

1.	DELAYED FIREBALL 1d6 +1/ level fire damage, can delay for 5 rds.	148
2.	FATAL GESTURE Kills one subject.	160
3.	INSTANT ITEM Prepared object appears in the caster's hand.	175
4.	INVISIBILITY IN AREA As invisibility, but affects all in range.	176
5.	PHASE THROUGH OBSTRUCTION Invisible passage through wood or stone.	188
6.	POWER OF SPOKEN WORD: IMMOBILIZE Creatures with up to 120 HP are stunned.	191
7.	SCRYING As scrying, but faster and longer.	200
8.	SEQUESTER Subject is invisible to sight and scrying.	202
9.	SUMMON MONSTROUS ALLY Calls 9 levels or less monsters to aid caster.	213
10.	TELEPORT ACCURATELY As teleport, but no off-target arrival.	216
11.	VANISH As teleport, but affects a touched object.	220
12.	WISH, MINOR Alters reality within spell limits.	225

8TH LEVEL WIZARD SPELLS

1.	ANTIPATHY* Object or location attracts/repels certain creatures.	134
2.	BIND Array of techniques to imprison a creature.	137
3.	CHARM AREA Multiple creatures believe they are caster's ally.	139
4.	CLONE Duplicates a creature.	140
5.	INCENDIARY FLOW Smoke deals 4d6 damage/rd. and limits vision.	174
6.	MAZE Traps subject in extradimensional maze.	182
7.	MIND WARD Subject is immune to mental magic and scrying.	183
8.	POLYMORPH CREATURE AND THINGS Changes any creature or object into anything else.	190
9.	POWER OF THE SPOKEN WORD: PURBLIND Creatures with up to 100 HP are blinded.	191
10.	SYMBOL Triggered runes have array of effects.	214
11.	TELEPORTATION FIELD All creatures inside circle teleport to designated spot.	217
12.	TRAP ENTITY Imprisons subject within gem.	219

9TH LEVEL WIZARD SPELLS

1.	ASTRAL TRAVEL Projects the caster & companions into astral plane.	135
2.	DISJUNCTION Dispels magic, disenchant magic items.	151
3.	GATE Connects two planes for travel or summoning.	163
4.	IMPRISON* Entombs subject beneath the earth.	174
5.	METEOR SHOWER Multiple fireballs deal damage in path.	183
6.	POLYCHROMATIC SPHERE Multi-colored protective sphere.	188
7.	POWER OF THE SPOKEN WORD: SLAY One tough subject or many weak ones die.	191
8.	REFUGE Alters item to teleport its possessor to the caster.	195
9.	SHAPESHIFT Transforms caster into any creature once per round.	203
10.	TEMPORAL INERTIA Puts subject into suspended animation.	217
11.	TIME CONTROL The caster stops time and acts freely for 1d4+1 rounds.	217
12.	WISH Alters reality as desired, but with risk.	226

ILLUSIONIST SPELLS (ARCANE)

0 LEVEL ILLUSIONIST SPELLS (CANTRIPS)

1.	ARCANE RUNE Inscribes a personal rune (visible or invisible).	135
2.	DANCING ORBS Figment torches or other lights.	147
3.	DISCERN ILLUSION Detects illusions along 50 ft. path.	149
4.	DRAGON MARK Creates dragon sounds on other side of door.	153
5.	FIRST AID Bandages bleeding wounds.	161
6.	GHOSTLY NOISE Figment sounds.	164
7.	INFLUENCE Temporary charm.	175
8.	LIGHT Object shines like a torch.	178
9.	MAGI'S GLAMOUR Grants object false magic aura.	180
10.	MENDING Makes minor repairs on an object.	182
11.	MENDING Short, whispered communication at a distance.	182
12.	PRESTIDIGITATION Performs minor tricks.	192

1ST LEVEL ILLUSIONIST SPELLS

1.	ALTER ONE'S PERSON LESSER Changes the caster's appearance.	131
2.	ARCANE ARMOR Grants +3 AC, on caster +3, +1 per 3 levels.	135
3.	CHARM HUMANOID Creates magic armor +3 or +3+level to caster.	140
4.	COLORS Knocks unconscious, blinds, or stuns creatures equal to 1d4 plus the caster's level.	141
5.	DARKNESS* 20 ft. radius of supernatural darkness.	147
6.	DAZE A creature of level 4 or less loses next action.	147
7.	DRAGON ARMOR Phantom armor grants +1 AC to those touched.	153
8.	DRAGON IMAGE Cone of fire deals 1d6 damage.	153
9.	ERASE Mundane or magical writing vanishes.	158
10.	FAERIE REFLECTION Makes another appear as illusionist.	159
11.	HEAD FOG Victim suffers -4 to hit for 1d4+1 rd.	168
12.	HYPNOTISM Fascinates 2d4 levels of creatures.	172
13.	ILLUSIONARY HOUNDS Two hounds distract opponents.	173
14.	MINOR DARK WHIPS Whiplike tendrils cause 3 HP damage, last 2 rds.	183

15.	OBSCURER WITH MIST Fog surrounds the caster.	186
16.	READ ARCANES SCRIPT Read scrolls and spellbooks.	195
17.	SEE INVISIBLE Reveals invisible creatures or objects.	201
18.	SILENT ILLUSION Creates minor illusion of your design.	205
19.	UNDETECTABLE AURA Masks magic item's aura.	220
20.	VENTRILLOQUISM Throws sound or voice.	220
21.	WARD'S TEMPORARY STRENGTH Strength +1 for 1 minute/level.	224

2ND LEVEL ILLUSIONIST SPELLS

1.	ALTER ONE'S PERSON GREATER As alter one's person lesser, plus more drastic changes.	131
2.	ANGELIC IMAGE Delays undead.	132
3.	BLUR +2 bonus to Armor Class against attacks.	139
4.	DARK WHIPS Whiplike tendrils cause 6 HP damage, last 2 rds.	147
5.	DISCERN MAGIC Detects magical aura & its strength along 50 ft. path.	149
6.	DISCERN THOUGHTS Allows "listening" to surface thoughts.	149
7.	DRAGON BITE Bite like dragon, 2d6 damage.	153
8.	EYES OF CHAOS Fiery eyes provide light and scare enemies.	158
9.	FALSE SNARE OR TRAP Makes item seem trapped.	159
10.	FOG Fog obscures vision.	162
11.	HEAL LIGHT WOUNDS Cures 1d8 damage.	169
12.	HYPNOTIC IMAGERY Fascinates up to 2d4+1 levels of creatures.	172
13.	ILLUSION Image, plus some sounds and smells.	173
14.	INVISIBILITY Subject is invisible until it attacks.	176
15.	MAGI'S VISAGE Speaks once when triggered.	181
16.	MIRRORED SELF Creates 1d4+1 decoy duplicates of the caster.	184
17.	MISDIRECTION Misleads divinations for one creature or object.	184
18.	PYROTECHNICS Turns fire into blinding light or choking smoke.	194
19.	RESTORE SIGHT AND HEARING* Cures subject.	198
20.	WARD'S TEMPORARY INVISIBILITY Make objects invisible for 1 minute/lvl.	224

MAGIC ~ Spell Descriptions

3RD LEVEL ILLUSIONIST SPELLS

	BLINK	
1.	Caster moves in/out of ethereal plane and is difficult to hit	138
2.	CONTINUAL FIRE Makes a permanent, heatless torch.	144
3.	DISPEL MAGIC Cancels magical spells and effects.	152
4.	DISCERN ILLUSION Cancels illusion spells and effects.	149
5.	DISPLACE Creates copy of creature to draw attacks.	152
6.	DOUBLED TREASURE Viewer believes treasure hoard is doubled.	153
7.	DRAGON MOUNT Can carry 4 creatures; fly, swim, or walk 60 ft. movement.	155
8.	EXPLOSIVE MARK Deals 6d6 damage when read.	158
9.	HALLUCINATORY GROUND Makes one type of terrain appear like another.	167
10.	HOLD HUMANOID Holds one person helpless; 1 round/level.	170
11.	ILLUSION A silent image, plus sound, smell & thermal effects.	173
12.	ILLUSIONARY HELP Summons situational aid.	173
13.	ILLUSORY WRITING Only intended reader can decipher.	174
14.	INVISIBILITY ORB Makes everyone within 10 ft. invisible.	176
15.	NONDETECTION Hides subject from divination, scrying.	186
16.	ROPE DIMENSION Up to eight creatures hide in extradimensional space.	199
17.	SCARE Panics one creature up to 5 levels.	200
18.	SECRET SCRIPT Changes one page to hide its real content.	201
19.	SUGGESTION Compels subject to follow stated course of action.	209
20.	TONGUES* Speak any language.	218

4TH LEVEL ILLUSIONIST SPELLS

1.	CHARM MONSTER Makes monster believe it is the caster's ally.	140
2.	CONFUSION Makes subjects behave randomly for 1 rd/level.	142
3.	DRAGON SCALES +4 AC to caster and allies within 15 ft. radius.	155
4.	EMOTION Arouses strong emotion in subject.	157
5.	FEAR Subject flees for 1 round/level.	160
6.	HEAL SERIOUS WOUNDS Cures 3d8 damage.	169
7.	IDOL OF DEATH. Clay figure absorbs 3 HP melee damage	173
8.	ILLUSORY BARRIER Surface looks real but anything can pass through.	174

9.	INVISIBILITY HEIGHTENED As invisibility but can attack & stay invisible.	176
10.	MAJOR DARK WHIPS Whiplike tendrils cause 10 HP damage, lasts 2 rds.	182
11.	MINOR CONCOCTION Creates one cloth or wood object.	183
12.	MIRAGE As hallucinatory ground, plus structures.	184
13.	PHANTASM Illusion kills subject or deals 3d6 damage.	187
14.	RAINBOW Prevents 24 levels of creatures attacking or fleeing.	194
15.	SEEMING Changes appearance of one person/two levels.	202
16.	SHADOW CONVOCAION Shadow monsters attack foes.	202
17.	SHELTER Creates sturdy, furnished cottage.	204
18.	SOLIDLIKE FOG Blocks vision and slows movement.	206
19.	TREASURE HOARD Victims grab illusionary treasure and run.	219
20.	WARD'S ILLUSIONARY PORTAL Dimensional portal for items to illusionist's home.	223

5TH LEVEL ILLUSIONIST SPELLS

1.	CONJURE PHANTASM Strong shadow monsters attack foes.	143
2.	DRAGON BREATH Breath like dragon for 5d6 damage.	153
3.	DRAGON SHADOW Shadow grants +2 AC and bites for 3d6 damage.	155
4.	DREAM Sends message to anyone sleeping.	155
5.	FAITHFUL WATCH DOG Phantom dog can guard, attack.	159
6.	FALSE SCRYING Fools scrying with an illusion.	159
7.	GUARD WITH WARDS Array of magic effects protect area.	166
8.	HOLD CREATURE As hold humanoid, but any creature.	170
9.	HUMANOID FINDING Locates humanoid over far distance.	171
10.	MAGI'S CONJURING As minor concoction, plus stone and metal.	180
11.	MIRROR WALL Impenetrable, mirrored wall.	184
12.	NEUTRALIZE TOXINS Detoxifies venom in or on subject.	185
13.	NIGHTMARE Sends vision dealing 1d10 damage, fatigue.	185
14.	PERSEVERING ILLUSION As illusion, but no concentration required.	187
15.	PROJECTION Illusory double can talk and cast spells.	193
16.	SECRET CONTAINER Hides magic chest for caster to retrieve when needed.	201

17.	SHADOW SORCERY	203
	Mimics certain wizard spells.	
18.	SUGGESTION IN AREA	209
	As suggestion, plus one/ level subjects.	
19.	TRUTH REVEALED	219
	See all things as they really are.	
20.	WARD'S EXTENDED INVISIBILITY	223
	Make objects invisible for 1 day/lvl.	

6TH LEVEL ILLUSIONIST SPELLS

1.	ANTI ILLUSION SPHERE	134
	Negates illusions within 10 ft.	
2.	CLOAK OF SMOKE AND DARKNESS	140
	Protective shadows cause 15 HP dmg to attackers.	
3.	CONJURE PHANTASM	143
	Mimics certain wizard spells.	
4.	Feeblemind	160
	Subject's Int drops to below an animal's.	
5.	GEAS	164
	Forces creature to fulfill a quest.	
6.	HEAL CRITICAL WOUNDS	168
	Cures 5d8 damage.	
7.	ILLUSIONARY LIONS	173
	Two lions distract and attack.	
	MISGUIDE	
8.	Turns the caster invisible and creates illusory double.	185
9.	PERPETUAL ILLUSION	187
	Includes sight, sound, and smell.	
10.	PROGRAMMED ILLUSION	192
	As major image, plus triggered by event.	
11.	SHADES	202
	Powerful shadow monsters attack foes.	
12.	VEIL	220
	Changes appearance of group of creatures.	

7TH LEVEL ILLUSIONIST SPELLS

1.	AWE	136
	Enemies suffer loss of 1 in each attribute, loss of primes	
2.	INSANITY	175
	Subject suffers continuous confusion.	
3.	INVISIBILITY IN AREA	176
	As invisibility, but affects all in range.	
4.	MAZE	182
	Traps subject in extradimensional maze.	
5.	POLYCHROMATIC SPRAY	189
	Rays hit subjects with variety of effects.	
6.	POWER OF SPOKEN WORD: IMMOBILIZE	191
	Creatures with up to 120 HP are stunned.	
7.	RESTORATION*	198
	Restores drained level and attribute reducing effects.	
8.	SEQUESTER	202
	Subject is invisible to sight and scrying.	
9.	SHADOW JOURNEY	203
	Step into shadow to travel rapidly.	
10.	SIMULACRIUM	205
	Creates clone, but weaker and without all memory.	

11.	TELEPATHY	215
	Link lets allies communicate.	
	VISION	
12.	Quickly reveals legends about person, place, or thing.	221

8TH LEVEL ILLUSIONIST SPELLS

1.	ANTIPATHY*	134
	Object or location attracts/repels certain creatures.	
2.	CHARM AREA	139
	Multiple creatures believe they are caster's ally.	
3.	DISTORT REALITY	152
	Alters reality within spell limits.	
4.	FINDING TRAILS*	160
	Shows most direct way to a location.	
5.	INCENDIARY FLOW	174
	Smoke deals 4d6 damage/rd. and limits vision.	
6.	POLYMORPH	190
	Gives caster or one subject a new form.	
7.	POWER OF THE SPOKEN WORD: PURBLIND	191
	Creatures with up to 100 hit points are blinded.	
8.	POLYCHROMATIC WALL	188
	Wall's colors have array of effects.	
9.	SCREEN	200
	Illusion hides area from vision, scrying.	
10.	SUN FLARE	214
	Blinds within 10 ft., deals 3d6 damage, harms undead.	
11.	TRAP ENTITY	219
	Imprisons subject within gem.	
12.	WIND TRAVEL	225
	The caster and the caster's allies turn vaporous and travel fast.	

9TH LEVEL ILLUSIONIST SPELLS

1.	ASTRAL TRAVEL	135
	Moves caster and companions into astral plane.	
2.	BIND	137
	Array of techniques to imprison a creature.	
3.	CLONE	140
	Duplicates a creature.	
4.	DREAMING	155
	Convinces subject that they are dreaming.	
5.	HEAL*	168
	Cures all damage and most everything else.	
6.	MIND WARD	183
	Subject is immune to mental magic and scrying.	
7.	POLYMORPH CREATURES & THINGS	190
	Changes creature or object into anything.	
8.	POLYCHROMATIC SPHERE	188
	Multi-colored protective sphere.	
9.	POWER OF THE SPOKEN WORD: SLAY	190
	One tough subject or many weak ones die.	
10.	REGENERATE	195
	Subject's severed limbs grow back.	
11.	SYMBOL	214
	Triggered runes have array of effects.	
12.	WEIRDING	225
	Fearsome illusion kills subjects in area or deals damage.	

MAGIC

SPELL FORMAT

Each spell below is listed alphabetically. Each spell includes a description of the spell and suggestions on how it might look in casting, a paragraph describing what the spell does and how it behaves upon casting. That is followed by a paragraph with highlighted text for the time it takes to cast the spell, range, duration, whether or not there is a saving throw allowed, spell resistance, and the area of effect.

Important information that appears in each spell:

NAME: The spell's name. A spell that is reversible is indicated with an asterisk (*) symbol next to the name. Some spells have more than one variation, which are sometimes indicated in the name of the spell.

CASTER AND SPELL LEVEL: Specifies each class that can cast the spell as well as the spell's level.

CASTING TIME: This is the amount of time, expressed in rounds (from 1 to 5), that it takes to cast the spell. Complex spells

may take more time to cast, and such casting times are expressed in rounds (**rd**), minutes (**min**), hours (**hr**) or days. For relative understanding of casting time, a round is 10 seconds.

RANGE: The maximum distance that the caster can cast the spell, expressed in feet.

DURATION: This is the length of time the spell lasts expressed in rounds (rd), hours (hr), days, weeks (wks), months (mth), or years (yr). For relative understanding of time, a round is 10 seconds.

SAVING THROW: Most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. The spell clearly states if there is a saving throw or not. A parenthetical (h) indicates a harmless spell, one that is usually beneficial but still allows a targeted creature to attempt a saving throw if it wishes. If a spell does not include a saving throw entry, then assume no saving throw is allowed.

SPELL RESISTANCE: Whether or not spell resistance (SR) is permissible as a defense against this spell. A parenthetical (h) indicates a harmless spell, one that is usually beneficial but still allows a targeted creature to attempt to resist the spell if it wishes. If a spell does not include a spell resistance entry, then assume no spell resistance check is allowed.

DESCRIPTION: Offers details about what the spell does and how it works. The first paragraph offers suggestions on how the spell might act and look once cast.

TARGET/AREA OF EFFECT: A listing of the area impacted by the spell. It includes specifics where necessary. For spells marked self, the caster does not need to make a saving throw, nor does SR apply.

COMPONENTS: Casting a spell requires certain components: the spoken word, hand gestures, material and focusing elements, holy symbols, religious trappings, and herbs. Casting the spell requires one or more of these components, or any other special components listed. The last paragraph of each spell entry lists the necessary components for that spell. If the components are not used, the casting fails. A components cost is listed as well, if not cost is listed assume the item can be readily and is free, unless the Castle Keeper rules otherwise. Any physical component used during the casting, excluding holy symbols, holy items and holy trappings, is destroyed when the spell is cast. Some spells require specific holy items, if so those items cannot be used to cast other spells.



SPELL DESCRIPTIONS

A

ACIDIC BOLT, LEVEL 2 WIZARD

By casting a drop of acid in the air, uttering arcane words, and articulating certain gestures, the caster unleashes a bolt of acidic energy at a single target.

This bolt inflicts **2d4 points of damage** upon a successful touch attack (ranged). Unless somehow neutralized, the acid remains on its target for an additional round and deals another 2d4 points of damage for every two caster levels (2 rounds at **3rd** to **4th level**; 3 rounds at **5th** to **6th level**, and so on).

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 450 feet** with a **duration of 1 round +1 for every two levels**. There is **no saving throw**. The spell is **affected by spell resistance** if the target resists.

The casting components are speech, hand gestures, and a drop of acid or corrosive substance.

AID, LEVEL 2 CLERIC

By placing a hand upon a single target, the caster imparts aid.

Aid allows the caster to encourage the target to fight and improves their ability to face off doubt. The recipient gains a **+1 bonus to any attack rolls** and a **+1 bonus to any charisma checks**. They also gain **1d8 temporary hit points**.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is touch** with a **duration of 1 minute per level of the caster**. There is **no saving throw**. The spell is **affected by spell resistance** if the target resists.

The casting component is a holy symbol.

AIR/WATER STRIDE, LEVEL 4 CLERIC

With holy symbol in hand and through uttered prayers, the caster alters the nature of air or water beneath the target's feet.

This spell enables the caster to walk on air or water. As they walk, the air/liquid solidifies under their feet so long as their feet are on it. The caster must choose the version of the spell desired upon the initial casting of the spell. They can move normally over either substance.

When walking on air, they may only ascend or descend at a maximum incline of 45-degrees. Going up or down inevitably slows their movement to half their normal move speed. A strong wind, anything 21 miles per hour or stronger, can knock them back or even propel them forward. They are moved in the direction of the wind 1d10 feet per round.

When walking on water, the caster may travel underwater, however their movement is reduced by half. If they cast the spell upon themselves while submerged, they rise to the surface at 6d10 feet per round.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is touch** with a **duration of 10 minutes per caster level round**. A **wisdom save negates**. The spell is **affected by spell resistance** if the target resists.

The components are speech, hand gestures, and holy symbol.

ALARM, LEVEL 1 DRUID

Alarm allows a caster to place a veil over an area of wilderness which generates noise such as that of a crying animal when certain conditions are met.

This spell functionally acts as an alarm against any that might cross through. The caster initiates the spell using an item which they wish to sound the alarm (i.e. a bell or a bird).

The alarm sounds within the caster's mind up to a mile from where the spell was cast, or troubles their dreams if they are asleep. If they choose, it may sound aloud for all within 60 feet of the alarm to hear. The alarm mimics the sound the caster used to create the spell. Any creature given a password, as set by the caster, may pass into the warded area without issue. Creatures can use dimensional or planar travel to cross into the veil undetected. Interposing barriers will muffle the alarm.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 50 feet** with a **duration of 2 hours per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech, hand gestures, a holy symbol, and an item of focus such as a bell or small animal.

ALTER ONE'S PERSON GREATER, LEVEL 2 ILLUSIONIST

With incantations and hand gestures the caster alters their own image, changing their visage to appear as someone wholly different.

This spell acts as *alter one's person* lesser except the caster can change into a creature similar to themselves. For example, a human can change into a dwarf, or an elf into a halfling, and they gain the creature's traits, special attacks, and abilities, such as dark vision, +1 to bow use, twilight vision, scent, etc. The caster does not gain any supernatural abilities, such as planar travel.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is personal** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech and hand gestures.

MAGIC ~ Spell Descriptions

ALTER ONE'S PERSON LESSER, LEVEL 1 WIZARD, 1 ILLUSIONIST

With incantations and hand gestures the caster alters their own image, changing their visage to appear as someone wholly different.

The spell alters the caster, and they take on a new form, but within the same species. A human must change into a human and so forth. The spell cannot replicate the appearance of a specific individual. The alteration can affect the caster's possessions, both magical and mundane, if they wish. The spell does not impart new mannerisms, or alter sound of any kind.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is personal** with a **duration of 10 minutes per level**. An **intelligence save** reveals the nature of the disguise. The spell is **unaffected by spell resistance**.

The casting components are speech and hand gestures.

ALTER SIZE, LEVEL 1 WIZARD

The caster alters the height and weight of the intended target by gesturing up to increase its size or down to decrease size.

The target increases 10% of its normal height and weight for every caster level. A creature may only be increased or decreased in size and weight by half as much as their normal size and weight. The spells does not change magical abilities, hit points, or level. It only alters the creature's strength. They gain +1 strength for every 10% increase, or lose -1 strength for every decreased 10% up to a maximum of +/-5. An object up to **10 cubic feet can be altered**. Creatures cannot be crushed if they grow while within a room too small to contain them. Instead, they attain the maximum size permittable by the space (assuming the spell enables them to grow so large).

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 50 feet** with a **duration of 1 minute per level**. A **constitution save negates**. The spell is **affected by spell resistance**.

The casting components are speech and hand gestures.

ANGELIC IMAGE, LEVEL 2 ILLUSIONIST

The caster forces both the seen and unseen vapors in front of them to coalesce, forming an angelic figure that rises before the undead.

This angelic image appears wherever the caster decides. Any undead that can see it feel the need to move toward and attack the image. On a successful saving throw they ignore it. Any affected undead who make an attack against the image (successful or not) realize it is a trick and won't go after it again for the duration of the spell.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 50 feet** with a **duration of 1 round + 1 per level**. A **charisma save negates**. The spell is **unaffected by spell resistance**.

The casting components are speech and hand gestures.

ANIMAL ALTERATION, LEVEL 5 DRUID

The spell caster's speech and gestures unleash a power borne within all beasts, manifesting the animal's own desire for power, increasing the beast by twice its original size.

The spell affects **up to 8 animals**. Each of them grows to **twice their normal size**. Their level, hit points, bonus to hit, and saving throws double. The animal's damage increases by a third. The spell's **area of effect is 25 feet x 25 feet**. When the animals return to normal size any damage they took while altered is reduced by half.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 150 feet** with a **duration of 1 minute per level**. There is **no saving throw**. The spell is **affected by spell resistance**.

The casting components are speech and hand gestures.

ANIMAL BOND, LEVEL 1 DRUID

Using food, a calm voice, and soothing hand gestures, the caster encourages an animal to approach them, once it eats the food and the caster touches it, the spell takes effect.

Once the caster establishes a bond, the creature treats them as a member of their pack, flock, herd or whatever group they travel in. They turn to the caster as they would any other pack member of their own species. The caster can use this bond to teach the animal 3-6 simple actions. It generally takes 1-8 days for an animal to learn an action. No matter what the actions are, the creature remains an animal with an animal's intelligence and aversion to danger or death.

Attack: The animal attacks apparent enemies. The caster may point to a particular creature and direct the animal to attack. Normally, an animal will not attack unnatural creatures (though it will defend people, guard places and protect characters against them). Teaching an animal to attack unnatural creatures counts as two tricks.

Come: The animal comes to the caster, even if the animal normally would not do so.

Defend: The animal defends the caster or is ready to defend the caster if no threat is present.

Down: The animal breaks off from combat or otherwise backs down.

Fetch: The animal retrieves something. The caster must point out a specific object or the animal fetches some random object.

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

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

Perform: The animal does a variety of simple tricks like sitting up, rolling over, roaring and so on. Each of these must be taught separately.

Protect: The animal follows and protects a specific character.

Seek: The animal moves into an area and looks around for anything unusual.

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

Track: The animal tracks a scent presented to it.

The caster can bond with multiple animals, the limit being a total sum of animals whose combined levels are twice the level of the caster. If abandoned for more than a month, the animal forgets the bond and has little memory of the caster unless the caster makes a successful charisma save to reignite the bond.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 50 feet** with a **duration that lasts as long as the druid does not betray or harm the animal**. A **charisma save negates**. The spell **is unaffected by spell resistance**.

The casting components are speech, hand gestures, and a small bag of food to initiate contact.

ANIMAL COURIER, LEVEL 2 DRUID

Luring a small animal to them with food, coaxing words and hand gestures, the caster then feeds and befriends the creature. Once befriended, the caster communicates a destination to the creature, and off it flies or scurries.

The caster does not charm the small animal, but impels it to go to a certain designated spot. The small animal does so without fail, unless it is slain in the process or cannot physically make the journey (trapped in a cage for instance). The druid is able to attach a small note or message to the creature and it will allow others to remove it once the destination is reached.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is touch** with a **duration of 1 day per level**. The animal can travel any distance it can travel within the duration of the spell. There is **no saving throw**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, and food.

ANIMAL FORM, LEVEL 8 DRUID

By holding their holy symbol aloft the caster unleashes a wave of animalistic transformation, altering their desired targets into an animal of their choosing.

The caster transforms 1 creature per caster level into an animal form of the caster's choice. Their subjects must be willing for the spell to work. The subject **regains 1d4 hit points** as part of the metamorphosis, and gains all the physical and natural abilities of the animal they have been transformed into. The subject retains their own mind but lose all abilities not natural

to the animal. For instance, if transformed into a crow, they can fly, walk, caw, gesture with their wings, but they cannot speak.

The subject does retain their own hit points, level, attributes and other stats. Their equipment becomes one with the animal form and they cannot use them. They can cast spells provided the form they have been transformed into is able to gesture, speak, or use items. For instance, a wizard transformed into chimpanzee could cast spells that use gestures.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 50 feet** with a **duration of 1 hour per level**. There is **no saving throw**. The spell **is affected by spell resistance** if it chooses to resist.

The spell's **area of effect is 25 feet x 25 feet**.

The casting components are speech, hand gestures, and use of the caster's item of holy symbol.

ANIMATE CORPSE*, LEVEL 3 CLERIC, 5 WIZARD

By intoning prayers to the gods of the dead and taking a small bag of bones, often etched with the holy symbols of those gods, and casting them in the midst of the fallen, the caster animates the fallen.

The caster can animate skeletons and zombies with this spell (refer to **Monsters & Treasure** for their statistics). The caster controls the animated corpses, and can direct them to follow them, guard an area, or perform some other simple task. The animated corpse remains until destroyed. This spell can **animate a number of creatures whose combined level is equal to their caster level**. For multiple castings they can only **control a number of creatures whose combined level is equal to double their caster level**. Undead created in excess of this will wither and die.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 50 feet** with a **duration that is permanent**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The spell's **area of effect is 25 feet x 25 feet**.

The casting components are speech, hand gestures, and a small bag of bones.

Preserve Corpse: This spell may only be cast by divine spellcasters, and has two effects. First, the spell serves to preserve the target corpses to prevent decay, for one day per level of the caster. This keeps the corpse fresh for raising by magical means for an extended period of time. The spell can even be used on individual body parts, severed limbs, partial corpses, and the like. Second, the spell permanently prevents the target corpses from being animated by an *animate corpse* spell. If a target corpse is preserved, and then raised from the dead or resurrected, the spell ends.

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ANTI ILLUSION SPHERE, LEVEL 6 ILLUSIONIST

Through words spoken quietly but exhaled forcefully, the caster creates a sphere of reality around them that combats all illusions.

This spell affects all illusions, no matter their origin, temporarily suppressing them and exposing reality. The sphere moves with the caster. Any illusions cast in an area which the caster enters are suppressed. It keeps out illusionary creatures, exposing those within the sphere.

Illusions created by gods may not be affected, consult the CK.

Casting this spell requires the caster's combat action **for the round**. The spell's range **personal** with a **duration of 1 minute per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The spell's **area of effect is a 20 foot diameter sphere**.

The casting components are speech and hand gestures.

ANTI LIFE SPHERE, LEVEL 6 DRUID

By holding their holy symbol above their head and intoning the power of the natural world, the caster creates a pall of fear around them.

All living creatures within the area of effect are forced out of the sphere. For the duration of the spell, no living creatures can pass into the repellent sphere. Undead, constructs such as golems, and extraplanar beings are not affected. The shell moves with the caster. The sphere is visible but translucent.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is personal** with a **duration of 1 minute per level**. There is **no saving throw**. The spell is **affected by spell resistance**.

The spell's **area of effect is a 20 foot diameter sphere**.

The components are speech, hand gestures, and their holy symbol.

ANTI MAGIC SPHERE, LEVEL 6 WIZARD

Through carefully intoned words spoken in conjunction with intricate hand gestures, the wizard creates a magical ward around themselves that protects them from magic of almost any kind.

The ward appears as a vaguely transparent sphere and immediately suppresses any magical affects from spells, abilities, spell-like abilities, or magic items. The magic is not dispelled but does not work within the sphere. Time within the sphere still counts toward a spell's duration, even if it is being suppressed. Magically summoned creatures cannot enter the sphere, nor can magically animated undead. Neither can such creatures be summoned by someone inside the sphere. Constructs, elementals, and extraplanar creatures can enter the sphere, but their magical abilities are suppressed while within.

Dispel magic does not affect *anti-magic sphere*. Artifacts, relics and gods are not affected by the sphere.

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Casting this spell requires the caster's combat action **for the round**. The spell is **personal** with a **duration of 1 minute per level**. There is **no saving throw**. The spell is **affected by spell resistance**.

The spell's **area of effect is a 20 foot diameter sphere**.

The casting components are speech and hand gestures.

ANTIPATHY*, LEVEL 8 WIZARD, 9 CLERIC, 9 DRUID

With gestures and intonations, the caster imbues an area or object with rage and hate, love or want, in order to repel or attract creatures of specific dispositions.

The caster must announce what creatures they are affecting during casting. They must be specific, such as orc or goblin. They cannot use general terminology such as humanoid. They can use specific dispositions such as law/good or good.

When *antipathy* is cast, the area or object is laced with rage and hate conjuring supernatural fears that force the creature away or keeping them from approaching the object or area. The opposite is true for *sympathy*, which, when cast, draws the creature to the object or area as if called by some long subconscious desire. They are compelled to be in the area or near the object.

Antipathy and *sympathy* dispel one another.

Casting this spell requires the caster's combat action **for one full hour**. The spell's **range is 50 feet** with a **duration of 2 hours per level**. A **charisma save negates**. The spell is **affected by spell resistance**.

The spell can be cast on an object or area, if an area its area of effect is a **10 x 10 square area per level of the caster**.

The casting components are speech, hand gestures, the caster's holy symbol, a magnet or loadstone, and 1,500 gold worth of gems.

ANTI PLANT SPHERE, LEVEL 4 DRUID

By holding their holy symbol above their head and intoning the power of the natural world the caster creates a pall of fear around them.

The sphere keeps animated plants or plant creatures from entering the area of effect. The sphere is vaguely visible surrounding the druid and moves with the caster. The sphere does not affect normal plants. It expels plant creatures and animated plants it comes into contact with. Plants within the zone when the spell is cast are unharmed, but pushed outside.

Casting this spell requires the caster's combat action **for the round**. The spell's **personal** with a **duration of 1 minute per level**. There is **no saving throw**. The spell is **affected by spell resistance**.

The spell's **area of effect is a 20 foot diameter sphere**.

The components are speech, hand gestures, and their holy symbol.

ARCANE ARMOR, LEVEL 1 WIZARD, 1 ILLUSIONIST

With voiceless words spoken through scattered dust the caster but clenches their fist and imbues their aura with the strength of iron.

The spell creates a magical field around the target that duplicates the power of regular armor. If cast upon someone other than the caster, it grants +3 bonus to any armor. If used upon themselves it grants a +3 AC that increases with the caster level. The AC bonus increases by 1 for every 3 caster levels. When the caster is **4th level** the AC bonus is +4, at **7th level** the AC bonus is +5 etc.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration that lasts 10 minutes per level**. There is **no saving throw**. The spell is **affected by spell resistance**.

The casting components are speech, hand gestures and a pinch of dust of any metal, wood, or leather.

ARCANE RUNE, LEVEL 0 WIZARD, 0 ILLUSIONIST

With their finger imbued with power and through voiced commands the caster traces runes into a surface, leaving them visible or invisible as desired.

The caster can write up to six characters to spell a word or equation, or whatever they desire. They can be no more than half a dozen inches tall. The caster chooses the language if necessary. When detected they glow slightly. The caster can choose to erase the spell or they can be dispelled or magically erased (CL equal to 4 times the caster level). When cast on a living creature, they are allowed a charisma save to prevent it. If they fail the mark fades in several weeks. *Read arcane script* reveals the inscription.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is touch** with a **duration permanent**. A **charisma saving throw negates**. The spell is **affected by spell resistance**.

The casting components are speech and hand gestures.

ARCANE VISION, LEVEL 4 WIZARD

By rolling the dried husk of an eye between finger and thumb while muttering words of far seeing, the wizard manifests an eye in front of them. The eye exists only in two dimensions and none may see it but from the side, and then for only a fleeting moment.

The eye travels where the wizard directs and allows the caster to see anything that the eye sees. The eye flies at the caster's movement rate, though it cannot charge. The caster sees what the eye does, so if it moves quickly, the caster will only be able to discern fleeting details. The eye cannot pass through solid objects but can pass through small cracks and holes as small as small coin (1/2 inch diameter). The caster keeps most of their focus on the eye, if they fail to do so it hangs in the air until the spell's duration banishes it.

Others can detect the eye on a successful intelligence check. Any gaze attack made against the eye transfers the effect to the caster, however blindness, darkness and other such maladies only impact the floating eye.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is unlimited** with a **duration of 1 minute per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech, hand gestures, and an eye as a material component.

ASTRAL TRAVEL, LEVEL 9 WIZARD, 9 ILLUSIONIST

The caster pulls words from their subconscious through intricate hand gestures, and in so doing separates their astral body from their material one and embarks upon an extraplanar journey.

When cast, others can come along with the caster, so long as they are physically touching. They can **bring 1 creature for every two caster levels**. If the caster is killed or incapacitated, his fellow travelers are stranded in the plane they were in.

The astral form of the caster and any who travel with them pass into the astral plane. They take their conscious selves with them. What remains behind are the physical bodies, now unconscious. They remain connected to their bodies via a single cord of consciousness, nothing more than a strand. If this cord is cut, the body dies and the astral form becomes lost and mad, becoming little more than a ghost that haunts whichever plane they were in when the cord was cut. The cord has an AC of 20, 10 HP, and can only be cut by a magical or silver blade.

Once they have traveled to the astral plane, they can pass on in their astral form to other planes. When they move to other planes where physical bodies are desired, they can manifest for themselves new bodies, fully equipped with everything their original form had. This new form remains linked to the original. Any newly acquired equipment lost in the second form is lost permanently. If the cord to the second form is cut, the second form dies, and they regain consciousness in their original body.

Casting this spell requires the caster's combat actions **for 30 minutes**. The spell's **range is touch** with a **duration lasts as long as the caster holds it or until terminated by an outside force**. There is **no saving throw**. The spell is **affected by spell resistance**.

The casting components are speech and hand gestures.

ATONEMENT, LEVEL 5 CLERIC

By placing their hand upon the brow or chest of the recipient and channeling the power of their gods the caster helps the target atone for past deeds, curing them of any ill effects they may have incurred due to the evil of the past.

Atonement is used to remove curses, debilitating judgements, disposition changes, and any guilt that is associated with an

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action or actions. The one being atoned must truly desire the atonement and seek to correct any misdeeds. Atonement does help any who took an action unknowingly or through their action caused evil unknowingly. Atoning evils that were willingly committed may, at the CK's choice, debilitate the caster for up to a week.

Atonement works in a metaphorical sense as well as in a mechanical sense. A paladin who lost their class abilities due to some misdeed has that mana restored. A wizard cursed by a ghost has the curse removed. It restores lost abilities and powers.

It acts as a confession as well, allowing creatures to redeem themselves. When cast upon one who has committed acts of evil, they may choose to change their disposition after the spell is cast.

Casting this spell requires the caster's combat action **1 hour plus 1 hour per level of recipient**. The spell's **range is touch** with a **duration is permanent**. There is **no saving throw**. The spell **is affected by spell resistance** if they choose to resist.

The casting components are speech, gestures, a holy symbol, an item worth 500 gold and a ceremonial item worth 100 gold.

AUGURY, LEVEL 2 CLERIC

Holding a small gem, cut or uncut, in one hand, and a holy symbol in the other, the caster intones prayers to their gods. The gem is turned to dust and in the dust the caster sees into the future.

The spell tells the caster if the next action, up to 30 minutes in the future, will be good or bad.

By using a suitable focus, worth at least 25 gold, the caster will get a sense of whether a specific action will have a good or bad outcome for the caster in the immediate future. The caster must make a wisdom check. If successful they gain one of four responses: 1) the dust turns blue reflecting a good outcome; 2) the dust turns red, reflecting a bad outcome; 3) the dust turns purple reflecting possibly both good and bad outcome; 4) they see their own reflection, which means the spell failed.

Note that if a caster sees their own reflection, they do not know if it is because they failed their wisdom check or the spell simply gave that response.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is personal** with an **immediate duration**. There is **no saving throw**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, their holy symbol, and a gem worth 25 gold.

AWAKEN, LEVEL 5 DRUID

By placing their hand upon a plant or animal and intoning words of wisdom and power, the caster awakens the consciousness of their subject.

The spell imparts a human-like sentience to an animal or plant. To do this, the caster must make a successful wisdom check, the challenge level being equal to the plant or animal's. The awakened is friendly toward the caster, though it does not pick up the caster's purpose or serve them in any specific way. With a successful charisma check +4 bonus, the caster may attempt to convince it to take certain actions.

An awakened tree gains the ability to move their limbs, roots, vines, creepers, and other components, and has senses similar to a human's. It possesses 3d6 intelligence. An awakened animal gets 3d6 intelligence, a +1 charisma bonus, and +2 levels. An awakened creature, be it plant or animal, always shares one language in common with the caster.

Casting this spell requires the caster's combat action **for 1 day**. The spell's **range is touch** with a **duration is permanent**. A **wisdom saving throw negates**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, and a holy symbol.

AWE, LEVEL 7 ILLUSIONIST

By balling up their fists, placing them against their chest and gesturing outward with fingers splayed, the caster changes their visage to one of terror and nightmare.

Any who wish the caster harm become ill with fright. They **temporarily lose 1 point in each of their attribute scores**, and loses primary attribute status for any checks or saving throws involving or against the illusionist.

Casting this spell requires the caster's combat action **for two rounds**. The spell's range is **personal** with a **duration that lasts 3 rounds per caster level**. A **charisma save negates the spell after three rounds**. The spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

B

BANISHMENT, LEVEL 6 CLERIC

With their holy symbol held high and shouting words of terror, the caster drives an extraplanar or elemental creature from the material plane back to its home plane of existence.

For every level of the caster, they can banish up to 2 levels of creatures. Upon a failed charisma save, the creature is cast out. It feels intense pain during the banishment, howling in agony or shouting curses as it is driven to its home plane. If the caster presents a symbol the creature finds loathsome, it suffers a -2 to its saving throw.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 50 feet** with a **permanent duration**. A **charisma save negates**.

The spell **is affected by spell resistance**. The spell's **area of effect is 25 feet x 25 feet**.

The casting components are speech, hand gestures, a holy symbol, and a scourge, which is an object the target hates or fears.

BARKFORM, LEVEL 2 DRUID

Crushing a piece of bark in their hand and intoning words of power, the druid turns the bark to dust, allowing them to scatter it on themselves or blow it upon another, imparting to them the armor of an old tree.

The bark chosen as the material component represents the bark that serves as armor or as the living tree. The spell takes one of two forms, either armor or tree. The caster chooses.

If armor is chosen, the bark touches the skin, granting a +3 AC for soft barked trees such as maple and a +4 for hard barked trees such as blackjack oaks. The bonuses increase by +1 at **6th level** and a further +1 at **12th level**.

If tree is chosen, the target transforms into a small tree. They possess their same hit points and level as they would normally, but cannot move, talk, or take any actions other than those a tree could take. They can hear and discern things around them. In tree form they gain a +10 to their AC, though they lose any AC bonus gained through dexterity or magic items that increase AC due to speed of action. It is important to note that this is not an illusion. The caster can change back at any time. The spell also ends when the caster loses consciousness or dies.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is personal** with a **duration of 10 minutes per caster level**. There is **no saving throw**. The spell **is affected by spell resistance**, if it chooses to resist.

The casting components are speech, hand gestures, a small piece of bark, and the caster's holy symbol if they have one.

BIND, LEVEL 8 WIZARD, 9 ILLUSIONIST

By casting a pinch of iron dust in the air and chanting words of binding, the caster creates invisible chains that incapacitate a creature. If others join the caster, the spell proves all the more powerful.

The spell binds one target. If other casters join the primary caster and cast *suggestion*, it increases the caster's level by 1 for the purposes of this spell. If other casters join the primary caster and cast *charm monster*, it increases the primary caster's level by 2 for the purposes of this spell. Up to six total casters can join the primary caster.

There are six possible types of binding, and the caster chooses the one they wish to use. They also choose the words or conditions that release the target from its binding.

Iron Restraints: Chains bind the creature to the ground upon which it stands. These chains pacify the creature as though under the effects of the *antipathy* spell. No creature can approach or touch the chains except for the caster. These chains hold the creature for a year.

The Dreaming: The creature slips into the dreaming where it is lost for a full year per caster level. Its body does not suffer from malnutrition or any harm caused by time, the environment, or attacks. The creature gains +1 to its initial saving throw.

Iron Bound Dreams: Iron restraints and the dreaming combined. It lasts for one month for each caster level. The creature gains +3 to its initial saving throw.

The Prison: The creature is forced into a cell of confinement from which it can only escape unless released or the caster is slain. The prison is permanent. The creature gains +4 to its initial saving throw.

Unmaking: The creature's physical body is unmade, leaving only its face hovering in a small wedge of light, or dark mist. It is often put in a jar or container. The creature is fully cognizant and sentient. It can talk and communicate, however it cannot use any of its magical or spell-like abilities. The bind is permanent. The creature gains +5 to its initial saving throw.

Tiny Form: The creature is cast into a small gem of no more than an inch high. The creature does not suffer any debilitating effects from not eating, drinking, breathing or age. The binding is permanent. The creature gains +1 to its initial saving throw.

Casting this spell requires the caster's combat action **for one minute**. The spell's **range is 50 feet** with a **duration is dependent on the type of bind**. If the target's level is equal to at least half the caster's adjusted level, a **charisma save (with any applicable bonuses) negates**. This spell **is affected by spell resistance**.

The casting components are speech, hand gestures, and a pinch of iron dust.

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BIND ELEMENTAL, LEVEL 5 WIZARD, 4 DRUID

After speaking arcane words, the caster takes a small vial of the element, water for water, air for air, ash for fire, and earth for earth, and casts it into the air, calling upon the elemental it wishes to bind.

Once cast, the caster summons an elemental from the desired plane to himself. There must be enough of the element for the elemental to materialize with for its size. For example, a large fire for a 12th level fire elemental, a small pond for a 12th level water elemental, etc. The smaller the amount of element present, the smaller the elemental.

The elemental is not kindly disposed to its summoner and looks for any opportunity to rebel. So long as the caster concentrates on the elemental, they can control it. If however, they are distracted or their attention is forced away, the elemental breaks free of the spell and attacks the caster. If the caster is attacked or someone attempts to distract them, they are allowed a primary attribute check (CL equal to the elemental's level) to keep their focus on the elemental. Accumulating damage makes this increasingly difficult. For every 4 hit points of damage the caster suffers, they suffer a -1 penalty on their check to maintain concentration.

Casting this spell requires the caster's combat action **for 10 minutes**. The spell's **range is 50 feet** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech, hand gestures, and a vial containing the proper element.

BLADE BLOCKADE, LEVEL 6 CLERIC

The caster utters prayers which crystalize their thoughts into a physical barrier, which then shatters into whirling shards of doom. The shattered thoughts become blades of iron or glass to any who seek to cross its path.

This barricade of blades cannot be moved. Any creature who passes through it suffers **12d6 points of damage**. Creatures within the wall when it is cast are allowed a dexterity save, assuming they wish to flee the barrier.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 150 feet** with a **duration of 3 rounds per level**. A **dexterity save negates for those caught in the initial casting** The spell is **affected by spell resistance**. The barrier can be up to **30 feet in height and 60 long and 5 thick**.

The components are speech, hand gestures and a holy symbol.

BLESS*, LEVEL 1 CLERIC

Simple prayers uttered to their gods, quietly under the breath, or shouted for all to hear, drive the caster's allies to further feats of heroism.

Anyone within ear shot, and friendly to the caster gains a +1 on all attribute checks, saving throws and to hit rolls.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 50 feet** with a **duration of 1 minute per caster level**. There is **no saving throw** The spell is **affected by spell resistance** if they choose to resist.

The components are speech, hand gestures, and a holy symbol.

Bane: If the spell's reverse is cast, the caster's enemies suffer a -1 on all attribute checks, saving throws and to hit rolls.

BLESSING WATER*, LEVEL 1 CLERIC

Filling a small vessel with water, the cleric breathes holy words over it to bestow their god's blessings or curses upon the water held within.

The spell creates holy water in a small vessel. It creates up to one pint of holy water. The spell can also create unholy water as it bestows the curses of the gods.

Casting this spell requires the caster's combat action **for one minute**. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech, hand gestures, a cup or flask of water, and a holy symbol.

Curse Water: The spell can also create unholy water as it bestows the curses of the gods.

BLINK, LEVEL 3 WIZARD, 3 ILLUSIONIST

Uttering words arcane, the caster opens a small window to the ethereal plane, which both pulls them in and casts them out again.

The blinking effect of the spell makes it nearly impossible to focus on the caster. It **effectively increases their AC by 10** against normal attackers. If the attacker can see invisible creatures, or can attack ethereal/astral creatures, their AC instead **increases by 2**. If the attacker can do both, their AC does not increase at all. Spells directed at the caster have a 50% chance of missing unless the attacker can target ethereal or invisible creatures. Area attacks such as dragon's breath cause full damage.

This blinking impedes the caster as well. All attacks are at -2. Their spells cast while blinking have a 50% chance of going off in the ethereal plane.

The caster can interact with creatures on the ethereal plane, even when they are on their original plane. They can blink through walls up to 5 feet thick. Any walls larger than that they are cast out of, and the spell ends early.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is personal** with a **duration of 1 round +1 for every two levels**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

Speech is the only casting component.

BLUR, LEVEL 2 ILLUSIONIST

By speaking simple words of confusion, the caster blurs the outline of the creature touched, making it difficult for anyone to focus on them.

The blur grants +2 to AC. A truth revealed spell can see through the blur, but other spells do not.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is touch** with a **duration of 1 minute per caster level**. A **wisdom save negates**. The spell is **affected by spell resistance**.

Speech is the only casting component.

BURNING FLAMES, LEVEL 1 WIZARD

Intoned words of fire coupled with sharp gestures send a sheet of flame from the caster's outstretched fingers that cascades across their foes.

This intensely hot flame inflicts damage equal to **1d2 + 1 per level of the caster** to anyone caught in the area of effect. Flammable materials, from paper to thin wood, ignite. Thicker materials may catch on fire at the CK's discretion.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 5 feet** with an **instant duration**. There is **no saving throw**. The spell is **affected by spell resistance**.

The **area of effect is a semicircle 5 feet long and 10 feet wide**.

The casting components are speech and hand gestures.

C

CALM ANIMALS, LEVEL 1 DRUID

The caster lowers their head and keens quietly, gesturing innocently with several hand and arm motions to calm animals around them.

The spell affects animals, beasts, and magical beasts. The creatures must be of the same species, designated by the caster at the beginning of the round. They can affect a number of levels equal to their level plus 1d4, with a further 1d4 upon a successful wisdom check (CL 0). Animals are automatically affected, while dire animals and magical beasts can make a saving throw. All impacted beasts immediately calm and quiet down, becoming docile, defending themselves only if attacked.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 50 feet** with a **duration of 1 minute per level**. A **charisma save negates**. The spell is **affected by spell resistance**.

The spell's area of effect is **25 feet x 25 feet**.

The casting components are speech and hand gestures.

CHAIN LIGHTNING, LEVEL 6 WIZARD

The caster conjures their arcane powers into an electrical bolt that courses down their arms and erupts from the tips of fingers scored by sorcery, arcing out to strike their intended target where it balls and leaps to anything nearby.

The lightning deals 1d6 points of damage per caster level to its primary target. It then launches toward any secondary targets within 50 feet of the original, as designated by the caster. The caster can strike a number of secondary targets equal to their level. The damage on the secondary bolt is equal to **1d3 points of damage per caster level**. The caster directs who the secondary targets are and can choose fewer than there are bolts.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 450 feet** with an **instant duration**. A **dexterity save reduces damage by half**. The spell is **affected by spell resistance**.

The spell's **area of effect includes everything within 50 feet of the target**.

The casting components are speech and hand gestures.

CHANGE STAVE TO TREANT, LEVEL 7 DRUID

Taking a stave of wood, specially chosen, the caster transforms it into a treant-like creature.

The caster must prepare the staff for one month, spending all their waking hours passing power into the staff. They cannot take on any onerous tasks during this time. Once done, the spell animates the staff, transforming it into a treant. The creature is identical to a treant for combat purposes, but lacks the treant's ability to speak with trees or control plants. The treant obeys the caster's commands.

The creature persists for the duration, or until destroyed. If the duration lapses, the staff reverts back to a staff.

Casting this spell requires the caster's combat action **for 1 minute**. The spell's **range is touch** with a **duration of 1 hour per level**. There is **no saving throw**. The spell is **not affected by spell resistance**.

The casting components are speech, hand gestures, and a specially prepared staff.

CHARM AREA, LEVEL 8 WIZARD, 8 ILLUSIONIST

The caster sends out soothing words and placating gestures, charming all creatures within the area of effect.

Charmed creatures regard the caster as favorably as possible, but the spell ends for them if the caster does them harm. The spell can affect a number of creatures equal to double the caster's level.

The caster can give their charmed masses orders, but must succeed on a charisma check to persuade them to actions they would not normally do.

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Casting this spell requires the caster's combat action **for the round**. The spell's **range is 50 feet** with a **duration of 1 day per level**. A **charisma save negates**. The spell **is affected by spell resistance**. This spell's **area of effect is a 50 foot x 50 foot square**.

The casting components are spoken word and hand gestures.

CHARM HUMANOID, LEVEL 1 WIZARD, 1 ILLUSIONIST

The caster laces their calming words with magics arcane or divine, and sends them toward the target with peaceful gestures in order to calm and charm the humanoid.

The charmed humanoid looks upon the caster as a friendly creature. Should the caster harm the creature, the spell will be broken. The spell grants the caster no special power of control over the charmed humanoid.

The caster can try to give the subject orders, but the caster must succeed with a charisma check to convince it to do something beyond the scope of what it would normally do. Anything the caster or their apparent allies do that threatens the charmed creature breaks the spell. Note also that the caster and the spell's target must share a language if complex commands are to be communicated effectively.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 50 feet** with a **duration of 1 hour per level**. A **charisma save negates** and any creature being actively attacked by the caster gains a +5 to their saving throw. The spell is affected by spell resistance.

The casting components are speech and hand gestures.

CHARM HUMANOID OR ANIMAL, LEVEL 2 DRUID

This spell acts exactly as does *charm humanoid*, however it affects animals as well as humanoids.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 50 feet** with a **duration of 1 hour per level**. A **charisma save negates** and any creature being actively attacked by the caster gains a +5 to their saving throw. The spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

CHARM MONSTER, LEVEL 4 WIZARD, 4 ILLUSIONIST

By soothing voice and gentle gestures, the caster attempts to charm a creature within range.

The charmed monster regards the caster as favorably as possible.

The caster can try to give the subject orders, but the caster must succeed at a charisma check to convince it to do something beyond the scope of what it would normally do. Anything the

caster or their apparent allies do that threatens the charmed creature breaks the spell. Note also that the creature must be able to understand any instructions given to it if they are to be carried out, and thus complex commands are unlikely to succeed.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 50 feet** with a **duration of 1 day per level**. A **charisma save negates** and any creature being actively attacked by the caster gains a +5 to their saving throw. The spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

CLAIRAUDIENCE/CLAIRVOYANCE, LEVEL 3 WIZARD

Through words barely audible, but laced with the echo of memories, the caster waves their hand to conjure an image of a place familiar to them in real time, making it as if they were there at that moment.

The spell allows the caster to see what is happening in the locale they picture when casting the spell. They can choose to either see or hear what is happening there. Magical sight does not work through the spell, though twilight vision and dark vision, as well as any natural sight does. The spell can be blocked by various metals such as lead or, in the case of sound, thick cloth. It cannot be used to see or hear other planes.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is limited only to places familiar to the caster** with a **duration of 1 minute per level**. There is **no saving throw**, The **spell is not affected by spell resistance**.

The casting components are speech and hand gestures.

CLOAK OF SMOKE AND DARKNESS, LEVEL 6 ILLUSIONIST

Splaying fingers wide, the arcane language summons the darkness that lingers on the edge of all light, creating a shroud that envelopes the caster in a cloak that writhes as if alive.

Anyone or anything that touches the cloak, including equipment and weapons (other than the caster), **suffers 15 points of damage**. This includes allies and foes alike. A successful intelligence save reduces the damage by half.

Casting this spell requires the caster's combat actions **for five rounds**. The spell's **range is personal** with a **duration of 5 rounds**. An **intelligence save for half damage**. The spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

CLONE, LEVEL 8 WIZARD, 9 ILLUSIONIST

Setting the material component on any flat surface, the caster mutters the words of life and growth and uses their fingers to draw forth the substance of reality. This creates a clone of a creature from which the caster has collected a sample (i.e. hair, flesh, bone, etc.).

It takes 1-2 months to create a clone. Once done, the clone appears identical to the creature it is a duplicate of. It functions in every way as the original, however, it only has the memories and abilities the creature had prior to the sample being collected.

Casting this spell requires the caster's combat actions **for 1 hour**. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The **spell is unaffected by spell resistance**.

The casting components are speech, hand gestures, and a small piece of dried flesh or other material from the creature to be cloned. It costs a further 5,000 gold for exploring the best method and environment for cloning the creature.

CLOUD OF PESTILENCE, LEVEL 5 WIZARD

The caster raises their arms in the air, and through verbal incantations summons the stink of death from a designated spot. The stench coalesces into a cloud of pestilence to hound any in the area of effect.

The cloud obscures all natural vision, restricting it to 5 feet visibility such that creatures can hide in the cloud. Anyone caught up in the cloud's stench smells first the rot of death, then experiences a sudden, violent collapse of their lungs, followed by death. Any creatures of 1-3 levels die in the following round, choking in their final moments. Creatures of 4th to 6th level are allowed a constitution save which, failing that, they too die. Creatures of 7th level and above need to make no save, instead suffering **1d12 points of damage** for every round the stay in the cloud. Creatures of 4th to 6th level who succeed on their save suffer the same fate.

The cloud slowly moves away from the caster, at 10 feet per round, though a moderate wind or gust of air doubles this movement. A stout wind, 25 miles per hour or more, dissipates the cloud immediately.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 150 feet** with a **duration of 1 minute per level**. For creatures of 4 levels and above a **constitution save negates**. The **spell is affected by spell resistance**.

It affects a **20 foot high x 30 foot wide x 20 foot thick area**.

The casting components are speech and hand gestures.

COLORS, LEVEL 1 ILLUSIONIST

The caster holds up their hands and intones words of color in the arcane languages of the past, unleashing a cone of spiraling colors to confound, confuse, and immobilize their foes.

The spell captivates those who see it, placing them in a dreamlike trance. Those closest to the caster are affected before those further back. The spell captivates a number of creatures equal to 1d4 plus the level of the caster. The target's level reflects the outcome. Anything of 2nd level or less stares blindly at the colors and collapses for 2d4 rounds. Creatures of **3rd** and **4th level**

are blinded for 1d4 rounds. Anything greater than 4th level is stunned for 1 round.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 25 feet** with an **instant duration**. A wisdom saving throw negates for creatures of 5 levels and higher, any creatures less than that are not allowed a save. The spell **is affected by spell resistance**. The cone is 5 feet wide at the base and its width is equal to its length at any point to 25 feet.

The casting components are speech, hand gestures, and a small colored object.

COMMAND, LEVEL 1 CLERIC

The caster, through a simple verbal command, reveals the power of their deity and forces a creature to obey their word.

The caster is allowed to use one word to command the target, who must obey. The spell can affect 1 creature for every two caster levels. The command word must be simple and easy to follow. Commands like die or explode cause the creature to fall unconscious for 1 round. A creature cannot be commanded to suicidal acts. The spell can counteract other spells such as *sleep*, commanding a victim to awaken.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 25 feet** with a **duration of 1 round**. A **charisma save negates**. The **spell is affected by spell resistance**.

Speech is the only casting component.

COMMAND PLANTS, LEVEL 8 DRUID

By placing their holy symbol in the dirt and intoning words of power, the natural world is awakened and follows the caster's bidding.

The spell can take one of three forms as the caster channels their magic. The caster must pick one or roll it randomly if not designated.

Awaken: The spell awakens large plant life in the area of effect. The plants attack whoever the caster first designates. Such plants gain humanlike senses. The plants combat statistics are dependent on their size and the CK's discretion, although they should be no stronger than 3rd level. In total the caster can animate 1-3 trees, 1-4 tall shrubs, or 4-8 vines. The plants are awakened for one hour per caster level.

Charm Flora: The spell allows the caster to command a number of plant creatures in the area of effect equal to the caster's level times 3. No two charmed plants can be further than 25 feet from one another. The charm lasts 1 day per caster level.

Enhanced Entangle: The plants in the area of effect explode with sudden growth, entwining any caught in the spell. Vines, grasses, shrubs, and other plants wrap up and around those in the area. Any creature caught is immobilized. A successful dexterity save means they avoided entanglement. They must

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make a save each round they are in the area. Failure means becoming immobilized. Any creature immobilized must make a strength check to break free.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 150 feet** with a **duration that changes (see description)**. For the effect of saving throws see each version of the spell. The spell **is unaffected by spell resistance**. The spell's **area of effect is a 50 foot diameter circle**.

The casting components are speech and a holy symbol.

COMMUNE, LEVEL 5 CLERIC

The caster places themselves in a quiet, meditative state of mind as they reach out to capture the attention of their god or goddess.

Once a connection is made they ask the deity simple questions that can be answered with a yes or no. Any question more complex than that is treated as a no. They can ask a number of questions equal to their caster level. Any break with the questions, caused by combat, other interjecting, pauses for conversation, breaks the spell as the deity assumes the commune is over or becomes irritated at being interrupted.

Casting this spell requires the caster's combat action **for 10 minutes**. The spell's **range is metaphysical** with a **duration that expires after the last question is asked**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech, hand gestures, a stick of incense and the caster's holy symbol or some religious item.

COMMUNE WITH THE NATURAL WORLD, LEVEL 5 DRUID

The caster focuses their attention on the world around them, blotting out all distractions through repetitive phrases and song, in this way they learn the lay of the land.

The spell allows the caster to commune with nature, plants, still and flowing bodies of water, birds, the very air and ground, elementals, and other supernatural beings in order to learn the lay of the land around them. The caster gains a general idea of the terrain, its foliage and climate as well as three specific ideas that concern dominate animals, dangers such as pit falls or monsters, terrain hazards, current weather patterns, and similar aspects of the area.

The spell does not work in heavily urbanized areas.

Casting this spell requires the caster's combat action **for 10 minutes**. The spell's **range is 1 mile per level outdoors** and **100 feet per level underground** with a **permanent**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech, hand gestures, and a holy symbol or religious item.

COMPREHENSION, LEVEL 1 WIZARD

Through a moment's concentration and uttered words of archaic origins the caster becomes familiar with a foreign language, spoken or written.

Once cast, the spell enables the wizard to read or understand a single language unfamiliar to them. They understand the words, but not the nuance of emotion, cues, or body language. It does not allow the wizard to speak the language or write the language. It reveals magical script as magical only, it does not allow the wizard to read it. It does not answer riddles or reveal hidden characters and the like.

Once the spell ends the wizard is left only with a vague intimation of the language making it easier to learn it in the future (this is up to the Castle Keepers discretion).

Casting this spell requires the caster's combat action **for the round**. The spell's **range is personal** with a **duration of 10 minutes per caster level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech and hand gestures.

CONE OF WINTER'S BLAST, LEVEL 5 WIZARD

Tossing water in the air and breathing words of the cold waste across the vapors turns the water into a sheet of ice, sleet, and snow, hurling it toward the intended target.

Anyone caught within the ice sheet suffers **1d6 points of damage per caster level**. It fans out from the caster in a cone originating in the caster's outstretched hands, that expands to a width equal to its length at any point up to 50 feet.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is from caster** with a **duration of 1 round**. A **dexterity save halves** the damage of the blast. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, and a small amount of water.

CONFUSION, LEVEL 4 WIZARD, 4 ILLUSIONIST

Intoning words in a seemingly nonsensical manner, the caster causes confusion and delay in those who fail their save.

Those affected by the spell become hesitant, lost in their thoughts and actions. Roll on the following table to determine their response:

TABLE: CONFUSION

1d10	Behavior
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1	Wander away for 1 minute (unless prevented)
2-3	Attempt random mundane task for 1 round
4-6	Do nothing for 1 round

- | | |
|-----|--------------------------------------|
| 7-8 | Try to locate lost items for 1 round |
| 9 | Attack nearest creature for 1 round |
| 10 | Act normally for 1 round |

Creatures who wander away will break all contact and head in a different direction, becoming convinced some other task awaits them. Attacking someone under the influence of the spell automatically succeeds, but causes the individual to defend themselves in the following and subsequent rounds.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 150 feet** with a **duration of 1 round per level**. A **wisdom save negates**. The spell is **affected by spell resistance**.

The spell's **area of effect is 50 feet x 50 feet**.

The casting components are speech and hand gestures.

CONJURE LIGHTNING, LEVEL 3 DRUID

During a storm, or just before or after one strikes, the caster gathers themself, muttering words of the divine, summoning and focusing the power of the storm to strike when and where they will it.

Once the spell is unleashed the caster can strike a designated target with one bolt every 10 minutes until the spell ends. Everything within 10 feet of the strike suffers **1d10 points of damage per caster level**. As the storm builds for a second or third strike, the caster can take other actions. They need not concentrate on the spell or storm. They can fight, talk, cast spells, and then when the spell is sufficiently charged strike again.

Casting this spell requires the caster's combat actions for **10 minutes +1 round per bolt**. The spell's **range is 450 feet** with a **duration of 10 minutes per level**. A **dexterity save reduces the damage by half**. **Successful spell resistance negates** any damage.

The casting components are speech and hand gestures.

CONJURE PHANTASM, LEVEL 5 ILLUSIONIST

Channeling their desirous thoughts, the caster speaks power to the words and guides them with motions both subtle and stark.

The caster can create illusions that are semi-real. They can resemble monsters, undead, humanoids, demi-humans, magical beasts, and similar physical manifestations and send them to attack a desired target. The illusions, whether a single entity or multiple entities, cannot have a sum of levels in excess of the caster's level. These summoned creatures are not as powerful as their real-world counterparts. They have half the normal hit points (though their level remains the same).

As with any illusion, those who fail their save perceive them to be real, perhaps summoned, creatures that have come to the caster's aid. They suffer all the effects of the creature and its abilities. If one succeeds at their save, they see the creatures

as shadowy forms of some ethereal nature; this reduces the creature's abilities to be half as strong as they normally are.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration of 10 minutes** per level. An **intelligence save reveals the truth**. The spell is **unaffected by spell resistance**.

The casting components are spoken word and hand gestures.

CONSECRATE*, LEVEL 2 CLERIC

The caster takes religious material relevant to their beliefs and sets it upon the corners of the area they intend to consecrate. By uttering prayers, they conjure the good will of their deity and sanctify the ground.

Consecrate: The ground that they consecrate becomes a fortress against the undead. Any undead that pass into the consecrated area suffer a -1 to all rolls, including initiative. Attempts to turn the undead in this area gain a +4 bonus against common undead and a +3 bonus against extraordinary and unique undead. If the consecrated ground is a holy site for the deity of the caster, the bonuses are doubled.

Desecrate: This acts the opposite from consecrate. The undead gain a +1 on all actions and turning attempts are made at -4 and -3 respectively. Penalties and bonuses are doubled in a holy site.

The two spells counteract one another.

Casting this spell requires the caster's combat action **for three rounds**. The spell's **range is 50 feet** with a **duration of 2 hours per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The spell's **area of effect is 50 feet x 50 feet**.

The casting components are speech, hand gestures, and religious material worth 25 gold.

CONTACT OTHER WORLDS, LEVEL 5 WIZARD

The caster enters a state of meditation, clearing their mind of thoughts of the world around. Once achieved, they utilize a language unknown to mortal ears and speak arcane words of eldritch origin, casting their mind out to distant worlds and planes both known and unknown, there to speak with the powers that reside behind the clouds of reality.

The spell allows the caster to contact other planes of existence and ask questions of the denizens there. Though they may not speak the same languages, they can readily understand each other, and the spell compels the denizens to answer questions, asked by the caster, whether they like it or not. At times this makes the contacted powers angry, but time and distance often preclude any retributive action.

When first making contact, the caster must make a successful intelligence save (CL determined by the power contacted, as

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detailed below). If they fail, the caster's psyche is harmed by the powers to which it is exposed. The caster's intelligence and charisma scores are decreased as indicated on the table below for one week's duration. Lowering of intelligence can result in the loss of bonus spells, and if reduced to 8 or less, the loss of daily spells entirely. Additionally, the caster may go insane when contacting a plane other than an elemental plane. A saving throw failed by 5 or more means the caster was driven insane. A saving throw roll of natural 1 also results in insanity.

Insanity lasts as follows, dependent on the realm or power:

Elemental/Astral: 1 week **Demigod:** 1d4 weeks

Lesser Deity: 2d4 weeks **Greater Deity:** 3d4 weeks

If the intelligence save is successful, the caster can ask 1 question for every 2 caster levels, rounded up. The caster can ask one question per round. Answers are either yes, no, perhaps, never, uncertain, irrelevant, or something else along the same lines. Some very powerful creatures may wish to expand their response a little, though their replies are often cryptic. The Castle Keeper may choose to pick the entity the caster is speaking with and respond to the questions accordingly, or it may be random. In any event, each question comes with an intelligence check (CL 0), made by the CK on behalf of the player. If successful, the answer must be true. If unsuccessful, the answer can be the truth, a lie, a random thought, or some other response, the characters will not know which is which. The CK should not reveal the result of the check, only the reply of the power. The CK should also keep in mind that there are some questions which the powers contacted may not know the answer to.

TABLE: CONTACT OTHER PLANE

Plane	CL	Lost Int	Lost Cha
Elemental Plane	3	1	
Astral Plane	5	2	1
Outer Plane/Demigod	7	4	2
Outer Plane/Lesser Deity	9	6	3
Outer Plane/Greater Deity	12	8	4

Casting this spell requires the caster's **combat action for 10 minutes**. The spell's **range extends to other planes** with a **duration of 1 round per every 2 levels**. There is **no saving throw**. **The spell is unaffected by spell resistance**.

The casting components are speech and hand gestures.

CONTINUAL FIRE, LEVEL 2 WIZARD, 3 ILLUSIONIST, 3 CLERIC

Through words arcane or divine, the caster taps into the elemental fires that lie seething just beyond the material plane to ignite an object with tongues of fire and flame.

The spell creates a flame with the brightness of a freshly lit torch. Though it looks like a normal flame, it burns without

heat and requires no oxygen. One cannot quench or douse the flame, though it can be covered or hidden.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 5 feet** with a **permanent duration**. There is **no saving throw**. **The spell is affected by spell resistance**.

The casting components are speech and hand gestures.

CONTROL ATMOSPHERE, LEVEL 7 CLERIC, 7 DRUID, 6 WIZARD

After tossing the hair of a storm giant on high and muttering words of summoning, the caster takes control of the weather in their local area.

The spell allows the caster to manipulate the weather in the given area. They must maintain weather that is appropriate to the area and time of year, however, and it is important to note that many regions suffer extreme weather patterns through much of the year. The Castle Keeper serves as the final arbiter for what weather patterns can manifest.

The caster can make it sunny and warm, bring snow, rain, violent storms, or any affect desired. The patterns change gradually, 10 minutes after casting begins. If the spell casting is interrupted, the weather abates slowly, but upon a successful wisdom check the caster can pick it back up where they left off, so long as it is done within half an hour.

Druids casting the spell double the range, duration, and area of effect.

Consult the **Castle Keeper Guide** for a complete break down of weather patterns per season.

Casting this spell requires the caster's combat actions **for 10 minutes**. The spell's **range is personal** with a **duration of 4d12 hours**. There is **no saving throw**. **The spell is unaffected by spell resistance**.

The spell's **area of effect is 2 miles x 2 miles centered on caster**.

The casting components for this spell are speech, hand gestures, the hair of a storm giant, and a holy symbol.

CONTROL GALES, LEVEL 5 DRUID

By guiding their speech into the air above them and entreating eldritch forces, the caster allows the wind to steal their voice and thereby they gain control of the wind.

The spell allows the caster to control the speed of the wind and the direction it originates and flows in. They are able to create a windstorm center, from which the winds emanate, driving temperature and moisture before them.

The druid can create one of the following winds:

Straight Line Wind: A violent, powerful wind that blows horizontally across the land

Downdraft: A column of wind that drives down from above

Gust Front: A wind laced with moisture that causes sudden temperature changes and erratic wind shifts

Whirlwind: Characterized by spinning winds and tornadoes

The power of the wind is ranked by its speed. The caster can raise or lower it one rank for every three levels. It takes one round for the change in speed to take effect.

TABLE: WIND

Wind	Speed
Moderate	5-10 miles per hour
Bad	11-49 miles per hour
Severe	50-74 miles per hour
Tornado	75+ miles per hour

Casting this spell requires the caster's combat action **for the round**. The spell's **range is centered on druid** with a **duration of 10 minutes per caster level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The **area of effect is a 500 foot diameter sphere plus 50 feet per caster level**.

The casting components are speech and hand gestures.

CONTROL LIQUIDS, LEVEL 4 CLERIC, 4 DRUID

By pouring the warm water over their hands and intoning the echo of the water god's name, the caster gains control over any liquid.

Control liquid is a method of controlling the amount of liquid in a container or area.

Reducing: The caster can reduce an area of liquid 10 feet by 10 feet per caster level. They can reduce this area by 2 feet per caster level, down to a minimum depth of 1 inch. When cast in a larger body of water than they can affect, the water on the sides pours in, creating a violent whirlpool, threatening to pull anything nearby into the gulf.

Raising: Lifting up a liquid affects the same volume, and forces a bulge to appear in the surface and the liquid to course down the sides. Anything caught on the bulge may slide down. Ships can be moved in this fashion.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 450 feet** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell is unaffected by spell resistance.

The **area of effect for this spell is a zone measuring 10 feet x 10 feet per level**.

The casting components are speech, hand gestures, a vial of warm water liquid and holy symbol.



CONTROL PLANTS, LEVEL 4 DRUID

The caster must place naked flesh, a palm or foot for instance, in the soil and intone words into the earth to allow them to control plant life within the noted range.

The spell allows the caster to converse with and control the plants in the area, learning what they know in their own terms. They can learn of passing creatures, the plants' treatment, recent weather, and other similar notions. The druid can also force plants to move out of the way if so desired, or alternatively to crowd an area out. Though they do not lift up and walk away, the trees bend back branches, while shrubs and vines move off or into the desired path. Plant-like creatures are affected as well if the caster makes a successful charisma check (CL equal to the plant-like creature's level).

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 50 feet** with a **duration of 1 minute per level**. A **charisma save negates**. The spell **is affected by spell resistance**.

The spell's **area of effect is 25 feet x 25 feet**.

The casting components are speech and hand gestures.

CREATE COMMON & EXTRAORDINARY UNDEAD, LEVEL 6 CLERIC

During the darkling hours the caster mutters baleful words over the corpse or corpses they wish to animate, all the while having their holy symbol prominently displayed.

This spell allows the caster to create common and extraordinary undead. They do not gain immediate control of the undead but must first make a successful wisdom save, CL equal to the undead's level. The options for undead created are limited by the caster's level, as detailed below.

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TABLE: CREATE COMMON/EXTRA. UNDEAD

Caster Level	Type
11	Ghoul
12	Shadow
13	Ghast
14	Wight
15	Wraith

Casting this spell requires the caster's combat actions **for 1 hour**. The spell's **range is 50 feet** with a **permanent duration**. There is **no saving throw**. The spell is **unaffected by spell resistance**, but the caster must overcome the target's spell resistance.

The casting components are speech, hand gestures, a holy symbol, 100 gold, and a corpse.

CREATE SUSTENANCE*, LEVEL 3 CLERIC, 3 DRUID

Calling upon the intercession of the gods, the caster mutters words of prayer and with their holy symbol in hand creates a spread of food for all to eat and drink.

The spell allows the caster to manifest a day's worth of food for three people, or enough to feed 1 horse, per caster level. The food is good and simple, usually meats, fruits, and breads. Enough water appears as well.

Spoil Sustenance: The reverse of the *create substance*, *spoil sustenance*, spoils the same amount. Potions and tinctures which contain water are allowed a saving throw to avoid being ruined by this spell.

Casting this spell requires the caster's combat actions **for 10 minutes**. The spell's **range is 50 feet** with a **permanent duration**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The components are speech, hand gestures, and holy symbol.

CREATE WATER*, LEVEL 0 CLERIC, 0 DRUID

By taking a vessel, such as a gourd or flask, or an area with a depression that can hold water, the caster mutters prayers for water.

The spell creates 2 gallons of clean drinking water for each level of the caster, roughly enough to fill four water skins.

Destroy Water: The reverse of the *create water*, *destroy water*, destroys the same amount. Potions and tinctures which contain water are allowed a saving throw to avoid being ruined.

Casting the spell requires the caster's combat actions **for 1 round**. The spell's **range is 50 feet** with a **permanent duration**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech and hand gestures.

CREATE UNIQUE UNDEAD, LEVEL 8 CLERIC

Under cover of night, the caster mutters baleful words over the corpse or corpses they wish to animate, all the while their holy (or unholy) symbol is prominently displayed.

This spell allows the caster to create unique undead. They do not gain immediate control of the undead but must first make a successful wisdom save, CL equal to the undead's level. The options for undead created are limited by the caster's level, as detailed below.

TABLE: CREATE UNIQUE UNDEAD

Caster Level	Type
13	Mummy
15	Spectre
17	Vampire
19	Ghost

Casting this spell requires the caster's combat actions **for 1 hour**. The spell's **range is 50 feet** with a **permanent duration**. There is **no saving throw**. The spell is **unaffected by spell resistance**, but the caster must overcome the target's spell resistance.

The casting components are speech, hand gestures, a holy symbol, 100 gold, and a corpse.

CREeping SWARM, LEVEL 7 DRUID

The caster hums a song of storm and fire, conjures a swarm of insects, small biting reptiles, and a skittering of arachnids. The swarm rises around the caster and moves out like a carpet of madness.

This spell summons a swarm of biting creatures 1,000 strong that can move slowly over an area at a rate of 10 feet per round. The swarm occupies a square space 25 feet to a side.

Anyone caught in the swarm suffers **1d10 points of damage** in the first round. In every round after that they suffer **3d6 points of damage** as the swarm crawls up legs and arms and begins to devour them. For every point of damage inflicted to the swarm, one of its members dies. They continue attacking and marching as directed until they have all died, or the spell's duration runs out.

Casting this spell requires the caster's combat action **for the round**. The spell's **range is 150 feet** with a **duration of 1 minute per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech and hand gestures.

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DANCING ORBS, LEVEL 0 WIZARD, 0 ILLUSIONIST

Conjuring lights in the mind's eye, the caster visualizes them, and empowering the vision with arcane language, manifests them.

The spell creates orbs of lights that resemble will-o'-wisp. These orbs hover in the air stationary, or move as directed by the caster. The orbs appear as soft light, as if derived from a torch, or lantern or other globe wherein the light emanates from within. The caster may arrange them to appear as a vaguely human shape, the light mingling one with the other so fashion the silhouette. The caster moves them at will, they can move up to the caster's charge movement (3 times their base) but the orbs must stay close to each other, roughly 25 feet. The light winks out the moment it passes outside of range. The caster can take on other tasks while the orbs are active.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration of 1 minute**. For any who interact with the spell a **wisdom save reveals it as an illusion**. The spell **is unaffected by spell resistance**.

The casting components are speech and hand gestures.

DARK WHIPS, LEVEL 2 ILLUSIONIST

With hands gripped as if holding a hilt, the caster utters words of binding, so manifesting long whip-like tendrils in each hand.

The caster uses these tendrils as whips, striking any who they desire. The combined whips deal an automatic **6 points of damage** to anyone who fails their saving throw. The target is allowed a second saving throw for each attack by a tendril.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 10 feet** with a **duration of 2 rounds**. An **intelligence save negates**. The spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

DARKNESS*, LEVEL 2 CLERIC, 2 WIZARD, 1 ILLUSIONIST

Whispered words of darkness are cast into dust that is in turn sprinkled upon the ground or an object. A darkness clouds the area, rising rapidly to snuff out the light.

This spell creates a pall of complete darkness. Normal vision, twilight vision, dark vision, and dusk vision are completely blocked. Natural fires are blocked, as are light spells of less than 2nd level.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The **area of effect is a 20 foot radius sphere**.

The casting components are speech, hand gestures, and glass dust from a broken mirror. Clerics and druids also need a focus or holy symbol.

Daylight: this version of the spell acts opposite to darkness flooding the area of effect with light. Daylight's larger **area of effect is 50 feet**. This spell impacts any creature that is vulnerable to light.

Daylight and *darkness* cancel each other out. If they overlap then individuals with dusk vision only can see in it. Normal vision, twilight and dark vision are blocked.

DAZE, LEVEL 1 ILLUSIONIST

The caster mutters words of power and hurls them at their intended target. They strike with force, stunning them into a daze.

The spell renders any single creature of 4th level or lower who fails their saving throw unable to act for the next round. It has no effect on creatures of 5th level and above.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 25 feet** with a **duration of 1 round**. An **intelligence save negates**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, and a bit of wool.

DEATH MASK, LEVEL 5 CLERIC, 5 DRUID

The caster channels the power of their deity through voice and gesture to paint an individual with a potent ward.

The spell creates a death mask over the target, which can be visible or not, depending on the caster's preference. The mask protects them from any sort of death spells, death attacks by monsters, and magical death affects from abilities. It does not protect them against any other attacks that might cause death such as poison, or simply being reduced in hit points.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 1 round per level**. There is **no saving throw**. The spell **is affected by spell resistance** if the target chooses to resist.

The components are speech, hand gestures, and a holy symbol.

DELAY TOXIN, LEVEL 2 CLERIC, 2 DRUID

Holding the flesh of the target, the caster utters words of prayer to channel the power of their deity into the blood of the afflicted.

The caster grants immunity to all toxins, including natural and manufactured. It protects them from the damaging effects of toxins they have injected, consumed, or been exposed to as well as from any they are exposed to during the spell's duration. It

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does not do anything to heal damage already caused by toxin they have already been exposed to.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 1 hour per level**. A **constitution save negates** if the target resists. The spell **is affected by spell resistance** if the target chooses to resist.

The components are speech, hand gestures, and holy symbol.

DELAYED FIREBALL, LEVEL 7 WIZARD

With a gesture, the caster sends a small ball of fire hurtling through the air to detonate with a low roar at the height and distance the caster desires, as long as it is within the spell's maximum range.

The explosion fills the area with intense fire and heat, causing **1d6+1 per caster level points of damage** to all creatures and objects within the area. It ignites combustibles, damages objects, and melts anything with a low melting point such as bronze, copper, silver, lead, or gold. The explosion creates almost no pressure. A small lump of coal is required to cast the spell.

The fireball can detonate immediately in the same round that the spell is cast, or the caster can choose to delay the explosion for up to 5 rounds. The caster chooses the length of the delay when the casting of the spell is completed, and the delay cannot be changed once it has been set. Unlike the *fireball* spell, impact against a solid barrier does not cause early detonation. If the caster chooses a delayed explosion, the glowing bead stays at its destination until the given time elapses, whereupon it explodes. A creature can pick up and throw the fireball as though it were a marble. If the caster attempts to send the ball through a narrow passage, such as an arrow slit, the character must hit with a ranged attack roll, or else the bead strikes the barrier and falls to a resting point until detonation.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 450 feet** with a **duration of 5 rounds**. A **dexterity save for half damage**. The spell **is affected by spell resistance**.

The spell's **area of effect is a 40-foot diameter sphere**.

The casting components are speech, hand gestures and a small piece of coal.

DETECT DISPOSITION*, LEVEL 0 CLERIC

The caster fixes their vision upon a single point, touches their holy symbol, and utters a query to their deity to reveal what lies before them.

The spell detects disposition in front of and in the visual field of the caster, up to 150 feet away, not including their peripheral vision, resulting in a roughly V-shaped area of perception. It reveals the disposition of creatures in front of them. If it is mixed the signal is mixed.

Chaos radiates a wave-like aura, whereas law's aura is constant. Good's aura creates pleasurable emotion, whereas evil's aura

creates brief irritation and anger in the caster. Neutrality is subtle, yet persistent. The strength of each aspect's aura will be revealed as faint, strong, or overwhelming if it is supernatural. The spell can penetrate barriers but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead or gold, or 3 feet of wood or dirt.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The components are speech, hand gestures, and holy symbol.

Cloak Disposition: This spell acts the same as *detect disposition* but it hides it.

DIMENSIONAL LEAP, LEVEL 4 WIZARD

The caster takes a split second to focus on a spot within range, and through arcane utterances rips a hole through space, through which they leap, arriving at their desired destination.

Dimensional leap allows a caster to instantly move from one spot to another, up to 450 feet away. They must either see or imagine the destination for the leap to work. If for some reason they accidentally land in spot where there is a physical obstruction, they are ejected at a safe point nearest to their destination as possible, and stunned for one round. Solid walls are not a barrier to the leap. They can transport up to 500 lb in the leap.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 450 feet** with an **instant duration**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

Speech is the only casting component.

DISCERN FALSEHOOD*, LEVEL 4 CLERIC

The caster must concentrate and utter words of prayer in order to reveal the truth of things.

The spell allows the caster to instantly know if someone is lying to them. It takes one round of concentration to read a subject, and unless they make a successful charisma save, the spell reveals truthfully whether they are lying or not. It only reveals intentional lies, not the misunderstandings of those poorly informed on a subject. Neither will it reveal lies by omission.

Cover Falsehood: This spell counteracts *discern falsehood*, and makes it inordinately difficult to tell whether or not a person is lying (CL equal to caster level +4).

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 round per level**. A **charisma save negates**. The spell **is affected by spell resistance**.

The components are speech, hand gestures and a holy symbol.

DISCERN ILLUSION, LEVEL 0 ILLUSIONIST

The mind of the caster is a twisted realm of the real and unreal. By uttering certain eldritch words of power, and through a series of hand gestures, the caster can detect the presence of illusions.

The spell detects illusions in a zone 10 feet wide by 150 feet long, stretching out before the caster.

The strength of the illusion detected will be revealed as lingering, faint, moderate, strong, or overwhelming. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt blocks it.

Illusory areas, multiple types of illusion, or strong illusory emanations may confuse or conceal weaker auras, although the Castle Keeper may allow the caster to spend additional rounds concentrating to decipher the confusion or reveal auras. The Castle Keeper may require an intelligence check to do so.

Unlike *discern magic*, this spell can be transferred to another via touch.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal or touch** with a **duration of 1 minute per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech and hand gestures.

DISCERN MAGIC, LEVEL 0 CLERIC, 0 WIZARD, 2 ILLUSIONIST

The caster fixes their vision upon a single point, and sends out inquiring threads of magic before them.

The spell detects magic in a zone 10 feet wide by 150 feet long, stretching out before the caster.

The strength of the magic detected will be revealed as lingering, faint, moderate, strong, or overwhelming. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt blocks it. Inherently magical areas, areas with multiple types of magic, or areas near strong local magical emanations may interfere with and obfuscate lesser auras, although the Castle Keeper may allow the caster to spend additional rounds concentrating to decipher the confusion or reveal weaker auras. The Castle Keeper may require an intelligence check to do so.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 1 minute per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech and hand gestures.

DISCERN SCRYING, LEVEL 4 WIZARD

Mumbling eldritch words like runes of recognition laced with arcane magic, the caster creates a mental reflection of their own mind and is thus able to discern others watching them through magical means.

Discern scrying reveals any type of magical scrying, from natural abilities to spells, spell-like abilities, and magic items. The spell reveals any sort of scrying or spying, be it a wolf hidden in the woods watching the caster, or the distant necromancer plotting their death through a crystal ball. If the watcher is within 150 feet, the wizard knows exactly where they are.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is unlimited** with a **duration of 1 day**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech and hand gestures.

DISCERN THOUGHTS*, LEVEL 2 WIZARD, 2 ILLUSIONIST

The caster slips into a meditative state and casts their mind out. While rubbing a small coin, marble, or other token and uttering arcane words, they cast out of their mind and can read the minds of others.

The caster **discerns the general surface thoughts** of individuals in a zone 10 feet wide by 150 feet long, stretching out before the caster. Anything not currently on the target's mind is not revealed to the caster.

Anyone in that area is subject to a reading, though the caster must concentrate on the individual for one round to pick up their thoughts. The spell detects the absence of thought as well. Through this the caster can gauge the level of intelligence of the individual as follows: animal, very low, low, average, high, very high, genius, supra-genius, or deific.

The spell can penetrate barriers, but 2 feet of stone or metal, 2 inches of common metal, a thick sheet of lead or 5 feet of wood or dirt blocks it.

Hide Thoughts: Obscures a subject's thoughts and counters *discern thoughts*.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell is **affected by spell resistance**.

The casting components are speech, hand gestures, and an item to concentrate on such as a small copper coin or small marble.

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DISCOVER LOCATION*, LEVEL 8 CLERIC

The caster, through a repetitive, chant communes with their deity for aid in mentally casting their mind forth to find the specific location of a person or thing.

The caster must have seen the person at some point or be in possession of something that belonged to them. For an object, they must have interacted with it at some point. No distance is too great, nor do anti-scriving devices or spells protect the object or person from location.

Casting this spell requires the caster's combat action for **10 rounds**. The spell's **range is unlimited** with an **instant duration**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech, hand gestures and holy symbol.

Conceal Location: Obscures the location of a person or object from detection by spell, crystal ball, or other means of scrying.

DISCOVER POISON, LEVEL 0 DRUID, 0 WIZARD

By taking measure of the air the caster able to utter simple words and find any poisons in their area.

This spell allows the caster to determine if there are any poisonous, venomous, or toxic plants or creatures in the area, be they mundane or magical. With a successful wisdom check the caster can determine the type of poison (if applicable) and its potential damage. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt blocks it.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The spell's **area of effect is a 25 foot x 25 foot square**.

The casting components are speech and hand gestures.

DISCOVER SECRET DOORS, LEVEL 1 CLERIC, 1 DRUID

With eyes shut, the caster walks the length of a wall or flat surface, casting out with their mind and so mentally feeling their way along stone and wood revealing any secret doors.

The spell reveals hidden or concealed doors, secret compartments, and hidey holes in front of the caster. The caster can walk and even converse while the spell is in effect. Anything beyond sight, as in beyond a wall, is made known to the caster, but not its exact location. After a door is found, if the caster spends one round concentrating on the door, the spell reveals the mechanism to open it. It does not, however, unlock

it, solve any riddles that may be needed to open it, or assist in the opening of said door in any other way.

This spell can penetrate barriers of up to 1 foot of stone, 1 inch of metal, a thin sheet of lead or 3 feet of wood or dirt.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 60 feet** with a **duration of 1 minute per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech and hand gestures.

DISCOVER SNARES AND PITS, LEVEL 1 DRUID

The caster fixes their vision upon a single point, touches their holy symbol, and utters a query to their deity to reveal what lies ahead.

The spell reveals snares, such as pits, vegetation tangles that will impede movement, deadfalls, quicksand, mud slicks, sinkholes and any similar natural hazards and traps set by creatures such as giant spiders. The spell detects such obstacles in a zone 10 feet wide by 150 feet long, stretching out before the caster.

It does not detect magical snares or pitfalls. Nor does it reveal how to disarm such hazards.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt blocks it.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech and hand gestures.

DISCOVER TRAPS, LEVEL 2 CLERIC, LEVEL 2 DRUID

The caster fixes their vision upon a single point, touches their holy symbol, and utters a query to their deity to reveal what lies before them.

The caster discovers any traps, natural, magical, or manmade in a zone 10 feet wide by 150 feet long, stretching out before the caster.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt blocks it.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 1 minute per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech and hand gestures.

DISCOVER UNDEAD, LEVEL 1 CLERIC

The caster fixes their vision upon a single point, touches their holy symbol, and utters a query to their deity to reveal what lies before them.

The caster may thereby discover any undead creature that is in a zone 10 feet wide by 150 feet long, stretching out before the caster. The strength of the undead is dependent on the undead creature's level, and will be revealed as faint (level 1 or less), moderate (level 2-4), strong (level 5-10), or overwhelming (level 11+).

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt blocks it.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 1 minute per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech, hand gestures and a holy symbol.

DISINTEGRATE, LEVEL 6 WIZARD

With the feather of the cockatrice in hand, the utterance of arcane words, and a finger directed at the target, a thin beam of colored light slices through the air, casting the target in a thin glow.

The beam disintegrates the one living target, turning it into ash and dust that falls or is swept away by the wind. Upon striking an object it can disintegrate up to a 10 foot cube, such as a wall, door, landslide, etc. The matter disintegrated can be mundane, magical, or have magical origins.

A successful charisma save avoids disintegration, with the target instead suffering **5d6 points of damage**.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with an **instant duration**. A **charisma save negates instant death**. The spell is **affected by spell resistance**.

The casting components are speech, hand gestures and a cockatrice feather.

DISJUNCTION, LEVEL 9 WIZARD

Muttering archaic words of chaos and disorder, whose tones are laced with the arcane power of the speaker, the caster unleashes a destructive wave of magic into the area of effect.

The spell breaks the bonds between magic and items, between spells and people. The magic dissolves and the item or person they affected are left with only their mundane items and skills. Spells cast to aid or protect end. Magic items are destroyed unless they make a successful breakage check (see Castle Keeper Guide for equipment wastage). Artifacts may be broken

as well but this lies entirely in the purview of the Castle Keeper. If cast at spells like *anti-magic sphere*, the caster must make a successful charisma check (CL equal to 20 plus the defending caster's level) to dissipate it. On a failed check, the *anti-magic sphere* remains, and protect items and spells cast within.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 round per level**. A **successful breakage check negates**. The spell is **unaffected by spell resistance**.

The spell's **area of effect is 25 feet x 25 feet**.

Speech is the only casting component.

DISMISSAL, LEVEL 4 CLERIC

With clear and decisive tones and prayers to their deity, the caster manifests power and hurls it at the intended target.

The spell banishes one extraplanar creature back to its plane of origin. The transportation does no harm to the creature but is instantaneous. It may not return to the plane it was banished from for a number of years equal to the caster's wisdom bonus + 1. The year is counted in time as measured on the plane where the banishment occurred.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with an **instant duration**. A **charisma save negates**. The spell is **affected by spell resistance**.

The casting components are speech, hand gestures, focus that is distasteful to the subject, and a holy symbol.

DISPEL DISPOSITION, LEVEL 5 CLERIC

The caster summons the power of their deity through prayer and placing their holy symbol upon their body. They are shrouded in a light holy to their deity.

The spell protects against one of five dispositions: chaos, good, evil, law, neutral. The caster must choose which. Once chosen, they gain protections against any creatures with any permutation of that disposition. For instance if they choose chaos, they gain protections against creatures of chaos/evil, evil/chaos, chaos/good, good/chaos, chaos/neutral, and neutral/chaos. This manifests as +4 AC against such creatures. Further, a successful touch attack made against a creature of the chosen disposition will dispel one spell or spell-like effect that they are manifesting. This acts just as does *dispel magic*. The caster can also make a touch attack against an extraplanar creature of the chosen disposition to banish them as per the spell *dismissal*.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 1 round per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The components are speech, hand gestures, and holy symbol.

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DISPEL ILLUSION, LEVEL 3 ILLUSIONIST

The caster waves their hands and orders their mind with arcane language in such a way as to reveal the truth of the illusions before them.

The spell reveals all illusions in the area of effect. The caster can then dispel such illusions. Ending each illusion takes one round per illusion. The caster must succeed at an intelligence check to dispel each illusion. If they fail they assume the illusions is real. Any illusions cast by lower level casters are instantly dispelled. Some illusions, as noted in their descriptions cannot be dispelled with this spell.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration until all illusions in area of effect are dispelled**. There is **no saving throw**. The spell **is affected by spell resistance**. The spell's **area of effect is 30 feet x 30 feet x 30 feet**.

The casting components are speech and hand gestures.

DISPEL MAGIC, LEVEL 3 CLERIC, 3 DRUID, 3 WIZARD, 4 ILLUSIONIST

The caster projects their power through speech and powerful gestures, putting forth their divine or arcane power in a wave that washes over all the magic in the area of effect.

The spell counteracts active spells, effects of spell-like abilities, the powers of magic items, and magical abilities. The caster must make a successful intelligence check against each spell, effect, object, or creature in the area of effect to succeed.

Restrictions to *dispel magic* are as follows: the caster cannot dispel spells with an instantaneous duration; the spell does not affect **6th level** or higher illusionist spells; artifacts are unaffected. Magic items are suppressed for 1d4 rounds. Summoned monsters are dismissed back to their original plane.

The caster can choose to automatically dispel their own spells.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration of 1d4 rounds**. There is no saving throw. The spell **is affected by spell resistance**.

The spell's **area of effect is 30 feet x 30 feet x 30 feet**.

The casting components are speech and hand gestures.

DISPLACE, LEVEL 3 ILLUSIONIST

The caster, through muttered words that are both sharp and unclear, and hand gestures that draw attention and point away from the caster, unleashes a wave of magic that impacts those around them.

The caster can, with this spell, make a single target each round seem displaced, as if it were a few inches to the left or right, just enough to distract an opponent. Any such displaced creature

gains a +4 to their AC. The caster can displace one target per round for as long as the spell lasts.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 round per level**. An **intelligence save negates**. The spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

DISTORT REALITY, LEVEL 8 ILLUSIONIST

The caster unleashes their mind with arcane words, flooding the area around them with errant thoughts of what could be and all its manifold possibilities.

The spell touches on everything within the area of effect, recasting it in a slightly different light. Colors and shapes change gradually, into something similar but not the same. Floors may slant, windows vanish, shrubs seem taller, everything is touched the area. The effect washes over living creatures as well. A sword may seem to break, the straps of a shield fall away, a spell wound instead of heal, all things seem off.

The distorted reality confuses and confounds friends and foes alike, impeding their movement, forcing them to second guess themselves, to question what is happening. Anyone in the area of effect must make an intelligence saving throw or suffer -4 from all rolls, initiative, to hit, damage, checks as they stumble through their actions. Distortions directed at individuals force that individual to act accordingly. If their sword seems to break, then they must act accordingly.

The spell can emulate the effects of other illusionist spells of 7th level or lower, wizard spells of 5th level or lower, and cleric and druid spells of 4th level or lower, though they are entirely illusory. What saves are made, and whether or not spell resistance is a factor is determined by the spells being emulated.

The caster must concentrate to maintain the spell, and any attack that causes damage requires the caster to make an intelligence save (CL 10) or the spell is broken. Intelligent casters will distort themselves out of the illusion.

Casting this spell requires the caster's combat action for **five rounds**. The spell's **range is 50 feet** with a **duration of 1 round per level**. An **intelligence save negates**. The spell **is unaffected by spell resistance**.

The spell's **area of effect is 30 feet x 30 feet x 30 feet + 10 per level**.

Speech is the only casting component.

DIVINATION, LEVEL 4 CLERIC

The caster takes a small flask of holy water and pours it into a basin, a shallow spot in the rocks, or anywhere that holds the water, then prays to their deity for insight. Touching the water with a wave of their hand opens a window to the future.

The spell allows the caster to see into the future up to a full week in advance and ask their deity for guidance in a quest or goal. The questions can be as complex or as simple as the diviner desires, but simpler questions generally yield simpler answers. The spell succeeds upon a successful wisdom check, the CL is determined by the Castle Keeper and based on the difficulty and complexity of the question. If the spell fails the cleric is very aware that the window never opened properly and no information is forthcoming. If the caster attempts divination for the same line of questioning more than once, the answer/result is always the same.

Casting this spell requires the caster's combat action for **10 minutes**. The spell's **range is personal** with an **instant duration**. There is no saving throw. The spell **is unaffected by spell resistance**.

The casting components are speech, hand gestures, and holy water.

DOUBLED TREASURE, LEVEL 3 ILLUSIONIST

By uttering simple words of desire and want, the caster passes their hand over a treasure to make it appear greater than it is.

This spell is cast on a mass of treasure, and unless those observing the treasure make a successful saving throw, it appears to them as if there is double the amount of treasure present. This works on as few as one coin, to the largest of dragon hoards.

Casting this spell requires the caster's combat action for **two rounds**. The spell's **range is touch** with a **duration of 1 day per level**. An **intelligence save negates**. The spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

DRAGON ARMOR, LEVEL 1 ILLUSIONIST

Speaking words of dragon lore laced with arcane magics, the caster conjures the images of overlapping scales, thick and hard.

The recipient appears to be wearing armor (including helm, gauntlets, greaves, and pauldrons) formed of a dragon's scales, with the helmet formed of a dragon's head. The effect adds +2 to the recipient's AC unless any attackers make their saving throw.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 1 minute per level**. An **intelligence save negates** unless the target is willing. The spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

DRAGON BITE, LEVEL 2 ILLUSIONIST

Throwing their hand out toward the intended target the shouting words of power, an illusory dragon is summoned, small and ferocious, its neck stretches with toothy maw wide.

The caster seems to summon a small dragon. The dragon lunges and bites a victim of the caster's choosing within range. If the victim fails their intelligence save, they suffer 2d6 points of damage. The illusion disappears immediately after the attack.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 25 feet** with an **instant duration**. An **intelligence save negates**. The spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

DRAGON BREATH, LEVEL 5 ILLUSIONIST

With hands thrown high and reckless words of dragonkin the caster seems to open a portal before them, out of which lunges an enraged dragon.

The caster seems to summon a red dragon which breathes fire in a cone. The cone is 5 feet wide at the base, 50 feet long, and 20 feet wide at the end. All in the cone who fail a save suffer **1d8 points of damage per caster level**. The image vanishes after the attack.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 25 feet** with an **instant duration**. An **intelligence save negates**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, and a small piece of dragon hide, scale, or other part of a dragon.

DRAGON IMAGE, LEVEL 1 ILLUSIONIST

By tracing images in the air laced with words of power the caster unleashes a wave of fire that ignites into a large, illusory red dragon.

The red dragon appears where the caster directs. It immediately breathes a cone of fire that is 5 feet wide at the base, 25 feet long, and 10 feet wide at the end. All in the cone suffer 1d6 points of damage.

Casting this spell requires the caster's combat action for **one round**. The spell's **range is 25 feet** with a **duration that ends after the dragon attacks (1 round)**. An **intelligence save negates**. The spell **is affected by spell resistance**.

The casting components are spoken word and hand gestures.

DRAGON MARK, LEVEL 0 ILLUSIONIST

Words have memory, and setting them upon a closed door or other barrier through arcane means, the illusionist sets the memory of dragonkind in the room or area.



Any who approach within 10 feet of the mark and fail their save will hear, smell, and otherwise sense the presence of a dragon on the other side of the door, and are afflicted as though failing a save against a dragon's frightful presence (see Monsters & Treasure). The fear only fades if the victim leaves the area. The mark remains until dispelled, deactivated, or the duration elapses.

Casting this spell requires the caster's combat action for **one round**. The spell's **range is touch** with a **duration of 1 day per level**. An **intelligence save negates**. The spell is affected by **spell resistance**.

The casting components are speech and hand gestures.

DRAGON MOUNT, LEVEL 3 ILLUSION

A piece of dragon gripped firmly in hand allows the caster to call upon the memory of the dragon riders of old.

The caster appears to summon a dragon which the caster and up to three other medium or small-sized creatures can mount. It flies, walks, or swims at 60 feet per round. It can also make a single breath weapon attack, dealing **3d6 damage in a cone**. The cone is 5 feet wide at the base, 25 feet long, and 10 feet wide at the end. A save negates the damage. It vanishes immediately after this attack. If airborne, riders drift safely to the ground.

Casting this spell requires the caster's **combat action for two rounds**. The spell's **range is touch** with a **duration of 1 minute per level**. An **intelligence save negates**. The spell is affected by **spell resistance** if the target chooses to resist.

The casting components are speech, hand gestures, and a piece of a dragon.

DRAGON SCALES, LEVEL 4 ILLUSIONIST

With gestures calm and subtle, the caster channels draconic power, seemingly opening a portal before them, out of which a dragon slithers.

The caster appears to summon a small dragon, a dozen feet long, which guards their companions. The dragon moves to absorb attacks against them and grants +4 to the AC of all allies within range until the spell ends. Attackers who succeed at an intelligence save ignore the AC bonus thereafter.

Casting this spell requires the caster's **combat action for two rounds**. The spell's **range is 50 feet** with a **duration of 1 round per level**. An **intelligence save negates**. The spell is affected by **spell resistance**.

The spell's **area of effect is 15 feet radius of the caster**. The dragon moves with the caster.

The casting components are speech, hand gestures and a piece of a dragon.

DRAGON SHADOW, LEVEL 5 ILLUSIONIST

Weaving their hand through the air the caster traces the outline of a small dragon, such that the shadowy form appears before them with one shouted word.

The illusion of a shadowy dragon appears, accompanying the caster as a companion. This shadow guards the caster, providing +2 to AC. Any time the caster is attacked, the head bites at the attacker so long as they are within 15 ft. If the victim fails an intelligence save, they suffer **5d6 damage**. A successful save negates the damage and the AC bonus as well.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 450 feet** with a **duration of 1 round per level**. An **intelligence save negates**. The spell is affected by **spell resistance**.

The casting components are speech, hand gestures, and a piece of a dragon.

DREAM, LEVEL 5 ILLUSIONIST

Whispering soothing words, the caster places themselves or one other into a dreamlike trance. Speaking the name of an individual, they pass through the world of waking into the land of dreams.

This allows the subject to enter the dreams of a sleeping individual anywhere, as specified during the casting. If the individual is not asleep, the messenger can choose to linger in the land of dreaming until the individual goes to sleep, or they can break of the spell. If they choose to wait, their own body remains in a dream-like stupor. Any attack on the messenger's body frees them from the dream land, ending the spell immediately. Attacks on the messenger are treated as if stunned and prone.

Once the messenger arrives in the dream of their intended target, they can freely converse with the individual as if it were reality. They can convey any message, thought, or instructions to the sleeping individual. Though the sleeper cannot speak to the messenger, nor convey any thought or emotion, they do wake fully cognizant of the dream message.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is unlimited** with an **instant duration**. There is **no saving throw**. The spell is affected by **spell resistance** if the target chooses to resist.

The casting components are speech and hand gestures.

DREAMING, LEVEL 9 ILLUSIONIST

Through a gentle touch and words both deadly and soothing, the caster creates a powerful dream and plunges the target into it, rendering them unconscious. The caster then enters the victim's dreams.

The caster must make a successful touch attack for the spell to take effect. The victim is not allowed a saving throw. If the touch attack is successful, the victim's body becomes comatose while the victim's

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mind wanders through the creature's dreams and nightmares. The victim does not believe they are in a dream, but instead believes they are awake and experiencing reality.

Once the caster has placed the victim in a comatose state, the illusionist has two options. The more powerful option requires the illusionist to maintain physical contact with the victim to successfully manipulate the magical dreams.

If the illusionist ceases contact with the victim, the victim will remain comatose and unable to act or interact with anyone in any way until the spell ends or until they are successfully awakened by another. The victim can only be awakened if struck with a force that causes damage. If so struck, the victim is allowed an intelligence saving throw to awaken and come out of the dreaming.

If the caster, however, has continued to keep physical contact with the victim since the spell began, then the victim cannot be awakened. Instead, the illusionist convinces the victim that they have awakened into a dream and they slip back into a comatose state.

While continuing to touch the victim, the illusionist also can assault the victim's mind with deadly attacks that cause damage, or seek out information. The illusionist does so by casting spells into the dream. The spells are limited to those with verbal and/or hand gesture components only. If such a spell deals damage or death, the victim is allowed a normal saving throw to resist the spell's effect. If the spell seeks information from the victim, which typically will require both the spell and role playing the dream encounter, the victim suffers a -6 to any relevant saving throw.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 1 round per level**. There is **no saving throw**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, and the blood of a nightmare.

E

EARTHQUAKE, LEVEL 8 CLERIC, 9 DRUID

Humming words of power and grasping a stone once held by a giant, the caster channels the vibrations of their voice into a mighty wave of power that is unleashed when the stone is crushed.

Drawing upon elemental forces, this spell creates an intense but highly localized tremor, that ripples through the ground, knocking creatures down, collapsing structures, and opening gaping fissures. The earthquake affects standing creatures in its area in a variety of ways. All creatures standing in the area must make a dexterity save or fall down. Even if they remain standing,

they suffer a -10 penalty to any actions attempted during the spell's duration, and find it impossible to move at more than half their normal speed, if at all. All spellcasters standing in the area find it impossible to cast spells while the earthquake is in effect, and lose any spells they were in the process of casting.

Fissures rip open in the ground without warning, with a 25% chance of opening beneath each creature in the area. Such creatures must make dexterity saves to avoid falling into the fissure, taking **1d6 damage if they fail**. The worst threat, however, is that all such fissures grind shut with impossible force at the end of the round, crushing any trapped creatures to death.

The earthquake also has additional effects based on the environment where the spell is cast:

Buildings, Caves, Dungeons, Tunnels: The structure must make necessary saves or collapse. Each structure should make a strength check (CL equal to caster level) or suffer collapse or partial collapse. If the structure is sound the CB is 12, if the structure is unsound the CB is 18.

TABLE: EARTHQUAKE

Material	Bonus
Stone	+8
Reinforced Stone	+12
Wood	+6
Adobe	+4

If the structure collapses, anyone beneath suffers **8d6 damage** for hard material, and **4d6** for soft. A successful dexterity save reduces damage by half.

Cliffs: The cliffs may crumble. As with other structures, determine the relative strength of the cliff for its CB. Roll against a CL equal to the caster level. If the cliff collapses, it tumbles down in huge blocks of stone that deal **4d12 points of damage** to any caught in the path. A dexterity save reduces this by half.

Slope: A slope rattles loose and a landslide ensues. The rubble catches creatures and objects below dealing **6d6 points of damage** to everyone in its path, dexterity save for half.

Wetlands (including rivers, ponds, lakes, etc.): Bodies of water are shaken violently, washing up over the surrounding ground, flooding into new spaces. There is a 1 in 4 chance that a fissure opens beneath the water, causing it to redirect and pour into the fissure. In such cases anyone caught within 10 feet of the fissure must make a dexterity save or suffer being pulled into it and possibly drowned. The CK must determine the depth of the fissure.

Casting this spell requires the caster's combat action for **10 minutes**. The spell's **range is 450 feet** with a **duration of 1 round**. A **dexterity save may mitigate some effects**. The spell **is unaffected by spell resistance**.

The spell's **area of effect is a 50 foot diameter circle**.

The casting components are speech, hand gestures, a holy symbol, and a chip of stone cast by a giant.

EMOTION, LEVEL 4 ILLUSIONIST

The caster speaks in a loud, clear voice, but couches their speech in rage or hate, fear or despair. Once done, they lace it with arcane power and unleash a wave of emotion.

This spell induces a powerful emotion in the hearts and minds of the creatures it affects, eclipsing their natural feelings. The caster may choose which emotion to inflict:

Despair: A lack of all hope crushes the targeted creatures' morale. They suffer a -2 penalty to all saves, attacks, attribute checks, ability checks and damage rolls. *Despair* dispels *Hate*.

Fear: Fear of the caster grips the hearts of the targeted creatures. They flee as if subject to a fear spell. *Fear* dispels *Rage*.

Hate: Fiery hate and bile rise in the targeted creatures. They react poorly to others and may become antagonistic or hostile. They gain a +2 bonus to saves, attacks, attribute checks, ability checks and damage rolls. *Hate* dispels *Despair*.

Rage: Sheer blind fury and wrath engulfs the targeted creatures, and they are compelled to fight, heedless of danger. They gain a +2 bonus to strength and constitution scores, and a +1 bonus to saves against fear, but suffer a -1 penalty to armor class. *Rage* dispels *Fear*.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration lasts as long as the caster concentrates**. A **charisma save negates**. The spell **is affected by spell resistance**.

The spell's **area of effect is 25 feet x 25 feet**.

The casting components are speech and hand gestures.

ENDURE COLD/HEAT, LEVEL 0 CLERIC, 0 DRUID, 0 WIZARD

Calming words laced with magics divine or arcane raise or lower the caster's body's endurance to the weather, be it cold or hot.

This spell allows the caster to endure extreme temperatures of hot or cold, from blistering heat to sub-zero. They do not need to dress for cold weather, nor worry about overheating in the warmth. It serves as a blanket of protection even against natural ambient hazards such as blizzards or scorching desert. It does not however, protect against direct damage to the person. One could not, for instance, touch lava.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 24 hours**. There is **no saving throw**. The spell **is affected by spell resistance**.

The components are speech, hand gestures, and a holy symbol.

ENERGY LEVEL DRAIN, LEVEL 9 CLERIC

The caster channels the power of their god through word and form, drawing forth the energy that makes them who they are.

This spell drains **2d4 levels** from the victim. If cast upon the undead, it grants them greater power, giving them **6d8 temporary hit points**.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with an **instant duration**. A **constitution save negates**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures and holy symbol.

ENHANCE AN ATTRIBUTE*, LEVEL 2 WIZARD

Speaking words of power into their hand, and placing it upon the target, they release the power into the willing flesh, imbuing it with greater ability.

The spell temporarily enhances one attribute of the caster's choice on one individual. The spell's effect differs depending upon whether the attribute being raised is a prime attribute or non-prime attribute. The spell raises prime attributes by **1d4+1 points**, but only raises non-prime attributes by **1d2+1**.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 1 round per level**. A **constitution save negates** if the target chooses to resist. The spell **is affected by spell resistance** if the target chooses to resist.

The casting components are speech, hand gestures and a strand of hair from an animal considered strong, dexterous, tough, intelligent, wise, or charismatic.

Diminish an Attribute: A creature failing a constitution save suffers a loss of **1d4+1** points in a prime attribute or **1d2+1** points in a non-prime attribute.

ENTANGLING VEGETATION, LEVEL 1 DRUID

Through voice, sung or intoned, the druid wakens the vegetation around them and suffuses their power into the plants so that they grow rapidly and wildly, ensnaring any within the area in a tangle of roots, vines, and briars.

This spell animates all plants in the affected area, causing them to attempt to intertwine and entangle any creature within or moving through the area. The plants will thus try to hold their victims fast, but a successful dexterity save means that the creature manages to avoid becoming entangled for that particular round. An entangled creature suffers a -2 penalty to attack, a -4 penalty to dexterity checks, saves, and AC, and cannot move, making the casting of spells with a hand gesture component impossible. Breaking free requires a successful strength check. Each

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subsequent round, the plants will continue to try and entangle all living things that they can reach. They will go viciously after those who have avoided or escaped entanglement thus far.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 450 feet** with a **duration of 1 minute per level**. A **dexterity save negates**. The spell is **unaffected by spell resistance**. This spell's **area of effect is a 50 foot diameter circle**.

The components are speech, hand gestures and holy symbol.

ERASE, LEVEL 1 WIZARD, 1 ILLUSIONIST

The caster must focus on a piece of parchment or paper, book or scroll, and through arcane utterances remove any markings upon it.

The spell erases all written material, on any surface and of any language. Magic writing must be touched and the caster must concentrate on the item. If the would-be erased writing is dangerous, such as *explosive mark* or *glyph*, the caster must make a successful intelligence save against the level of the individual who created the magical writing. If the level is unknown, assume CL 10.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **permanent duration**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech and hand gestures.

ETHEREAL JUMP, LEVEL 5 CLERIC

The caster opens pathways between the material world and the ethereal using imprecations to their deity, reinforcing them with gestures and focusing them with their holy symbol.

The spell sends the caster to the ethereal plane. While within this plane, all material things appear hazy, vague, and insubstantial. This allows the caster to pass through walls, doors, and other solid objects with ease. When the spell's duration elapses, the caster can either choose to return to the physical world, or remain in the ethereal. If they remain, they must cast the spell again to return to the physical world.

If for some reason the caster returns to the material plane inside a solid object, they are forcefully ejected and suffer **1d6 points of damage for every 5 feet they are shunted**.

It must be cautioned that travel on the ethereal plane comes with hazards. Creatures foreign to the ethereal plane attract the attention of native inhabitants, who are not always friendly.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 1 round per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech and hand gestures.

EVOKE ARCANES PHANTASM, LEVEL 6 ILLUSIONIST

The caster, choosing one of a spell they know, revives the fleeting memory of spells once known.

With this spell the caster mimics any arcane spell from 1st – 5th level that they have encountered in the past, whether they have seen it cast, or cast it themselves.

The mimicked spell acts in all respects as if it were cast normally. Anyone who makes a successful saving throw to disbelieve the illusion reduces the spell's effects by half.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is similar to mimicked spell** with a **duration similar to mimicked spell**. An **intelligence save reduces efficacy by half**. The spell is **affected by spell resistance**.

The casting components are spoken word and hand gestures.

EXPLOSIVE MARK, LEVEL 3 WIZARD, 3 ILLUSIONIST

The caster carefully etches eldritch words upon a surface, lacing them with their own desires of vengeance.

This spell allows the caster to inscribe innocuous-looking runes which detonate when they are read. The spell is used to protect and prevent access to a book, map, scroll, or similar object containing written information. When read, the runes explode causing **6d6 points of damage** to the reader.

Whatever object the runes were written upon suffers like damage. Consult the CKG for equipment wastage for the necessary saves.

Anyone specifically designated by the caster at the time of casting can read the runes without triggering them. Likewise the caster has the option to remove the runes. They can be removed via *dispel*.

Casting this spell requires the caster's combat action for **one minute**. The spell's **range is touch** with a **duration until detonated**. There is **no saving throw for the reader, all within 10 feet dexterity save for half**. The spell is **affected by spell resistance**.

The casting components are speech, hand gesture, some form of liquid to make the runes.

EYES OF CHAOS, LEVEL 2 ILLUSIONIST

The illusionist imbues their eyes with a demonic fervor, flooding them with a baleful light of burnt orange that glow as a predator at night.

The spell floods the area in front of the caster with the same burnt orange glow, allowing all to see in the area of effect. The eyes only dismay **1st-2nd level** creatures that look upon them, such that they will avoid attacking the caster at all cost.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 1 round per level**. An **intelligence saving throw negates fear**. The spell is **unaffected by spell resistance**.

The **area of effect is a zone 10 foot x by 20 foot**.

The casting components are speech and hand gesture.

F

FAERIE AURA, LEVEL 1 DRUID

The caster conjures memories of the fading sun, and casts words of power out upon the area, casing all within in a thin, yellow-white glow.

Anyone in the area of effect radiates a yellow-white glow, this includes creatures that are concealed, hidden, invisible, or magically hidden with sorcery that might make them invisible or hard to see. Attackers gain a +1 against anyone glowing from the spell. The spell makes creatures under cover of darkness plainly visible.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration of 1 minute per level**. There is **no saving throw**. The spell is **affected by spell resistance**.

The spell's **area of effect is 10 foot x 10 foot**.

Speech is the only casting component.

FAERIE REFLECTION, LEVEL 1 ILLUSIONIST

The caster speaks their own name or some other key word backwards, lacing the words with arcane magic, a simple gesture from them sends their own reflection to blanket another individual.

The spell creates an illusory doppelganger of the illusionist on whomsoever the illusionist touches. The doppelganger mimics the actions of the illusionist who cast the spell, cloaking whatever actions they are actually taking.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 2 rounds per level**. An **intelligence save negates if they choose to resist**. The spell is **affected by spell resistance if they choose to resist**.

The casting components are speech and hand gestures.

FAITHFUL WATCHDOG, LEVEL 5 WIZARD, 5 ILLUSIONIST, 3 DRUID

By scattering the dust of the bone upon the ground and uttering words of summoning the caster calls to them a hound of baleful and mean countenance.

The watchdog guards either the caster or an area the caster assigns. The caster can command the watchdog to change from guarding the caster to the area and vice versa as many times as they wish during the duration. If anyone that the caster has not marked as a friend approaches within 50 feet of the caster or area, the dog begins baying at them, howling. Those within the area must make a successful charisma save or suffer -2 on attack rolls due to the unsettling nature of the howl.

The dog attacks any deemed a threat who approach within 12 feet. The dog gains a bonus to hit equal to the caster's level and bites with **2d6+3 points of damage**. It continues to attack until killed or until the intruder flees. The hound's AC is 18 and its hit points reflect those of the caster at max.

Casting this spell requires the caster's combat action for **two rounds**. The spell's **range is 50 feet** with a **duration of 1 hour per level, until the dog barks and then it is 1 round per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The spell's **area of effect is a 100 ft diameter circle**.

The casting components are speech, hand gestures and the dust of the bone of a dog.

FALSE SCRYING, LEVEL 5 ILLUSIONIST

By placing the powdered dust of a moonstone in a small bowl of water, making hand motions over the water and breathing words of obfuscation into it, the caster cloaks the area in a shroud of magic.

Everything within the area is undetectable to any form of scrying. Also, upon a successful intelligence check (CL equal to the individual scrying) the caster detects if they are being scried upon, and in response alter what the scrier sees however they wish.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 minute per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The spell's **area of effect is 25 feet x 25 feet**.

The casting components are speech, hand gestures, dust of the moonstone and fragments of a distorted mirror.

FALSE SNARE OR TRAP, LEVEL 2 ILLUSIONIST

By placing a bit of string and speaking words of confusion, the caster cloaks one object with a shroud of magic, making it appear trapped.

To cast *false snare or trap*, the caster needs the shattered fragments of a deliberately distorted mirror (worth 5 gold) placed in a small bowl of water, and a pinch of powdered moonstone (worth 50 gold) cast into the air. Any manipulation or attempt to disarm the trap breaks the spell and dispels the illusion. Magical detection will indicate that there is no trap, possibly causing confusion if visual inspection follows.

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Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 minute per level**. An **intelligence check reveals the illusion if the individual attempting to find the trap is higher level than the caster**. The spell **is unaffected by spell resistance**.

The spell's **area of effect is 25 feet x 25 feet**.

The components are speech, hand gestures, a piece of string.

FATAL GESTURE, LEVEL 7 WIZARD, 8 DRUID

The spell channels all the arcane and divine power of the caster, wilting the very life of the target.

The caster points or gestures at one figure, uttering a powerful, life ending curse, and killing them instantly. If they make their saving throw they survive but suffer **3d6 points of damage + 1 per caster level**.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration permanent**. A **charisma save for damage only**. The spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

FEAR, LEVEL 4 WIZARD, 4 ILLUSIONIST

With simple arcane words and gestures, the caster blankets their visage in an illusion that reflects the greatest fear of those who behold them.

Panic and terror race through the hearts of the creatures affected by this spell, causing them to flee from the caster as fast as possible. The creatures cower in abject horror if cornered, and if forced to confront the caster, any effected creature suffers a -2 penalty to all rolls.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 round per level**. A **charisma save negates**. The spell **is affected by spell resistance**.

The spell's **area of effect is 25 feet x 25 feet**.

The casting components are speech and hand gestures.

FEATHER LIGHT, LEVEL 1 WIZARD

The caster utters a single word, altering their weight in an instant.

Creatures and objects affected by this spell fall gently, drifting downwards through the air much like a feather. Subjects affected by the spell take no damage from most falls. The spell may be cast with the utterance of a single word, making it fast enough to save the caster in case of an unexpected fall from any notable height. A total weight of up to 1,500 pounds can be affected. The creatures and objects affected by the spell fall at a rate of 50 feet per round. Should the spell end while they are still falling, they fall normally from that point and take damage only for that distance fallen.

The spell only affects free-falling objects, like a boulder tumbling from a great height, and thus could not be used to affect things acting under forces other than gravity. It could not, for example, slow a sword blow or cause a flying dragon to drift about aimlessly. It might affect a ranged weapon or projectile, at the Castle Keeper's discretion.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration of 1 round per level**. There is **no saving throw**. The spell **is affected by spell resistance if they choose to resist**.

It **affects a 20-foot diameter sphere**.

Speech is the only casting component.

FEEBLEMIND, LEVEL 5 WIZARD, 6 ILLUSIONIST

A simple pointing gesture, coupled with arcane words of chaos and doubt reduces the target's mind to little more than a gibbering mess.

This spell drains the target's higher intellect, reasoning, and even base cunning, reducing the target to an intelligence of 2, on par with most animals. Still, even at such low intelligence, the spell's target instinctively recognizes friends, and can follow them and protect them in a very primitive manner. The unfortunate victim remains in this state until a *heal*, *restoration*, *wish*, or equivalent are used to dispel it.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration until healed**. A **charisma save negates**. The spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

FINDING TRAILS*, LEVEL 8 ILLUSIONIST, 6 CLERIC, 6 DRUID

Taking a small stick in hand, the caster lifts it and utters words of eldritch understanding to the four winds, revealing to them the safest path to take to reach their destination.

This spell reveals the most direct and safest way to arrive at a destination of the caster's choice. The destination must be a location, not an item or a creature. The spell warns the caster of any dangers on the trail or path, and makes known any traps or hazards, be they magical or mundane. The character can even intuit by this magic the optimal direction and time to go to arrive at their intended destination at a given time, or during specific conditions. This can enable the spell's target to escape labyrinths, underground tunnel networks, and mazes, be they magical or mundane. This spell also instantly counters and dispels the *maze* spell.

Casting this spell requires the caster's combat action for **three rounds**. The spell's **range is personal** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell **is affected by spell resistance if the target chooses to resist**.

The casting components are speech, hand gestures, and a Y-shaped stick for focus.

Hide the Path: This spell makes the subject lost, no matter the place being sought. The subject wanders aimlessly, always straying off the path. The subject can be led by someone else, or could even use a map if normally able to do so.

FIREBALL, LEVEL 3 WIZARD

With a gesture by fingers coated in ash or coal dust, the caster sends a small ball of fire hurtling through the air to detonate with a large explosion of intense heat and fire.

The fireball causes **1d6 points of damage per caster level**. The flame is hot enough to ignite all combustible materials in the area of effect. Any items with a low melting point suffer damage, partially melting beneath the red-hot heat. The fireball follows a straight path and cannot be sent around corners or through objects. If it comes into contact with an object before it strikes its designated target, it detonates. For example, sending a fireball through an arrow slit is challenging and requires a ranged touch attack. If the caster fails, the fireball blows up on the wall.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 450 feet** with a **duration instant**. A **dexterity save for half damage**. The spell **is affected by spell resistance**.

It **affects a 40 foot diameter sphere**.

The casting components are speech, hand gestures, and ash or coal.

FIRST AID, LEVEL 0 CLERIC, 0 DRUID, 0 ILLUSIONIST

Uttered prayers or arcane whispers allow the caster to bid flesh to mend itself, increasing the natural healing powers of all living things.

When the caster lays hands upon a living creature, this minor healing spell magically bandages any wound on the creature's body, preventing further loss of hit points from bleeding. It prevents infection, and **cures 1d2 points of damage**.

The illusionist version of the spell acts in the same manner as the other versions; however, the illusionist must make a successful intelligence check to heal someone. The CL is equal to the level of the target or as otherwise determined by the Castle Keeper.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The spell **is affected by spell resistance if the target chooses to resist**.

The casting components are speech and hand gestures.

FLAME OF THE DIVINE, LEVEL 5 CLERIC

Through their holy symbol and prayers, the caster channels the power of their god, engulfing their target in sheets of divine flame.

The spell creates a screaming pillar of flame that deals **1d6 damage per caster level** to anyone caught within. A successful

dexterity save reduces this damage by half. The damage is half from fire, and half from divine retribution.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with **instant duration**. A **dexterity save halves damage**. The spell **is affected by spell resistance**. The **area of effect is a cone 10 feet in diameter and 40 feet high**.

The casting components are speech, hand gestures and holy symbol.

FLAME SEEDS, LEVEL 6 DRUID

The caster takes acorns or berries, dips them in ash, and imbues them with the power of small burning projectiles.

Acorns: If acorns are used, the caster can enchant four of them. Upon a successful ranged touch attack the acorn explodes in a wash of fire that deals **4d8 points of damage** and ignites cloth, paper, and similar materials.

Holly Berries: If these berries are used, the caster may enchant up to 8 of them. They are placed or hurled and upon contact inflict 2d8 points of damage to any creature near them (5 feet). The flame from the burning berries ignites cloth, paper, and similar materials.

Casting this spell requires the caster's combat action for **the round per seed**. The spell's **range is 50 feet for acorns** and **25 feet for holly berries** with a **duration of 1 minute per level**. A **dexterity save for half**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, a pinch of ash, and acorns or holly berries.

FLAME SHIELD*, LEVEL 4 WIZARD

The caster mutters words that unleash the power of fire, such that it encases them in a protective sheet of nearly translucent flame.

Anyone who engages in melee combat with the recipient of flame shield runs afoul of the spell. Any successful melee attack deals normal damage, but triggers the shield to flare and harm the attacker for **1d6 points of damage +1 per caster level**. Spell resistance counteracts the damage.

The flame-clad character gives off light like a dim torch, the color of which is selected by the caster.

Characters surrounded by a flame shield take only half damage from cold-based attacks, and no damage if the attack allows a save for half damage and the caster succeeds.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 1 round per level**. There is **no saving throw**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, and an open flame.

Chill Shield: The spell operates exactly the same way, but protects against heat/fire-based attacks instead of cold.

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FLAME SNARE, LEVEL 4 WIZARD, 2 DRUID

With small runes the caster places words of fire upon a closeable item, creating a trap for any who open it.

Anyone who opens the item that the flame snare is set upon triggers an explosion that inflicts **1d4 damage +1 per caster level** to all creatures within 5 feet of the trap. The fire does not harm any items in the container. The trap does not affect the caster nor anyone the caster designates during casting.

A knock spell triggers the trap. A dispel magic spell can dispel and will not set the trap off.

Casting this spell requires the caster's combat action for **ten minutes**. The spell's **range is touch** with a **duration when triggered**. A **dexterity save for half damage**. The spell is **affected by spell resistance**. This spell's **area of effect is a 10 foot diameter sphere**.

The casting components are spoken word, hand gestures, fragments of flint and a stick of charcoal, the latter to draw around the closure, the former scattered over it. This process leaves no visible marks or etchings.

FLAMING TEMPEST, LEVEL 8 CLERIC, 7 DRUID

The divine caster, with words of prayer and fire, unleashes the power of the elemental planes of fire.

Raging elemental flame fills the area of effect, causing **1d6 damage per caster level**. The flames are harmless to natural flora and plant creatures in the area, unless the caster so desires.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with an **instant duration**. A **dexterity save halves damage**. The spell is **affected by spell resistance**.

The spell's **area of effect is one 10 foot cube per caster level**.

The casting components are speech and hand gestures.

FLYING SAUCER, LEVEL 1 WIZARD

Taking a metal disk or glass, the wizard sets it spinning on their forefinger, only to breath words of weightlessness across it so that it floats on its own. As it spins it grows.

The flying saucer is shaped much like a plate with a raised ridge to hold its contents. The disk is 3 feet in diameter and sturdy enough to carry all manner of gear and loot. It can hold 1,000 pounds of material. It hovers several feet off the ground, and moves with and next to the caster. The caster may command the disk to halt, and it will remain in place, but if the caster moves over 70 feet away, the disk vanishes and everything it holds falls to the ground.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 10 feet** with a **duration of 1 hour**

per level. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech, hand gestures, and a glass or metal disk worth 5 gold.

FLY, LEVEL 3 WIZARD

By taking a feather and casting it with words of power, the caster is imbued with the power of flight.

The spell allows the caster to raise off the ground and fly. They can move up to 90 feet per round, ascend at a maximum of a 45-degree angle per round, or dive 180 feet per round. Once the spell is cast, the character flies normally, walking, running, etc. They can take other actions while the spell is ongoing, including casting other spells. The caster cannot carry more than their maximum carry weight.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 1 minute per level**. There is **no saving throw**. The spell is **affected by spell resistance if the target chooses to resist**.

The casting components are speech, hand gestures and a feather.

FOG, LEVEL 2 WIZARD, 2 ILLUSIONIST

With muttered words and gestures, the caster summons a fog, both thick and palatable.

The fog spreads rapidly, filling the area of effect. It reduces visibility to 5 feet, and blankets all those in the area of effect with a cold, wet dew. Dark and twilight vision are spoiled by the fog, but dusk vision functions up to 10 feet.

The cloud slowly moves away from the caster, at 10 feet per round, though a moderate wind or gust of air doubles this movement. A stout wind, 25 miles an hour or more, dissipates the cloud immediately.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The spell's **area of effect is 50 feet x 20 feet x 20 feet**.

The casting components are speech and hand gestures.

FREE MOTION, LEVEL 4 CLERIC, 4 DRUID

The caster takes their holy symbol in hand and places their hand upon an ally, removing impediments to their movement.

The creature affected by this spell can move and attack normally for the spell's duration, ignoring difficult movement caused by spells such as *hold in place* or *web*. It also enables the creature to move freely through dense vegetation, mud, etc. They can also freely move while underwater. No benefits other than

free movement are conferred, and a character freely moving underwater still needs to find some other means of breathing.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell **is affected by spell resistance if the target chooses to resist**.

The casting components are speech, hand gestures and holy symbol.

G

GAS FORM, LEVEL 3 WIZARD

With complex gestures, the caster enchants one individual, transforming them into vapor.

An individual transformed into gas retains their general shape, but are now made of mist, moistureless but noticeably cool. Nothing can physically touch the transformed individual, and any objects simply pass through them. A hand might feel the cool mist and some of it cling to the offending object as it exits the form, but this mist is harmless. All equipment is transformed as well, including magic items. The transformed individual can move at 10 feet per round, floating just above the ground instead of walking.

The transformed may pass through very tiny apertures, such as key holes and beneath doors. They cannot attack or cast spells, and are subject to environmental conditions.

Certain magical attacks may impact the gas form at the CK's discretion.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 1 minute per level**. An **intelligence save negates**. The spell **is affected by spell resistance if the target chooses to resist**.

Hand gestures are the only casting component.

GATE, LEVEL 9 WIZARD, 9 CLERIC

The caster channels their arcane or divine power through sharply worded phrases that hold the essence of the plane they wish to open a gate into, and coupling these words to intricate hand gestures, they open a gate to other realms.

The gate itself is an interplanar portal that opens a rift between the plane the caster is on, and the plane they wish to have access to. The gate takes the shape the caster desires, often ringed in a color reflective of the connecting plane. The gate can be oval, round, door shaped, as or as desired. It is generally 5 feet in diameter, though the caster can increase that by 1 foot per caster level. The caster must concentrate to hold the gate open and can take no other actions other than speaking while they do so. They can hold it open for 1 round per level.

The gate serves one of two purposes.

Travel: Anything and anyone moving through the gate instantly transports to the other plane.

Summoning: The gate may be used to summon an individual creature or type of creature from the plane to which the gate is connected. The caster names the creature, either naming a particular individual or a type or species upon casting, and the gate opens near the individual or creature. This spell does not give the caster any control over creatures summoned through the gate. The actions of a summoned creature vary depending upon the situation, the caster's motive, disposition, and perhaps, additional spells that may be active. Deities and other unique entities are under no compulsion to come through the gate unless they choose to. An uncontrolled being acts as it pleases, often to the detriment of the caster, and may return to its home plane at any time. When used in this manner, the gate remains open only until the summoned creature(s) passes through the gate. Neither the caster nor anyone or anything on the caster's plane may enter the gate.

Typically, the caster will ask a summoned creature to perform a service. It is easier to gain service from creatures weaker than the caster. Deities and beings with a strong will are often ill-disposed toward the caster for interfering with their life's activities.

Even if a service is given, the creature may return to its home plane, at will, whether the service is completed or not, unless the caster has used some other spell to bind the creature and force servitude. Contractual service is entirely more involved, but more likely beneficial for the caster, because the summoned creature is less likely to be ill disposed towards its summoner when some form of recompense is offered. The negotiation of a contract must be roleplayed, bearing in mind the nature of the creature, its desires, and its intellect. Few such creatures have any need for gold or coin, and their desires may seem alien at best, or utterly vile. Some creatures may attempt to subvert their contract, especially if they feel they have been tricked or treated poorly, interpreting a contract in ways that will hopefully cause the caster distress or peril.

Failure to fulfil a contract on the caster's part can have terrible consequences. A creature, its liege, or master may all attempt to enact some measure of revenge at a later time. Or, if the caster violates their disposition or code, or fails to uphold a sworn oath, the caster's deity may impose some penalty or dishonor.

Casting this spell requires the caster's combat action for **two rounds**. The spell's **range is 50 feet** with a **duration of 1 round per level and must concentrate**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech and hand gestures.

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GEAS, LEVEL 6 CLERIC, 6 WIZARD, 6 ILLUSIONIST

"Do as I desire or suffer the consequences" is the essence of this spell!

The caster places a magical command on the spell's target, ordering them to execute some quest or service, or to refrain from some activity or course of action. If the geased individual fails to do as instructed, they sicken and will most likely die. A *geas* must be carefully worded by the caster, or it may lead to a quest with unintended consequences, or the spell may simply fail altogether. The caster of the *geas* may release the effected creature from it at any time.

Although a *geas* can command almost any course of activity, it cannot compel a creature to commit suicide or perform acts that result in certain death. The creature affected must be able to understand the caster's command, or the spell fails. A geased creature is bound with the spell until the task is completed, no matter how long it takes, but if the instructions involve an open-ended task that the subject cannot complete through their own actions, the spell ends after one day.

If a creature ignores the *geas*, or is prevented from obeying it, they suffer consequences. A creature will lose 1 point of strength and suffer a -1 penalty to all saving throws for every day during which the quest is not undertaken. If they again take up the quest, the penalties cease. If a creature ignores a quest for 5 days in a row, they must make a constitution save or sicken. A sickened character moves at half their normal speed, suffers a -4 penalty on constitution and dexterity checks and saves, cannot heal naturally or via magical means.

A sickened creature must also again make a constitution save after a number of days have passed equal to the creature's normal constitution score. Failure means the creature is disabled, unable to move or act beyond a crawl. All of these effects end 1 day after the character deliberately attempts to resume the quest.

A *geas* and its effects can be removed magically by *remove bane* (but only if the caster of the *remove bane* is at least two levels higher than the level of the character who cast the *geas*, and the caster of the *remove bane* makes a successful charisma check), or a wish. *Dispel magic* does not affect a *geas*.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 10 feet** with a **permanent duration unless remove bane is cast**. A **charisma save negates**. The spell **is affected by spell resistance**.

The casting components are speech and holy symbol.

GHOSTLY NOISE, LEVEL 0 WIZARD, 0 ILLUSIONIST

Filling their voice with the echo of meandering thoughts, the caster hurls it out and away with arcane powers to imitate whatever ghostly sounds they desire.

Eerie rattles and wails, wolfish howls, warm laughter, quiet conversation, the rumble of thunder and clash of swords, the

soft patter of bare feet, all such sounds can be created with this spell. Virtually any type of sound can be produced, emanating from anywhere within range, though the volume cannot exceed as much noise as four normal humans could produce. The sounds move to and fro, rising up, dropping down, and carrying away as the caster desires.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration of 1 round per level**. An **intelligence save negates**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, and a small piece of ear wax.

GLOBE OF SPELL PROTECTION, LEVEL 6 WIZARD

With two small beads somewhere on their person, a rapid gesture, and by uttering words of shielding, the caster throws up a dome of protective magic.

The spell **instantly blocks all 1st-4th level spells**, spell-like abilities, and spell-like effects. Though it does not actively dispel any ongoing spell, it does nullify their power so that they wash over the caster's globe harmlessly. Anyone inside the sphere may cast spells out of, in or through the globe without impediment. *Dispel magic* destroys the globe. The globe has no effect on any spells of 5th level or higher. The globe moves with the caster.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 1 round per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**. The sphere is **10 feet in diameter**.

The casting components are speech, hand gestures, a sphere bead worth 1 gold, and a glass sphere worth 2 gold.

GLYPHS, LEVEL 3 CLERIC

The caster inscribes an object with magical glyphs set to ensnare or destroy their enemies.

Whatever the caster inscribes the glyph upon becomes magically warded so that if anyone passes over it, touches it, attempts to open it, or moves it (either with their own person or with an object such as a stick), it triggers the glyph.

Glyphs can be set to permit or ward against a specific individual or individuals, or even entire species or groups of species. They can be set to admit only characters of certain faiths or dispositions, carrying certain items, wearing certain garments or signs, or uttering certain passwords. Any creature violating the warded area is subject to its magic.

Most creatures, including invisible ones, trigger the glyph. Creatures traveling through dimensional space, or through planes like the ethereal do not trigger it. Anyone able to read magical script or use *read arcane script* can identify the glyph as



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dangerous upon a successful intelligence check, but if they read it, it triggers the glyph. *Dispel magic* can dispel the glyph.

Multiple glyphs cannot be written on the same object; however, one may write glyphs on separate objects and place them close to one another.

Once triggered, the glyph has one of several effects as chosen by the caster.

Burst: A burst of divine power is unleashed washing anyone within 5 feet of the glyph in the ire of the caster's deity. They suffer **1d4 points of damage per caster level**, a wisdom save reduces the damage by half.

Divine Power: The caster sets any 1st-3rd level spell into the glyph. They must have prayed for the spell that day and have it available to cast. The spell triggers as soon as someone comes within 5 feet, and thereafter acts as if the spell were cast normally.

Casting this spell requires the caster's combat action for **ten minutes**. The spell's **range is touch** with a **duration until triggered**. For saving throws see above. The spell **is affected by spell resistance**. It can encompass an **area up to 25 feet x 25 feet**.

The casting components are speech, hand gestures and a bit of oil, incense, or powdered gem significant to the cleric's deity.

GOOD FRUIT, LEVEL 1 DRUID

Taking fruit (fresh or otherwise) in their hand, the caster breathes power into the food with word and gesture.

The caster enchants their desired fruit, packing it with nutrients and curative properties. They may enchant berries (2d4), or other fruit such as apples, pears etc. (1). Berries heal 1 hit point and act as if a full meal was eaten. Any larger fruit **heals 8 points** and sustains the individual for 2 full days. In either case the spell does not provide a replacement for needed water. If an apple is consumed it temporarily imparts a +1 to wisdom checks.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 1 day per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The components are speech, hand gestures and a holy symbol.

GUARD WITH WARDS, LEVEL 6 WIZARD, 5 ILLUSIONIST

Carefully wrapping a key in silk cloth, the caster sets words of power upon it, creating a powerful warding spell for any interlopers not versed in the password or ritual.

This mighty spell is a useful tool in the defense of towers, strongholds, and other dwellings. The caster must be within the confines of the area they desire the guard to cast the spell. Once cast, the area is suffused with magical power that cannot be easily dispelled. Each effect listed below requires a separate *dispel magic*. *Disjunction* however destroys the spell entirely.

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The spell has the following effects:

1. It is easy to lose one's direction. Unless a successful wisdom save is made, anyone caught in the spell's area of effect has a 50% chance of going in the wrong direction. **SR: Yes.**
2. All corridors within the area of the spell fill with an eerie fog, obscuring all sight, including dark vision, beyond 5 feet. A creature within 5 feet has one-half concealment, creatures farther away have full concealment. **SR: No.**
3. All doors are subjected to the *lock to shut* spell (see *knock*). **SR: No.**
4. One door per caster level is covered by an illusion so that upon opening it, it appears as if there is a blank wall behind it. A successful intelligence save reveals what actually lies beyond. **SR: No.**
5. There are webs everywhere, clinging to the ceiling and walls, spanning door jams and frames, even on the floor. Movement is slowed as per the *web* spell. One can cut them or burn them away, however they will return within 10 minutes. **SR: No.**
6. The caster may also select one of the following:
 - a. A *gust* in one corridor or room. **SR: No.**
 - b. An *arcane visage*, twice. **SR: No.**
 - c. A cloud of *stench* twice. The stench lingers where the caster chooses. If dispersed it returns in 10 minutes. **SR: Yes.**
 - d. A *suggestion* in one area. The caster selects a **10 square feet area** (or less), and those that enter the area hear their own voice speaking to them, encouraging them to take the action suggested. **SR: Yes.**
 - e. *Dancing orbs* in four corridors. These can linger and move chaotically or they can follow a set routine for the duration of the spell. The caster must determine which. **SR: No.**

Casting this spell requires the caster's combat action for **30 minutes**. The spell's **range is 450 feet** with a **duration of 1 hour per level**. The **saving throw varies**. The **spell resistance varies**.

The spell radiates out and away from the caster in a **20 foot/level diameter sphere**.

The casting components are speech, hand gestures, spider silk (20 gold), an ounce of fine wine (2 gold), a decorated silver key (5 gold), and one page of fine parchment (1 gold) to be lit.

GUST, LEVEL 3 WIZARD

Holding their hands out as if they were a funnel, the caster blows magical words through, unleashing a wind which rolls forth.

A powerful, howling blast of air originates from the caster in the direction they are facing. It acts as a straight-line wind. This gust automatically extinguishes candles, torches, and similar small

unprotected flames. Larger flames and protected flames are bent in the direction of the gust, potentially igniting anything combustible in the vicinity. Any fuel feeding those flames is scattered in a shower of sparks, potentially spreading a wider fire (the CK's choice, depending on environmental conditions). Wooden objects are battered by the wind if not secured. Any light, unsecured object of small size is picked up and hurled by the wind. Other items must succeed at a strength check or be blown over (refer to the **Castle Keepers Guide Equipment Wastage** for guidelines).

Any creature caught in the wind must make a strength save. If they are small-sized and fail, they are thrown back, lifted, tossed, and thrown to the ground. Medium and larger creatures can withstand the wind, but failing their save, their movement is reduced by half (when walking against the wind) and suffer a -4 to hit and -2 to damage. Small or medium sized airborne creatures suffer a -4 to their saving throws.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 1 round**. A **strength save negates**. The spell is **unaffected by spell resistance**. The wind blows out to **150 feet, in a gale 10 feet high and 10 feet wide**.

The casting components are speech and hand gestures.

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HALLOW*, LEVEL 4 CLERIC

The caster chooses their ground and, through the familiar trappings and rituals of their deity, places the word of their god upon it.

The spell purges the affected area of all evil or good and creates holy or unholy ground. The caster must choose how the hallowed ground wards against, good, evil, law, chaos, and neutrality. It has the following effects:

Creates a magic circle: All creatures in the circle receive a +2 AC against any attacks by creatures of the warded disposition. Warded creatures cannot be possessed or mentally controlled and it stops summoned creature from bodily attacking or touching them unless the warded creature attacks the summoned creature first. However a summoned creature's SR can overcome the magic circle. None of these effects are cumulative with other protection spells.

Turning: In a holy zone, those attempting to turn undead gain a +3 to their roll, attempts to command the undead suffer a -3 to their roll.

Protections: Anyone interred in the area that has been hallowed cannot be turned into any undead creature. In an unholy zone, those interred with rise as a zombie in 14 hours.

Divine Magic: The character may choose to affix a single spell effect to the hallowed site. The character must cast the spell when casting hallow. As with the *hallow* spell itself the divine magic lasts one year. The caster can set trigger conditions on the spell as well, such as it only impacts creatures who worship the cleric's deity. After a year, if the ground is hallowed again, the divine magic spell automatically returns. Any spell may be cast into the hallowed ground; however, the Castle Keeper has final choice on the viability of this.

Casting this spell requires the caster's combat actions for **one day**. The spell's **range is touch** with a **duration of 1 year**. There is **no saving throw**. The spell is **affected by spell resistance**.

The spell's **area of effect is 150 foot radius from point touched**.

The casting components are speech, gestures, a holy symbol, and religious trappings worth 1,000 gold.

Unhallow: This spell provides the above effects, but against good creatures. In an unhallowed, turning attempts are made at a -3 penalty, while attempts to control the undead gain a +3 bonus. Any dead body interred in an unhallowed area will rise as a zombie in 24 hours.

HALLUCINATORY GROUND, LEVEL 4 WIZARD, 3 ILLUSIONIST

Taking the item of a fae in hand and blowing words of careful design across it, the caster creates a powerful hallucination.

This spell recasts the terrain so that it takes on a different guise. A forest glade might look like a marshy bog, a desert hole like an oasis. The imagined terrain smells and feels like it should, and has a rich and appropriate soundscape, for example night frogs and morning birds might be heard. The spell does not affect structures in the area, a barn in a forest glade would appear as a barn in a marshy bog. Creatures and gear are also not changed.

Casting this spell requires the caster's combat action for **10 minutes**. The spell's **range is 150 feet** with a **duration of 1 round per level**. An **intelligence save negates**. The spell is **unaffected by spell resistance**.

The spell's **area of effect is 10 feet by 10 feet**.

The components are speech, hand gestures, and a fae's item.

HARROW THE EARTH, LEVEL 6 WIZARD, 5 DRUID

The caster gestures to the earth and murmurs words of waking, channeling their power into the ground forcing it to move as though it were a blanket straightening or wrinkling.

The spell moves the surface of the earth, not unlike a farmer's plow when it harrows the ground. For every 10 foot x 10 foot area, casting takes 3 minutes. The maximum possible area the spell can affect is 800 feet x 800 feet. It takes 4 hours to move. The earth moved cannot exceed 10 feet in depth.

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It moves only the earth in ripples not more than several feet high. It does not move rock outcrops or the like. It can shift a creek or stream's flow several feet. Natural flora is lifted with the ripples of earth, sometimes breaking their roots, sometimes leaving them unaffected. It has no impact on the local fauna.

Casting this spell requires the caster's combat action for **3 minutes to several hours**. The spell's **range is 450 feet** with a **permanent duration**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are spoken word, hand gestures, a handful of earth, and a wand, rod or staff.

HASTE*, LEVEL 3 WIZARD

Taking a hawk feather in hand and violently pulling it against the direction of the barbs, the caster fills their palm with the speed of the hawk, which they can transfer to a target of their choice.

Haste doubles a single target's movement rate and the number of attacks they can take in a round. Nothing else is accelerated, e.g., speech, spell casting, and non-combat oriented special abilities.

The haste spell runs the risk of damaging the cells of the one it is cast upon. Once the spell wears off, the individual must make a successful constitution save or **lose 1 hit point permanently**.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 round per level**. A **constitution save negates if the target chooses to resist**. The spell **is affected by spell resistance if the target chooses to resist**.

The components are speech, hand gestures, and a hawk feather.

Slow: Acts opposite to haste, reducing movement and attacks by half. If a creature only makes one attack per round, it can only do so every other round. It does not do cell damage however.

A haste spell and slow spell cancel each other out.

HEAD FOG, LEVEL 1 ILLUSIONIST

The caster focuses on a single target, speaking babbling words that cut and confound, coupled with gestures which manifest the arcane magics of their craft.

The target's vision clouds and blurs as if they were caught in a fog. Their eyes turn milky white and everything around them seems dull, distant, and unclear. The victim cannot see clearly and suffers a -2 on initiative and -4 on attack rolls. They are allowed a saving throw once per round.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1d4 rounds per level**. An **intelligence save negates**. The spell is **affected by spell resistance**.

The casting components are speech and hand gestures.

HEAL*, LEVEL 6 CLERIC, 9 DRUID, 9 ILLUSIONIST

The caster places their hands upon the desired target and channels the power of their deity or mind, wiping away the suffering turmoil of the afflicted.

This powerful curative enables the caster to heal the target of all afflictions, healing all hit point damage, cure any disease, return sight to those blinded and hearing to those deafened. It restores lost attribute points, so long as the attribute loss is temporary. It cures any mental illness or brain injury. It stops any toxin or poison from causing further damage. It heals debilitating effects caused by spells or spell-like abilities. Heal does not restore lost levels, permanently drained hit points, or permanently drained attributes.

A heal spell cast upon an undead creature affects it as if the harm spell were cast upon it.

The illusionist version of the spell acts in the same manner with two important exceptions. The recipient of the spell must make an intelligence saving throw. If the creature fails the saving throw, the spell acts normally. If the creature makes the saving throw, the spell fails as the creature realizes that the spell is an illusion. Also, the illusionist version has no effect on undead.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The spell **is affected by spell resistance if the target wishes to resist**.

The components are speech, hand gestures, and holy symbol.

Harm: This spell drains the target of all but 4 hit points and causes disease in the subject (see *remove malady*). A harm spell cast upon an undead creature affects it as if a heal spell were cast.

HEAL CRITICAL WOUNDS*, LEVEL 5 CLERIC, 5 DRUID, 6 ILLUSIONIST

The caster simply lays hands and channels the power of their deity or magic into the wounded.

The spell **heals 5d8 points of damage**. Divine casters casting this spell on the undead will inflict a like amount of damage to them.

The illusionist version of the spell acts in the same manner as the cleric and druid version; however, the illusionist must make a successful intelligence check to heal someone. The CL is equal to the level of the target or as otherwise determined by the Castle Keeper. An illusionist cannot cause damage to undead.

Casting this spell requires the caster's **combat action** for the round. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The spell **is affected by spell resistance if the target chooses to resist**.

The components are speech, hand gestures, and holy symbol.

Inflict Critical Wounds: This spell deals 5d8 points of damage to living creatures. In those situations, a successful wisdom save indicates half damage if cast by a cleric or druid, or no damage if cast by an illusionist.

HEAL IN AREA*, LEVEL 8 CLERIC

The caster gestures to a spot they can see, sending out waves of restorative energy.

This potent spell grants the caster the ability to cure all disease and injury to those within the spell's area of effect. It acts exactly as does the spell *heal*, albeit across a large area, enabling them to heal multiple creatures at once.

Casting this spell requires the caster's **combat action** for the round. The spell's **range is 25 feet** with a **permanent duration**. There is **no saving throw**. The spell **is affected by spell resistance if the target chooses to resist**.

The spell's **area of effect is 25 feet x 25 feet**.

The casting components are speech, hand gestures, and holy symbol.

Harm in Area: This spell reduces all creatures in the area to 4 hit points and inflicts disease in the subjects (see *remove malady*). A *harm in area* spell cast on undead works as though *heal in area* was cast.

HEAL LIGHT WOUNDS*, LEVEL 1 CLERIC, 2 DRUID, 2 ILLUSIONIST

The caster simply lays hands and channels the power of their deity or magic into the wounded.

The spell **heals 1d8 points of damage**. Divine casters casting this spell on the undead will inflict a like amount of damage to them.

The illusionist version of the spell acts in the same manner as the cleric and druid version; however, the illusionist must make a successful intelligence check to heal someone. The CL is equal to the level of the target or as otherwise determined by the Castle Keeper. An illusionist cannot cause damage to undead.

Casting this spell requires the caster's **combat action** for the round. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The spell **is affected by spell resistance if the target chooses to resist**.

The components are speech, hand gestures, and holy symbol.

Inflict Light Wounds: This spell causes 1d8 points of damage to living creatures. In those situations, a successful wisdom save indicates half damage if cast by a cleric or druid, or no damage if cast by an illusionist.

HEAL SERIOUS WOUNDS*, LEVEL 3 CLERIC, 4 DRUID, 4 ILLUSIONIST

The caster simply lays hands and channels the power of their deity or magic into the wounded.

The spell **heals 3d8 damage**. Divine casters casting this spell on the undead will inflict a like amount of damage to them.

The illusionist version of the spell acts in the same manner as the cleric and druid version; however, the illusionist must make a successful intelligence check to heal someone. The CL is equal to the level of the target or as otherwise determined by the Castle Keeper. An illusionist cannot cause damage to undead.

Casting this spell requires the caster's **combat action** for the round. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The spell **is affected by spell resistance if the target chooses to resist**.

The components are speech, hand gestures, and holy symbol.

Inflict Serious Wounds: This spell causes 3d8 points of damage to living creatures. In those situations, a successful wisdom save indicates half damage if cast by a cleric or druid, or no damage if cast by an illusionist.

HEALING SPHERE*, LEVEL 4 CLERIC

The caster places their clenched fist in an open palm, or stomps their foot or staff upon the ground, and so summons the power of their deity such that a wave of healing energy flows out from their person.

This spell releases waves of energy in all directions from the caster, **curing 2d8 points of damage** to all living creatures in the area of effect, including allies and enemies. The curative version of this spell deals a like amount of dice in damage to undead.

Casting this spell requires the caster's **combat action** for the **round**. The spell's **range is personal** with a **permanent duration**. There is **no saving throw** for *healing sphere*. There is **a saving throw** for *harming circle*. The spell **is affected by spell resistance if the target chooses to resist**.

The spell's **area of effect is a 20 foot radius sphere** around caster.

Harming Circle: This spell deals damage to living creatures. In those situations, a successful wisdom save indicates half damage. Harming circle heals undead creatures.

The casting components are speech and hand gestures.

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HEAT ANY ALLOY*, LEVEL 2 DRUID

Bound to the elements of the natural world, the caster chants words of magic, and with a simple gesture, forces a slight vibration in the substructure of any metal, making it grow ever-hotter or cooler.

Through this spell the caster increases the ambient temperature of any metal, be it iron, steel, bronze, or brass, fabricated or natural. The spell engages one living target carrying metal for every 2 caster levels, or an area 2 x 2 square feet for every 2 caster levels. If more than one individual is engaged, they must be within proximity of one another, out to a maximum distance of 25 feet.

It takes one round for the spell to heat or cool the metal. In the following round anyone touching or wearing the metal suffers **1d4 points of damage**. In the 3rd-5th rounds they suffer a blistering heat or cold and **2d4 points of damage** per round. In the 6th round, the metal starts to revert to its original temperature, dealing only **1d4 damage** to those touching it. In the final round the metal cools or warms and no damage is inflicted.

Anyone the metal touches suffers severe nerve damage and extreme, disabling pain. Anyone so afflicted for the full duration of the spell is disabled for 1d4 days, though a successful constitution save halves that time.

It does not affect magical items.

One can counteract the damage being caused by the spell if a heat or cold based spell is cast on those afflicted during the 7 rounds, stopping damage on a point for point basis.

Underwater, heat deals half damage and boils the surrounding water, and chill deals no damage, but ice immediately forms around the affected metal, making it more buoyant.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 7 rounds**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The **area of effect is 2 square feet** or **one individual every 2 caster levels**.

The casting components are speech and hand gestures.

Cool any Alloy: this spell lowers the temperature on metal items. Acts as *heat any alloy* in all regards, but deals icy cold damage.

HOLD BAR & GATE, LEVEL 1 WIZARD

Pointing toward a gate, door, or portal, the caster speaks careful utterances which compel barriers to slam shut and hold firmly.

The spell binds any door, window, sash, shutter, gate, portal, or similar structure. Treat the door as if it were jammed shut, requiring a strength check to break it down. *Dispel magic* or *knock* counteract the spell. If the target door is open, the spell

slams it shut and holds it. The door must be made of natural material. It does not hold magical portals or gates unless the Castle Keeper allows.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 round per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech and hand gestures.

HOLD ANIMALS AND PLANTS, LEVEL 2 DRUID

Plucking a small strand of spider silk, the caster blows words of wakening across the silk and toward their target.

The spell triggers one creature's instincts to blend in with its environment, be it a plant creature or an animal. The creature holds fast, breathing with shallow breaths, motionless. The creature still has the ability to think but cannot move.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 round per level**. A **wisdom save negates**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, and a small strand of spider silk.

HOLD CREATURE, LEVEL 5 WIZARD, 5 ILLUSIONIST

Balling spider silk in hand, the caster whispers words of binding over it and, casting it toward their foe, holds them fast in a grip of arcane magic.

This spell immobilizes one monstrous target. The spell affects any creature type. The creature freezes in place, whether walking, running, swimming, or flying. The creature can take no physical action, though it still breathes, is aware of its surroundings, blinks, etc. If held during flight the creature falls to the earth, but glides as much as it falls, suffering half of normal fall damage.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 round per level**. An **intelligence save negates**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures and a piece of spider silk from a giant spider.

HOLD HUMANOID, LEVEL 3 WIZARD, 2 CLERIC, 3 ILLUSIONIST

Taking the strand of spider silk in two hands and blowing words of power and knowledge over it, the caster sends the spell toward their intended target.

The spell immobilizes one small or medium-sized humanoid, dulling their natural flight or fight response and freezing the creature in place. The victim, breathing shallow breaths, with wild heart palpitations, cannot move. They can speak haltingly, but cannot cast spells. They are mentally aware.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 round per level**. A **wisdom save negates**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, and a piece of silk from a giant spider.

HOLY GLAMOUR*, LEVEL 8 CLERIC

With their holy symbol prominently displayed, the caster unleashes a globe of power around a creature of goodly disposition within range, giving them strength against evil dispositions.

A number of goodly creatures equal to the caster's level who are in the sphere receive a +4 AC, +4 on their saves and attributes checks, and an SR 16 against evil creatures, be they evil, law/evil, chaos/evil, neutral/evil, evil/law, etc. Anytime a warded creature is struck by an evil creature, a burning flash of light blinds the attacker, unless they make an intelligence save. The spell wards off any form of possession or outside mental influence, as per the spell *protection from disposition*.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 1 round per level**. An **intelligence save mitigates blindness**. The spell **is unaffected by spell resistance**.

The **area of effect is a 25-foot radius** around caster.

The casting components are speech, hand gestures and holy symbol.

Unholy Glamour: Acts the same as *holy glamour*, but against good-disposed creatures.

HOLY UTTERANCE*, LEVEL 7 CLERIC

With their holy symbol on their person, the caster lifts their voice on high and channels the power of their deity.

A powerful caster uttering a holy (good) or unholy (evil) word speaks with the voice of their deity, banishing all extraplanar creatures in the area of effect to their home planes. The creatures need not hear the word or even see the caster. Being in the presence of the power of the deity is enough to incur the deity's wrath.

Banished creatures cannot return for at least 1 day as measured on the plane where the spell was cast.

Creatures in the area who hear the word and are not extraplanar and are not good (or evil for *unholy utterance*) suffer according to the table below.

TABLE: HOLY UTTERANCE

LEVEL	EFFECT	DURATION
12 or more	Deafened	1d4 rounds
Less than 12	Blinded, deafened	2d4 rounds
Less than 8	Paralyzed, blinded, deafened	1d10 min
Less than 4	Killed	permanent

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **varied duration**. There is **no saving throw**. The spell **is affected by spell resistance**.

The **area of effect is a 25-foot radius circle**.

Speech is the sole casting component.

Unholy Utterance: Acts the same as *holy utterance*, but against good-disposed creatures.

HUMANOID FINDING, LEVEL 5 ILLUSIONIST

The illusionist conjures the image of their hated enemy and manipulates it to cause confusion and delay.

The image conjured must be familiar to the illusionist. The image assumes the exact visage of their enemy, including their smell, the sound of their voice, and their common mannerisms. It cannot mimic very specific traits that are unknown to the illusionist. For instance, it could mimic a commonly known facial tick, but could not mimic certain grammar usages the humanoid uses in conversation with his minions...unless the illusionist was aware of it.

Creatures with an intelligence of 10 or higher and who are familiar with the mimicked humanoid are allowed an intelligence saving throw to see through the illusion. If the illusion conducts itself in ways completely antithetical to its nature, then creatures who receive a saving throw gain a +5. Obvious breaks from the creature's habits shatter the illusion. For instance, if an attacking orc chieftain suddenly called off the attack and directed his orcs to attack each other, the spell would come undone.

Casting this spell requires the caster's combat action for **three rounds**. The spell's **range is 1 mile** with a **duration of 1 round per level**. An **intelligence check made by a creature of 10+ intelligence reveals the illusion**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, and a possession of the target.

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HYPNOTIC IMAGERY, LEVEL 2 ILLUSIONIST

The caster, through gentle motions, often punctuated by ups and downs of hand and arm, unleashes a wave of hypnotic energy designed to enthrall any who watch.

The caster creates a pattern of shifting and weaving colors, mists, or fogs before them. Effected creatures gaze at the lights, doing nothing and heedless of all else. Each creature in the area gets an intelligence save to avoid the spell's effect, but the caster can affect no more than 2d4 levels of creatures plus an additional level for each of the caster's levels. Lower level creatures are affected first. Any creature that is blind or sightless or for some reason cannot see the patterns is unaffected.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration as long as the caster concentrates**. An **intelligence save negates**. The **spell is affected by spell resistance**.

The spell's **area of effect is 25 feet x 25 feet**.

Hand gestures are the sole casting component.

HYPNOTISM, LEVEL 1 ILLUSIONIST

Through a softly monotonous voice, laced with repetitive words whose origins lie in the arcane, and waving a small item or their hand back and forth, the caster hurls their target into an otherworldly trance.

The illusionist can hypnotize 2d4 levels of creatures, with lower-level creatures become enthralled first. The creatures have to be able to see and hear the caster, though they do not need to understand the language of the caster. It does not work in the thick of combat or any highly stressful situation, such as falling over a waterfall. Hypnotized creatures cannot move or act, though they can be "snapped out of it" if attacked or disturbed in any way. Hypnotized creatures will not remember being entranced.

The caster may elect to suggest some course of action to the enthralled. The action must be mundane, non-dangerous, and somewhat in disposition with the creature's own desires, otherwise the hypnotized will not take the action and can make another saving throw, this time with a +2 bonus, to break the spell. If the suggestion is reasonable, it can influence the subject's actions, according to the discretion of the Castle Keeper. The Castle Keeper may allow additional intelligence saves for the subject if the suggestion is less than reasonable. Once the spell ends, and assuming any suggestions were reasonable, the hypnotized remains somewhat disposed to carry out the action suggested.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 25 feet** with a **duration of 1d2 rounds plus 1 round per level**. An **intelligence save negates**.

The **spell is affected by spell resistance**. The spell's **area of effect is 25 feet x 25 feet**.

The casting components are speech and hand gestures.

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ICE STORM, LEVEL 4 WIZARD, 5 DRUID

By sending incantations through the air and casting a single drop of pure water into it, the caster freezes the air and unleashes a meteorological ice storm.

The air above the affected area becomes instantly cold, crystalizing and unleashes a storm of sleet and hail upon those below. The hail ranges from the size of a grape to grapefruit, pounding all in the area, denting armor, flaying flesh, ripping clothes, and bruising muscle and bone. Anyone caught in the storm suffers **5d6 points of damage**. The storm lasts only one round, however, all movement in the area is reduced by half for 1 round per caster level.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with **duration of 1 round per level**. There is **no saving throw**. The **spell is affected by spell resistance**.

The spell's **area of effect is a 50 foot diameter cylinder that is 50 feet tall**.

The casting components are speech, hand gestures, and a drop of water.

IDENTIFY, LEVEL 1 WIZARD

The caster must acquire gem dust, bone dust of a lich, or a similar item, and sprinkle it upon an area. Speaking words of arcane origin, they set the item in the dust, asking it to reveal its true nature.

This spell reveals a single function of one magic item for each round it is in effect. The most basic functions are revealed first, including how to activate that function on the item, and how many charges remain. For a weapon, this will be the modifiers to attack and damage. If a magic item has more than one function, each of which are similar in potency, the Castle Keeper determines which is first identified. Multiple castings of this spell may be cast at the same time, taking 10 minutes per spell. After casting this spell, the caster becomes exhausted, and loses **1d4 points of constitution**.

After resting for 1 hour per each identify cast, constitution is returned to normal.

Casting this spell requires the caster's combat action for **10 minutes**. The spell's **range is 5 feet** with a **duration of 1 round per level**. There is **no saving throw**. The **spell is unaffected by spell resistance**.

The casting components are speech, hand gestures, and materials valued at 100 gold.

IDOL OF DEATH, LEVEL 4 ILLUSIONIST

The caster takes the small lump of clay, reshaping into their own likeness, thus creating a ward against attacks.

The caster creates a fist-sized image of themselves out of clay. As the magic settles on the clay, the image becomes an exact unmoving copy of the caster. The clay figure absorbs **3 points of damage** inflicted by every attack upon the caster in a single battle. Any area of effect attacks, however, do double damage to the caster as it affects the clay and the illusionist. The spell is negated if the clay image moves more than ten feet from the caster. The spell does not have a cumulative effect and any new spell of the same nature can't be cast on the illusionist while the first spell is active.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 1 minute per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The components are speech, hand gestures, and a small lump of clay.

ILLUSION, LEVEL 3 ILLUSIONIST

The caster conjures an image to their mind's eye and with gesture and spoken arcana, unleashes it upon the unsuspecting.

The caster summons the vision of a person, monster, or some type of entity, or a minor event such as a gust of wind, a door in an open doorway, a torch, or similar image. The image can cause damage to those who fail their saving throw, if the image emulates a harmful act.

When cast using a **1st level** spell slot, the illusion consists of some type of object, force, or entity that the caster imagines. The illusion is limited, only able to produce minor sounds, but no speech. It emits no smell and has no real tactile nature. The image can cause up to **1d4 damage per round**.

When cast using a **2nd level** spell slot, the illusion consists of all the above, but includes more detailed and complex images. It is potent enough to project complex sounds, as well as other sensations, such as scent, texture, and temperature. It can even produce simple phrases and words. The image can cause up to **1d6 damage per round**.

When cast using a **3rd level** spell slot, the illusion consists of the above, but can also simulate complex speech patterns and account for variables such as shifting winds. The image is also interactive, such that if someone attempts to pick an illusory flower, it will feel and look real. The image can give off its own light. The image can cause up to **1d8 damage per round**.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 450 feet** with a **duration lasting as long as concentration is maintained, plus 2 rounds +1 per caster level**. An **intelligence save negates**. The spell is **unaffected by spell resistance**.

The spell's **area of effect is a 40 foot cube + 10 foot cube per caster level**.

The casting components are speech and hand gestures.

ILLUSIONARY HELP, LEVEL 3 ILLUSIONIST

The illusionist manifests their needs and desires in the form of a humanoid, holding whatever is needed.

An illusion of a human or humanoid appears holding in its hands whatever is needed to help, limited only by the caster. If the caster is in a pit, the illusion has a knotted rope. If the caster was wounded, the illusion has salves that heal **2 hp**. If the caster is fighting for their life, the illusion has a shield and acts as another target to be hit. It cannot create illusory magic items. Items brought must be easily carried in two hands.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 200 feet** with a **duration of 1 round per level**. An **intelligence save negates**. The spell is **affected by spell resistance if the target chooses to resist**.

The casting components are speech and hand gestures.

ILLUSIONARY HOUNDS, LEVEL 1 ILLUSIONIST

Through calls with words carrying arcane intonations, the caster summons a pack of hounds that seem to arrive from somewhere outside everyone's field of view.

The caster appears to summon a pack of illusory hounds. They appear in every way to be large war dogs, with AC 12 and dealing **1d4 points of damage** to any who fail an intelligence save. If an illusory hound is struck in combat, it falls bleeding and apparently dead until all are defeated, at which point the pack vanishes.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 20 feet** with a **duration of 1 minute per level**. An **intelligence save negates**. The spell is **affected by spell resistance**.

The casting components are speech and hand gestures.

ILLUSIONARY LIONS, LEVEL 6 ILLUSIONIST

The caster imagines a pride of lions and speaks power to their thoughts through arcane utterances, and with a series of gestures brings them to life.

The caster appears to summon a pride of 1d6 illusory lions. They appear in every way to be real lions, have AC 18 and deal **3d6 damage** on an attack against any who fail an intelligence save. If an illusory lion is struck in combat, it falls bleeding and apparently dead until all are defeated, at which point the pack vanishes.

Casting this spell requires the caster's combat action for **two rounds**. The spell's **range is 40 feet** with a **duration of 1**

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minute per level. An **intelligence save negates**. The spell is **affected by spell resistance**.

The casting components are speech and hand gestures.

ILLUSORY BARRIER, LEVEL 4 ILLUSIONIST

Breathing thoughts to life by passing arcane words through splayed fingers, the caster summons a wall before them.

The caster creates a wall of stone, wood, adobe, or another construction material in front of them. The apparition may be a wall, floor, or ceiling. Though the illusion looks real to any who view it, it is not, and physical objects can pass through it. The spell is made to hide doors, pit traps and the like. The illusion can be detected by touch, when the hand or some object passes through it.

Casting this spell requires the caster's combat actions for **one minute**. The spell's **range is 50 feet** with a **permanent duration**. An **intelligence save negates**. The spell is **unaffected by spell resistance**. The spell's **area of effect is 10 feet x 10 feet x 1 foot**.

The casting components are speech and hand gestures.

ILLUSORY WRITING, LEVEL 3 ILLUSIONIST

With quill in hand, the caster puts special ink to parchment, writing words imbued with the power of their arcane language, creating a script that is both beautiful and magical.

The writing is designed to relay messages or instructions to readers selected by the cater. It hides the words through jumbled ordering, and anyone attempting to read it who is not designated to do so, must make a successful intelligence save or fall under the sway of a powerful *suggestion* spell that bids them to forget the script and take up some other tasks. The suggestion lasts half an hour.

A dispel magic spell destroys the script. *Truth revealed*, combined with other spells like *comprehension*, reveals the secret message. An illusionist can recognize *illusory writing* when they see it, but cannot read it.

Casting this spell requires the caster's combat action for **one minute**. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech, hand gestures, special inks valued at 50 gold.

IMPRISON*, LEVEL 9 WIZARD

By speaking and laying hands on a creature the caster knows, they are able to unleash words of binding, and cast the desired target into a miserable pore deep underground, imprisoning them.

This spell requires a successful touch attack to affect the target, who is then entombed in a state of suspended animation in a small, cramped prison deep beneath the earth. For the victim, time ceases to flow. The creature does not grow older, their body functions virtually cease, they do not need food or water, and no force or effect can harm them.

Most divinations will not reveal the creature, but *discover location* does. Powerful spells such as *wish* reveal the nature of the imprisonment, though not where the creature is held. If *freedom* is cast in the location or where the *imprison* spell was first cast, it frees the creature, returning them where they were when *imprison* was cast.

The imprisoning spell only succeeds if the caster knows the target's name and some facts about their life.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The spell is **affected by spell resistance**.

The casting components are speech and hand gestures.

Freedom: This spell frees someone from an *imprison* spell.

INCENDIARY FLOW, LEVEL 8 WIZARD

With a powerful gesture, the caster drives the air before them, unleashing words of fire and ash and heated misery, creating a cloud of burning gas.

The spell summons a pyroclastic flow of burning gases, hot dust, embers, and ash that washes over an area and obscures all forms of sight, including twilight, dusk, and dark vision beyond 5 feet. A creature within 5 feet has one-half concealment; creatures farther away have total concealment.

The cloud inflicts **4d6 points of fire damage** each round someone is within the cloud. A strong wind, anything 21 miles per hour or stronger, can disperse the cloud. It moves in the direction of the wind 1d10 feet per round.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration of 1 round for every 2 levels**. A **dexterity save halves damage**. The spell is **affected by spell resistance**.

The spell's **area of effect 20 feet high by 30 feet wide and 30 feet long**.

The casting components are speech and hand gestures.

INFLUENCE, LEVEL 0 ILLUSIONIST

Through carefully chosen words spoken in a calm voice, laced with arcane magic, the caster temporarily bewitches their target.

The spell convinces one individual that the caster is an ally and friend. The target is allowed a charisma saving throw, and if they are being attacked by the caster or their other allies, the target gains a +5 on their saving throw. The target must be medium-sized or smaller for the charm to work.

Influence is not potent enough to empower the caster to control their victim as if they were an automaton, but the subject perceives the caster as favorably as possible. The caster can try to give the subject orders, but must succeed at a charisma check in order to convince them to do something that puts them in harm's way, or goes against their nature. Any act by the caster or the caster's apparent allies that threatens the influenced creature breaks the spell. Note also that the caster must speak the creature's language to communicate or give commands.

Casting this spell requires the caster's combat action for **one round**. The spell's **range is 25 feet** with a **duration of 3 rounds**. A **charisma save negates**. The spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

INSANITY, LEVEL 7 ILLUSIONIST

The illusionist unleashes a wave of emotive energies, jumbling the memories of the chosen target into a mass of babbling confusion, triggering insanity.

The spell triggers a form of madness in a single target. Roll on the following chart for the type of insanity.

TABLE: INSANITY

d4	Insanity
1	Dementia
2	Hallucinatory
3	Hebephrenia
4	Catatonia.

Consult the **Castle Keepers Guide** for the type of insanity and impact it has on the target. The madness may linger from a day to a year. Insane creatures do not suffer as if they were stunned, and attacks against them gain no special benefit. If they are attacked, they return the attack, often more violently than they normally would.

Wish, *heal* and other similar spells cure the insanity.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **permanent duration**. An **intelligence save negates**. The spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

INSECT SWARM, LEVEL 5 CLERIC, 5 DRUID

Through words of power filled with divine retribution, the caster opens a portal to a world of madness, unleashing a wave of insects upon their unfortunate victims.

The insects swarm in a mass of stinging, biting, crawling, flying wave of every kind of insect imaginable, gathered in a vast cloud. Within the circle, all vision is reduced to only 10 feet. Spellcasters are so hounded that casting any spell proves utterly impossible. Anyone within the swarm suffers bites and stings that amount to 1 hit point of damage per round. Any 1st or 2nd level creatures flee the cloud as fast as possible in a random direction. 3rd - 5th level creatures flee as well, unless they make a successful charisma save.

The swarm remains in the place it was summoned, swirling around angrily. A very heavy fire or thick smoke scatters the swarm in 4-8 rounds. A strong wind too can scatter the insects. A *fireball* or similar spell incinerates many among the host, but does not notably weaken the swarm.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 450 feet** with a **duration of 1 minute per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The area of effect is a 180 foot diameter hemisphere.

The casting components are speech, hand gestures, and holy symbol.

INSTANT ITEM, LEVEL 7 WIZARD

The caster utters a single word of retrieval, and a previously ensorcelled item is returned to their waiting hand.

This spell allows the caster to summon one pre-prepared item from virtually any location directly to the caster's hand. Unless it is the caster's personal staff, the item cannot weigh more than 10 pounds, and cannot be over 6 feet in length, width, or depth. To do this, the caster sets a mark known only to them upon the item and upon a gem worth 2,500 gold. They then bind the two objects through their magical speech. This allows them to summon the item by crushing the gem.

The item is summoned to the caster's hand. No one else can use the gem, even if they know the magical words inscribed up on it. It cannot retrieve an item someone else has taken possession of, but does reveal to the caster who possesses their item. Summoned items can travel across planes.

Casting this spell requires the caster's combat action for **1 minute**. The spell's **range is unlimited** with a **duration of 1 round per level**. There is **no saving throw**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, and a gem worth 2,500 gold.

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INVISIBILITY, LEVEL 2 WIZARD, 2 ILLUSIONIST

Eye in hand, the caster mutters words of secret and stealth, and lacing them with eldritch sorcery, they make a target vanish in thin air.

The recipient of this spell, including their carried gear, vanishes from all forms of natural sight, including dark vision, deep vision, and twilight vision. Any item that leaves the invisible creature's person becomes instantly visible. Items collected by an invisible creature become invisible. Items carried that extend more than 10 feet from the invisible creature become visible past the 10 foot mark. Anyone who sees the item cannot help but notice that it appeared out of nowhere. Light as cast by a torch, lantern or magic spell is not cloaked, and remains visible, appearing as a vague but notable aura. The subject is not silenced, and noise can render the recipient detectable, as can other commonsense factors (e.g., stepping in a puddle).

Any attack by the invisible creature breaks the power of the spell. This includes physical attacks, spells, or use of spell-like abilities directed at a foe that cause damage of any type.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration that lasts until the individual attacks**. There is **no saving throw**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, and an eye wrapped in tar, clay, or similar substance.

INVISIBILITY HEIGHTENED, LEVEL 4 ILLUSIONIST

Taking the small eye in hand, the caster unravels the light around a target, making it vanish from sight.

The recipient of this spell, including their carried gear, vanishes from all forms of natural sight, including dark vision, deep vision, and twilight vision. Unlike other forms of *invisibility*, *invisibility heightened* allows the recipient to attack, cast spells or use magic items offensively without causing the spell to end. The invisibility is effective against all forms of natural vision.

Any item that leaves the invisible creature's person becomes instantly visible. Items collected by an invisible creature become invisible. Items carried that extend more than 10 feet from the invisible creature become visible past the 10 foot mark and it appears as if out of nowhere. Light as cast by a torch, lantern or magic spell is not cloaked, and remains visible, appearing as a vague but notable aura. The subject is not silenced and noise can render the recipient detectable, as can other commonsense factors (e.g., stepping in a puddle).

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 1 minute per level**. There is **no saving throw**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, and an eye wrapped in tar, clay, or another similar substance.

INVISIBILITY IN AREA, LEVEL 7 WIZARD, 7 ILLUSIONIST

Eye in hand, the caster mutters words of secret and stealth, and lacing them with eldritch sorcery, they make a target vanish in thin air.

This spell acts exactly as the *invisibility* spell but it affects all creatures in the area of effect. The area moves with the group. If any one member moves 200 feet away from the rest of the group they become visible. If any single member attacks, everyone become visible. Invisible creatures cannot see one another.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration that lasts until one invisible creature attacks**. An **intelligence save negates if the target chooses to resist**. The spell **is affected by spell resistance if the target chooses to resist**.

The spell's **area of effect is 25 feet x 25 feet**.

The casting components are speech, hand gestures, and an eye wrapped in tar, clay, or another similar substance

INVISIBILITY ORB, LEVEL 3 WIZARD, 3 ILLUSIONIST

The caster holds an eye tightly in hand, and utters words of deflection laced with arcane powers. A simple touch imparts an orb of invisibility to the touched and all those around them.

All creatures and their carried gear within 10 feet of the recipient of this spell vanish from all forms of natural sight, including dark vision, deep vision, and twilight vision, etc. Creatures who enter the orb become invisible. Invisible creatures cannot see one another.

Any item that leaves the invisible creature's person becomes instantly visible. Items collected by an invisible creature become invisible. Items carried that extend more than 10 feet from the invisible creature become visible past the 10 foot mark. Anyone who sees the item cannot help but notice that it appeared out of nowhere. Light as cast by a torch, lantern or magic spell is not cloaked, and remains visible, appearing as a vague but notable aura. The subject is not silenced and noise can render the recipient detectable, as can other commonsense factors (e.g., stepping in a puddle).

Any attack by the invisible creature breaks the power of the spell. This includes physical attacks, spells, or use of spell-like abilities directed at a foe that cause damage of any type.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **uration that lasts until the one of the invisible creatures attacks**. There is **no saving throw**. The spell **is affected by spell resistance**.

The spell cloaks all creatures and gear within **10 feet of recipient**.

The casting components are speech, hand gestures, and an eye wrapped in tar, clay, or similar substance

INVISIBILITY TO ANIMALS, LEVEL 1 DRUID

With a gentle touch and a twist of the energy around a creature, the caster makes the recipient undetectable to animals.

The spell suppresses an animal's ability to sense the targeted individual, making them completely undetectable through natural senses. Magical abilities an animal may possess are not suppressed.

If the warded creature attacks or even reaches out and touches an animal, the spell is broken. Note, that if an animal accidentally brushes up against the individual, that does not break the spell.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell **is affected by spell resistance**.

The casting components are speech and holy symbol.

INVISIBLE CLOAK OF THE UNDEAD, LEVEL 1 CLERIC

The caster summons the power of their own hallowing and, with words of concealment, cloaks the target from the undead.

This spell acts as does the spell *invisibility*, but affects the undead exclusively. Any common undead such as zombies, skeletons and the like cannot see the cloaked individual. More intelligent undead, such as vampires, take no notice unless they make a successful intelligence check. Special circumstances may allow unique or extraordinary undead to see the cloaked individual. The Castle Keeper will determine if such circumstances exist.

The spell is ruined if the invisible creature attempts to attack, turn, or command the undead.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 10 minutes per level**. These are **no saving throw**. The spell **is affected by spell resistance**.

The casting components are speech and holy symbol.

IRONBARK, LEVEL 6 DRUID

The caster sprinkles a pinch of iron dust upon a piece of wood, breathing words of strength and will into it, making it like iron.

This spell strengthens normal wood of any type, so that it has the same tensile strength as iron. The caster can make simple wooden items, such as a shield, act as if they were made of iron. The item is counted as wood for the druid and thus usable by them, though such items must be fully assembled before the spell is cast upon them. The caster could not, for example, cast the spell on a log and then carve it into something useful later.

The wood is heavy like iron, with the same melting point as iron, and it is not flammable. The ensorcelled wood does not

suffer from spells that affect iron, such as *heat any alloy*. It does, however suffer from spells that affect wood like *warp timber*.

Casting this spell requires the caster's combat action for **10 minutes +1 minute per pound** of wood. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The spell can be used to **alter 5 pounds of material per level of the caster**.

The casting components are speech, hand gestures, and a pinch of iron dust.

J

JUMP, LEVEL 1 WIZARD

Taking the leg of a leaping creature between thumb and forefinger, the caster channels the power, translating it through eldritch words to imbue another.

This spell empowers the creature touched with the ability to jump great distances forward, backward, and vertically. Their forward leap carries them up to 25 feet. They can leap backward up to 10 feet. They can leap vertically up to 10 feet, so that their feet are 10 feet off the ground. A vertical leap that sends the jumper up and straight back down runs the risk of fall damage, only allayed with a successful dexterity check.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 1 minute per level**. There is **no saving throw**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, and the hind leg of a leaping animal such as a cricket.

K

KNOCK*, LEVEL 2 WIZARD

With a simple word laced with unbinding magic, the caster opens a latch or door.

The spell opens almost any door, latch, lid, drawer, hatch, gate, portal, wicket, or other door-like structure designed to keep someone out or in. The spell opens magically bound doors and similar structures. It also opens secret doors. It can open locks that hold chains. It does not unravel knots or lift doors like a portcullis. *Knock* can undo up to two elements preventing access per cast, such as a closed door and a bar across it. Magical doors close or relock after 10 minutes. Mundane ones remain opened and unlocked until manually reset.

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Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **permanent duration**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

Speech is the only casting component.

Lock: This spell acts in the opposite to *knock*. It can be counteracted with a *knock* or *dispel magic* spell. The spell-locked door does not prevent the caster from using it freely.

KNOW THE PATH, LEVEL 0 DRUID

The caster speaks words of the northern wind and instantly has their bearings.

Once performed, the caster immediately knows which way is north, and can use this to get their bearings and find their way without fail.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 1 day**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

Speech is the only casting component.

L

LEGENDARY TALES, LEVEL 6 WIZARD

Great deeds, events, and powers are writ large in legend, and with this spell the caster can draw upon these great tales, bringing to light knowledge about a legendary person, place, or thing.

With this spell the caster uncovers hidden truths, legends, and stories about a specific item, a locale, or a person. They must choose one subject and concentrate on that.

If the subject of the spell is immediately available to the caster, the spell takes only **1d4 x 10 minutes** to cast.

If the subject is not present, but known to the caster, the casting takes **1d10 days**. At the end of the casting, the information revealed to the caster is less detailed than it would be otherwise.

If the caster is aware of, but largely unfamiliar with the subject, the casting takes **2d6 weeks**.

While the spell is ongoing, the caster can do little else but rest, eat, and perform simple chores. Once the spell duration ends and the knowledge gained, they are free to continue on their normal more complicated activities.

The caster is not limited to items on the material plane, or even the plane they occupy, and as such they can learn about a person, place, or thing from another plane.

Subjects lacking legendary importance provide no information

whatsoever. As a general rule, characters of 10th level and higher are legendary, as are the class of creatures they strive against, the major magical items they carry, and the places where they performed their great or nefarious deeds.

The casting time of the spell is detailed above. The spell's **range is unlimited** with a **permanent duration** (as concerns the knowledge gained). There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech, hand gestures, a magic item, incense, blank parchment, ink, a quill or silver pen, and 250 gold worth of powdered gems.

LEVITATE, LEVEL 2 WIZARD

Palming a slender wire and incanting words of buoyancy, the caster uses their voice to lighten their own or the body of another.

The spell gives someone the cater touches the ability to rise off the ground and move through the air as if they were walking. The subject can move up or down at a rate of **20 feet per round**. It does not give them ability to walk horizontally, however they could pull themselves along some dungeon wall, cliff, or forested path.

The caster can direct the spell either at themselves, or at another person or object. Unwilling creatures are entitled to a saving throw.

The spell can lift up to 100 pounds per caster level, moving it up or down at **20 feet per round**.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 10 minutes per level**. An **intelligence save negates**. The spell **is affected by spell resistance** if the target chooses to resist.

The casting components are speech, hand gestures, and slender gold wire valued at 5 gold.

LIGHT, LEVEL 0 WIZARD, 0 CLERIC, 0 DRUID, 0 ILLUSIONIST

The caster palms a small piece of quartz, utters words of power into it, and with a final gesture, releases the light.

This spell causes an object to shed light, clearly illuminating the area around it as much as a torch, albeit with clear, white light. The light itself remains attached to the object it was cast upon. If the object moves, the light moves. If the object is taken into an area where a *darkness* spell or magical darkness exists, it dims the light by half, causing it to flicker as well.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech and piece of clear quartz worth 5 gold.

LIGHTNING, LEVEL 3 WIZARD

The caster channels a powerful arcane charge through a piece of iron, directed at their target, unleashing a massive bolt of electricity.

The caster unleashes a blinding, sizzling arc of electricity that deals **1d6 points of damage per caster level**. The bolt erupts from the caster's fingertips, staff, rod, or wand. It strikes creatures and objects along its sinuous path and even a couple of feet to either side, igniting combustibles, sundering wooden doors, and melting soft metals.

If the lightning strikes an interposing barrier, it deals damage to it. If it deals sufficient damage to break through, it continues on its path out to its maximum length. If it does not break through, it rebounds toward the caster, traveling up to its maximum length, unless it strikes another barrier and rebounds again. If there is enough length and the bolt is (im)properly aligned, it may strike the caster.

Casting this spell requires the caster's combat action for **the round**. The spell's **range personal**, with an **instant duration**. A **dexterity save halves damage**. The spell **is affected by spell resistance**.

The area of effect of the bolt is a line 10 feet wide x 50 feet long or 5 feet wide x 100 feet long

The casting components are speech, hand gestures, and a small iron rod that has been left out in a thunderstorm.

LOCATE ITEM*, LEVEL 2 WIZARD, 3 CLERIC

The caster visualizes what they seek and speak words of power into a small piece of crystal or lens, thus revealing the item they desire to find.

With this spell, the caster need never fear misplacing their tower key again, for it enables the caster to find an object which they can visualize clearly. This could be anything from jewelry to tools, weapons, a chest or even so mundane an implement as horse shoe. The spell may be used to find specific items such as a hammer or more general items such as a flight of stairs that lead down. With a successful intelligence or wisdom check, the caster may find very specific items such as stairs that lead down to safety.

If the caster seeks a unique object (such as Gideon Thorne's gold-plated quill), they must have seen it up close or have found a detailed account of the item with illustrations. Even then, they must make a successful primary attribute check (their class primary attribute) in order to locate it (CL determined by the Castle Keeper).

Spells designed to hide, alter, or polymorph objects fool a *locate item* spell.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 450 feet + 450 feet per level** with a **duration of 10 minutes per level**. There is **no saving throw**.

The spell **is unaffected by spell resistance**.

The casting components are speech, hand gestures, holy symbol, and a glass lens or opaque crystal worth 2 gold.

Obscure Item: This spell may be cast on an object, thereby preventing it from being located by *locate item*, or by divinatory means such as scrying, for a **duration of 1 day per level**.

LOCATE OTHER, LEVEL 4 WIZARD

The caster takes an item once possessed by the creature they seek to find, and after mumbling words of arcane power, they cast their mind out to find the nearest creature.

Using this spell, the caster may locate the nearest creature of a known type that they have encountered before (such as a human or unicorn), or a specific individual creature whom the caster has met, provided they are within range. The caster must possess part of the creature type sought (such as a goblin's tooth). Alternatively, part or all of an item or garment the creature possessed will do. A piece of an individual creature sought (such as a lock of hair) will do as well.

The spell locates the nearest creature of a given type if more than one such creature is within range. Running water blocks the spell, and the magic can be fooled by spells that mislead, alter, or hide the creature. It cannot detect objects. It can be used in conjunction with *summon familiar* in order to find a specific familiar.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 450 feet + 450 feet per level** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech, hand gestures, and part of the sought after creature (as described above).

M

MAGIC CIRCLE, LEVEL 3 CLERIC, 3 WIZARD

The caster etches a rough circle around themselves, a target, or an area, and unleashes the verbal magic of their arcane or divine language upon it to imbue protective powers.

This spell creates a magical barrier around the subject, up to a distance of 10 feet, which offers protection against one axis of disposition (evil, good, chaos, or law) which is decided at the time of casting. Only one such protective spell can be in effect in one place at the same time, even if each protects against a different disposition.

The barrier moves with the subject and grants a **+2 bonus to**

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armor class and saving throws against creatures of the chosen disposition. It protects the subject from physical attacks or even touching from any creature that is summoned or conjured. The melee attacks of such creatures fail, and the creatures recoil from the protective magic. The spell's protections cease if the subject attacks those the circle wards against, or if they try to force the barrier up against their opponents by moving close. A creature with SR may overcome the magic of the circle.

The magical circle also blocks any attempt to possess or exercise mental control over the warded creature by foes of any disposition. The protection does not prevent casting a spell that gains mental control, but it prevents the caster of such a spell from mentally commanding the protected creature. If the protection ends before the mental control does, the enemy caster can exercise mental control over the creature. Likewise, the barrier keeps out a possessing life force, but does not expel one if it is in place before the spell is cast.

This spell also has the ability to be inverted, creating a stationary circle which traps a creature within. The caster can bind a target by reversing the direction of the barrier and encircling them with it. The creature caught cannot escape the circle, nor attack those outside it. The caster must beat the SR of the creature so bound in order for the barrier to work. Furthermore, the barrier cannot contain creatures larger than the circle.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 3 rounds per level**. There is **no saving throw**. The spell **is affected by spell resistance if cast on another creation to bind them in one spot, in such cases the caster must overcome the creature's SR**.

The **area of effect is a 20 foot tall 20 foot diameter cylinder**.

The casting components are speech, hand gestures, a pinch of salt, and a holy symbol.

MAGIC SLING, LEVEL 1 DRUID

The caster takes up a simple pebble or small stone, awakens it, and hurls it as though it was launched from a sling.

Each enchanted rock strikes for **1d6+1 points of damage**. The caster must successfully hit with a ranged attack, however, they receive a +1 on their attack, plus any other bonuses they may have. Against the undead the stone deals double damage. They may enchant up to 3 stones.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with **duration of 1 minute per caster level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The components are speech, hand gestures, and an item to throw.

MAGI'S CONJURING, LEVEL 5 ILLUSIONIST

The caster summons a memory or thought of some material and through empowered breath brings it to the world for all to see.

The spell conjures a nonmagical item whose volume cannot exceed 1 cubic foot per level of the caster. Such items must consist of natural material such as stone, crystal, wood, metal, etc. Simple items are easily created; however, more complex objects, such as a wheel with a working axle require a successful intelligence check. The item vanishes when the duration elapses.

Casting this spell requires the caster's combat action for **10 minutes**. The spell's **range is 10 feet** with a **duration of 1 hour per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The components are speech, hand gestures, and a ghost's breath.

MAGI'S GLAMOUR, LEVEL 0 ILLUSIONIST

With simple words of arcane origin, the caster bends light around a single target.

The caster sets a glamour upon an object, making it appear as though it were magical in nature to any detection spells or magical senses. An *identify* spell reveals the trick.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The spell **is affected by spell resistance if the target chooses to resist**.

The **area of effect is 5 pounds per level**.

The casting components are speech and hand gestures, plus the item being affected.

MAGI'S MISSILE, LEVEL 1 WIZARD

The caster summons their arcane power and creates a skittering bolt of energy which strikes their target unerringly.

This spell projects a beam of energy, colored as the caster desires, toward a chosen target. The missile inflicts **1d4+1 points of damage**. The missile strikes without fail, unless the caster fails to overcome the creature's SR. The caster chooses the target. They cannot take any special, called, or trick shots with the spell. If the targets have an SR, the caster must roll for each target.

At **1st level** the caster has 1 missile. They gain one extra missile for every 2 levels of experience, so that at **3rd level** they can unleash 2 missiles, at **5th level** they can unleash 3 missiles, at **7th level** they can unleash 4 missiles and so on. The caster can hit multiple targets they can see, provided they are all within a **25 foot diameter circle**.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with **instant duration**. There is **no saving throw**. The spell **is affected by spell resistance**.

The area of effect for multiple targets is a **25 foot diameter circle**.

The casting components are speech and hand gestures.

MAGI'S REACH, LEVEL 0 WIZARD

Through arcane utterances, the caster channels their own power to move objects afar.

This spell allows the caster to remotely move a single object weighing a maximum of 5 pounds. They can move the object in any direction at a rate of 15 feet per round. They cannot move the object through solid surfaces. If the object is moved more than 25 feet away from the caster, either by accident, interference, or on purpose, the spell comes to an end.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 25 feet** with a **duration that last as long as the caster concentrates**. There is **no saving throw**. The spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

MAGI'S VESSEL, LEVEL 5 WIZARD

By taking a chosen vessel and breathing dimensional magic into it, the caster sets the stage to transfer their soul into the object.

By casting *magi's vessel*, the caster places their own soul into a gem, large crystal, or similar item, called the vessel, which must be of at least 1,000 gold in value, leaving the caster's own body lifeless. The soul can remain in the vessel indefinitely. The caster may attempt to take control of a nearby body, forcing the target's soul into the vessel. The vessel must be within range of the caster for the spell to work.

While in the vessel they can attempt to transfer their soul from the vessel and into another body. To do so they must be within 10 feet + 10 per caster level of the intended target. If the target succeeds at their charisma save, the caster's soul is stuck in the vessel, and any attempt to take over the target fails. Once in the vessel, the caster loses all senses, but becomes vaguely aware of their surroundings, out to the range stated above. They can identify creatures that come near, and tell roughly what level they are. They can tell if they are 4 levels higher or 4 lower than the caster, and whether they are good or evil. Once they have picked a target, they 'attack' it by transferring their soul from the vessel to the target, thereby forcing the target's soul out and into the vessel. There is no attack roll, but protection spells may block the attempted takeover.

Once an attack is successful, the target's soul is forced out and into the vessel, and the caster's soul leaves the vessel and enters the target.

The caster transfers all their abilities, spell uses, attributes, hit points and level to the new body. They do not gain any of the captured bodies abilities, be they natural or magical.

The caster may move back to the jar, returning the trapped soul to its body, at any time; and may thereafter attempt to possess another body. The spell ends when the caster chooses to return to the caster's own body (leaving the receptacle empty).

If the captured host is slain, the caster's soul is hurled back into the vessel, so long as the vessel remains within range. If the captured host is slain beyond the spell's range, both caster and host die and their spirit becomes lost, wandering listlessly as a ghost. If the vessel is destroyed while the caster occupies another body, the caster and captured host die and again their spirit becomes a ghost. Dispelling the vessel causes all souls to be violently wrenched back to their respective bodies, assuming they are within range.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration that lasts until dispelled**. A **charisma save negates**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, and a gem or other container worth 1000 gold.

MAGI'S VISAGE, LEVEL 2 WIZARD, 2 ILLUSIONIST

Conjuring a visage of fair or foul disposition, the caster uses arcane powers to set it upon a chosen surface.

The caster uses this spell to create a visage upon any chosen surface. The visage takes the shape desired, evil, and demonic, kind, and gentle, filled with hilarity, whatever the caster imagines. The visage is given a message to deliver to all who trigger it. The message must not be more than a few short phrases, totaling up to 50 words, but within these confines can be whatever the caster desires. The trigger too is set by the caster. The caster chooses what language the message is delivered in, but the caster must be fluent enough in the language to speak it itself.

The caster sets the trigger, which can be anything, no matter how simple or complex. The trigger can be fooled, assuming it is visual, by spells that blind, such as *darkness*. The same goes for audible triggers and abilities and spells designed to hide sound.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The spell **is affected by spell resistance if the target chooses to resist**.

The visage reacts to its chosen trigger in an area of effect of **5 + 5 feet per caster level**.

The casting components are speech, hand gestures, and a piece of a dragon.

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MAJOR DARK WHIPS, LEVEL 4 ILLUSIONIST

With hands gripped as if holding a hilt, the caster utters words of binding, which manifest into long, whip-like tendrils in each hand.

The caster uses these tendrils as whips, striking anyone they wish to. The combined whips automatically inflict **10 points of damage** to anyone who fails their saving throw. The target is allowed a saving throw for each attack by a tendril.

Casting this spell requires the caster's combat action for the **combat round**. The spell's **range is 15 feet** with a **duration of 2 rounds**. An **intelligence save negates**. The spell is **affected by spell resistance**.

The casting components are speech and hand gestures.

MAZE, LEVEL 8 WIZARD, 7 ILLUSIONIST

With hypnotic whispers of arcane madness coupled with intense gaze, the caster unleashes a trap upon their victim.

The caster conjures up an extra-dimensional labyrinth, and the subject vanishes into it. The subject's intelligence score determines the time it takes to find a way out of the maze: **under 3 takes 2d4 days; 3-5 takes 1d4 days; 6-8 takes 5d4 hours; 9-12 takes 4d4 minutes; 13-15 takes 3d4 rounds; 16-17 takes 2d4 rounds; 18 takes 1d4 rounds.**

Once they escape from the maze they step back into the world. If they step back into a space filled with a solid object, they are shunted to the side. No spells allow one to escape the maze into their own plane. Spells such as *dimensional leap* will simply move them to a different part of the maze. While a victim of the maze cannot use *planar travel* to get back to their own plane, they may cast *planar travel* to reach a different plane, and from there return to their home plane. Minotaurs are immune to this spell.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 25 feet** with a **duration dependent upon their intelligence**. There is **no saving throw**. The spell is **affected by spell resistance**.

The casting components are speech and hand gestures.

MELD, LEVEL 3 DRUID

The caster leans into the earth or stone and unleashes the elemental powers of the plane of earth to step into and meld with the substance.

The spell allows the caster to meld with stones, rocks, or patches of earth which are as large as or larger than the caster. While melded, the caster maintains their own identity and is aware of the passage of time, but cannot speak or see anything that is going on around them. They can hear, but only as subtle vibrations carried to them through the substance they have melded with. They must make a successful wisdom check (CL 5) to clearly hear anything said beyond the melding. They can freely move through the substance while melded with it.

The caster can step out of the melded substance whenever they desire. They are ejected when the spell ends. A successful *dispel magic* ejects them from the melded substance.

The caster can be physically driven from the melded substance if it is heavily damaged. Minor damage has no impact on the caster. However, if attacks upon the substance reduce its size to less than that of the caster, then the caster will be ejected from it, suffering **5d6 damage** from the ejection. Total destruction of the material expels the caster instantly, and they must make a constitution save (+3 to the roll) or die.

While melded, some spells can cause damage or expel the caster: *transform stone to flesh* expels the caster and deals **5d6 damage**; *shape stone or wood* deals **3d6 damage** but does not expel the character; *transform soft soil to stone* expels and slays the caster unless a constitution save at +3 is made; *passage* expels the caster but does not harm them.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech, hand gestures, and holy symbol.

MENDING, LEVEL 0 WIZARD, 0 ILLUSIONIST

The caster takes up any mangled items and passes their arcane power into it, mending it.

The spell mends small tears, breaks, cuts, slashes, and rips in objects and garments as well and fixes broken hafts, handles, wheel spokes, etc. The spell can even re-fuse broken shards of glass or ceramic. Anything under 5 pounds is repairable by mending. It repairs the item as if an expert in the field were working with it, a blacksmith welds broken links, so does the spell, a leatherworker sews torn leathers, so does the spell.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 25 feet** with a **permanent duration**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech and hand gestures.

MESSAGE, LEVEL 0 WIZARD, 0 ILLUSIONIST

The caster whispers into their hand and casts the message out to whomsoever they wish to hear it.

The caster can send a message to one chosen individual that they can see. The caster must physically mouth the words being transmitted. The message is inaudible to anyone else, but someone could read the caster's lips. Alternatively one could read the caster or recipient's mind (minimum CL 7, provided an appropriate spell is used). The caster delivers their message and the recipient can reply. This can continue for the duration of the spell. Magic can break the spell.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 450 feet** with a **duration of 1 round per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech and hand gestures.

METEOR SHOWER, LEVEL 9 WIZARD

The caster balls their fist and summons the arcane power of the elemental plane of fire, and unleashing it with a word, it shrieks across the open space to its intended targets.

Meteor-like fireballs, spewing sparks and leaving a fiery trail, streak in a straight line from the caster toward a chosen spot. The caster may choose either four large 2-foot diameter or eight small 1-foot diameters spheres. Any creature in the straight-line path of these spheres takes **6d6 points of fire damage** with no save allowed. The large spheres pave a path 10 feet wide, and the small spheres follow a path 5 feet wide.

After the spheres successfully strike their target, they burst into a spread. Each spread (indicated below) can create overlapping areas of effect, and creatures in an overlap area must save against each sphere separately or suffer damage. A successful dexterity save reduces damage by half for the burst damage indicated below.

The large spheres spread out and detonate where directed. Each explosion covers a 30-foot diameter area. Any creature caught in the explosion suffers **1d4x10 points of damage**. Creatures caught in the overlapping areas suffer damage from each relevant sphere.

The small spheres spread out and detonate where directed. Each explosion covers a 15-foot diameter area. Any creature caught in the explosion suffers **1d4x5 points of damage**. Creatures caught in the overlapping areas suffer damage from all the spheres they come into contact with.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 450 feet** with **instant duration**. A **dexterity save for half damage**. The spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

MIND WARD, LEVEL 9 CLERIC, 8 WIZARD, 9 ILLUSIONIST

The caster throws up a mental wall of wards, filled with memories not their own, which utterly confound and confuse mental attacks.

The spell protects the caster from all spells that probe the mind, including detection, discerning, and discovery magic, whether from a spell, spell-like ability, ability, or magical item. It also protects the caster from any mind-altering spells, spell-like abilities, abilities, or magic items. It stops any *wish* or other powerful spell from learning about or influencing the

caster's mind. A scrying spell scries the area around the warded individual but fails to detect them.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 25 feet** with a **duration of 1 day**. A **charisma save negates if the target chooses to resist**. The spell **is affected by spell resistance if the target chooses to resist**.

The casting components are speech and hand gestures.

MINOR CONCOCTION, LEVEL 4 ILLUSIONIST

The caster conjures simple matter through arcane words and gestures that both summon and construct.

This spell creates small amounts of plant matter, already picked, and harvested. The matter can be no more than 2 pecks of matter (roughly equal to 1 dry gallon or 4 dry quarts or half a bushel) of matter per caster level. The plant matter is non-magical. To assemble it into something, or to make it more complex, the caster must succeed at an intelligence check. For example, to conjure the fibers needed to make a rope is simple, but having the spell weave the fibers into said rope requires an intelligence check.

Casting this spell requires the caster's combat action for **one minute**. The spell's **range is 10 feet** with a **duration of 1 hour per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech, hand gestures, and a tiny piece of the material world.

MINOR DARK WHIPS, LEVEL 1 ILLUSIONIST

With hands gripped as if holding a hilt the caster utters words of binding manifesting to long whip-like tendrils in each hand.

The caster uses these tendrils as whips, striking anyone they wish to. The combined whips automatically inflict **3 points of damage** to anyone who fails their saving throw. The target is allowed a saving throw for each attack by a tendril.

Casting this spell requires the caster's combat action for **the combat round**. The spell's **range is 5 feet** with a **duration of 2 rounds**. An **intelligence save negates**. The spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

MINOR GLOBE OF SPELL PROTECTION, LEVEL 4 WIZARD

With a small bead somewhere on their person, a rapid gesture, and words of shielding, the caster throws up a dome of protective magic.

The spell **instantly blocks all 1st-3rd level spells**, spell-like abilities, and spell-like effects. Though it does not actively dispel any ongoing spell, it does nullify their power so that they wash

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over the caster's globe harmlessly. The caster, or any spell caster the original caster allows to do so, may cast spells out of, or in through the globe without impediment. *Dispel magic* destroys the globe. The globe has no effect on any spells, spell-like effects, or spell-like abilities. The globe moves with the caster.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 1 round per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The sphere is **10 feet in diameter**.

The casting components are speech, hand gestures, and one small glass or transparent bead worth 1gp.

MIRAGE, LEVEL 4 ILLUSIONIST

The caster sprinkles dust in the air and drives arcane words through it, distorting reality into a fantasy of their conjuring.

The spell recasts any natural terrain, making it appear as something different. The caster must have some knowledge of the terrain they are mimicking, but the mirage includes smells and noises natural to the terrain, such that the area feels natural and, in all respects, appears real. With this spell the caster can add simple manmade structures to the scene, a barn, a shed, an outhouse, and so on. These appear lifelike and abandoned or recently occupied as the caster chooses. Any creature in the illusion is not automatically changed or altered to appear natural, they appear as they normally do, however they can hide in the new terrain if they so desire.

Casting this spell requires the caster's combat action for **five minutes**. The spell's **range is 150 feet** with a **duration persists until dispelled or disbelieved** by an intelligent creature. An **intelligence save negates**. The spell **is unaffected by spell resistance**.

The **area of effect is a 10 foot x 10 foot square per caster level**.

The casting components are speech, hand gestures, and dust or ash of the arrow of a fey creature.

MIRROR WALL, LEVEL 5 ILLUSIONIST

The caster summons words of confusion and images of walls, and casts them out to create their mirror wall.

The spell creates the illusion of a perfect mirror filling a corridor, portal, or the space between the caster and the victims of the illusion. If the victims fail to make their save, the mirror is an impenetrable wall that can only be brought down by *dispel magic*, *disintegrate*, *rod of disenchantment*, a *sphere of obliteration*, *disjunction*, or similar spell or power. It also bounces every spell or ranged attack made against it back at the caster or attacker if they fail to make a second intelligence save.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 2 rounds per level**. An **intelligence save negates**. The spell **is affected by spell resistance**.

The mirror wall is a **5 x 5 foot square per level** of the caster and is **one inch thick**.

The casting components are speech and hand gestures.

MIRRORED SELF, LEVEL 2 WIZARD, 2 ILLUSIONIST

Splintering the mind's eye and uttering arcana of the self, the caster creates very real reflections of themselves.

The spell creates **1d4+1 duplicate images of the caster**. These duplicates mimic the caster in body and dress. The images can act independently of the primary caster, though they cannot actually do anything, and only take movements that the caster has taken before. They form either a tight cluster around the caster, or spread out in a line with each image within 5 feet of the caster or another image.

For any attacks made against the caster, roll randomly to see if the attack lands on the caster or one of their reflections. If it is a reflection, that reflection disappears immediately if the attack is successful. If the caster is the one struck they take damage like normal.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 3 rounds per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech and hand gestures.

MISDIRECTION, LEVEL 2 ILLUSIONIST

Talking in tongues and casting their arcane words, the caster obfuscates the aura of an item of their choice, masking it with the aura of another.

This spell hides objects from detection and information-gathering spells. It is cast upon the object the caster wishes to hide, as well as a second object that lies within range, which is used as a decoy. Anyone casting a detection type spell on the hidden object learns only about the decoy object. For instance, if cast on a magic ring created to control all the other magic rings, and a napkin holder, anyone attempting to detect the ring would be led to the napkin holder. The spell can be cast multiple times on the same item to swap auras between multiple objects, obscuring them greatly.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 hour per level**. A **wisdom save negates**. The spell **is affected by spell resistance**.

The casting component is speech.

MISGUIDE, LEVEL 6 ILLUSIONIST

The caster cloaks themselves in invisibility, and unleashes a false-double to deceive others.

By casting this spell upon themselves, the caster creates a reflection of themselves, and turns their true self invisible. They can move away from the reflection, up to 25 feet, completely invisible. The reflection continues to take the action that the caster was in the middle of taking when the spell was cast. The invisible caster can walk away up to the range of the spell, take other actions, cast spells, etc. For its part, the visible reflection seems very real, both by sight, sound, and smell. The reflection does not have the ability to act offensively.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 25 feet + 5 feet per level feet** with a **duration of 1 round per level**. An **intelligence save negates**. The spell **is unaffected by spell resistance**.

Speech is the only casting component.

MNEMONIC ENHANCEMENT, LEVEL 4 WIZARD

By holding or looking into the mirror-like item, the caster envisions themselves and draws power from that vision to increase their mastery of sorcery.

The caster enhances their magical capacity in such a way that they can retain additional spells. They can either prepare additional spells that they have not cast or they can retain spells they have already cast that day. If they prepare new spells, they can prepare up to 3 additional spells levels, with a 0 level spell counting for half of a spell. If they chose to retain spells, they can retain any spell up to 3rd level that they cast within the previous 24 hour period.

Casting this spell requires the caster's combat action for **ten minutes**. The spell's **range is personal** with a **duration of 24 hours or until the spells are cast**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech, hand gestures, ink worth 50 gold, and a flat item like a mirror worth roughly 5 gold.

N

NEUTRALIZE TOXINS, LEVEL 4 CLERIC, 3 DRUID, 5 ILLUSIONIST

The caster places their hand upon the afflicted object or person and unleashes a wave of divine or arcane power, neutralizing the toxin.

The spell counteracts all toxins, venoms, or poisons, be they plant or animal based, concocted or magical, in one individual or object. The impact is immediate and all recurring or

temporary damage caused by the toxin stops. It does not cure any previous damage from the neutralized toxin. If cast on a poisonous/venomous plant or creature, it neutralizes the toxins therein. The plant or creature replenish their toxin in a few hours or days.

The illusionist version of the spell acts in the same manner as the cleric and druid version; however, the illusionist must make a successful intelligence check to neutralize the poison. The CL is equal to the level of the target or as otherwise determined by the Castle Keeper.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **permanent duration**. A **constitution save negates if the target chooses to resist**. The spell **is affected by spell resistance if the target chooses to resist**.

The casting components are speech, hand gestures, and a holy symbol.

NIGHTMARE, LEVEL 5 ILLUSIONIST

The caster recites a name, and while in a deep trance unleashes a nightmare that manifests in that person's mind, so that sleep for them becomes troubling and dangerous.

The spell plants a nightmare in the mind of an unwitting individual. The person need not be asleep to receive the nightmare. If the spell is cast during the target's waking hours, the nightmare manifests in their dreams next time they sleep.

In sleep the target suffers horrible nightmares, afflicted with images of loss and terror, of despondency, hopelessness, and fear. The nightmare can be shaped by the caster, or generically terrifying. These dreams do not prevent sleep, or terrify the sleeper into waking. The sleeper does not toss and turn but seems to sleep in a restful manner, unless one looks closely at their eyes. Doing so reveals the mad movements of both eyes and the slight fluttering of their lids.

When they wake they have suffered **1d10 points of damage**, are tired and restless, and gain no benefits from the rest they just had. They cannot regain arcane spells for at least 24 hours.

During casting, if the caster is disturbed, the spell ends immediately and cannot be cast again that day. The caster is not aware of the world around them while sending forth the nightmare. They should be treated as stunned for all combat purposes.

If a creature does not sleep, the spell does not work on them.

Casting this spell requires the caster's combat action for **10 minutes**. The spell's **range is unlimited** with **instant duration**. A **charisma save negates**. The spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

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NONDETECTION, LEVEL 3 WIZARD, 3 ILLUSIONIST

The caster sets a reflective device such as a mirror or piece of silver before an item or person, and weaving arcane words of confusion around their target, they cloak them from the prying eyes of casters.

The spell cloaks the recipient, hiding them from detection and divination spells. The spell works on a single target, be it a creature or object. Any gear a creature wears or carries is also cloaked by the spell.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 25 feet** with a **duration of 1 hour per level**. Anyone casting a detection or divination type spell must make a successful **wisdom check** to see the warded target (CL equal to warding caster's level). The spell **is affected by spell resistance if the target chooses to resist**.

The casting components are speech, hand gestures, and a reflective device worth 50 gold.

O

OBSCURE WITH MIST, LEVEL 1 DRUID, LEVEL 1 ILLUSIONIST

With quiet words laced with the magic of the elements, the caster conjures a mist to cloak themselves from prying eyes.

The spell conjures a mist that surrounds the caster. It obscures all types of vision, including magical beyond 5 feet. The caster is half concealed from creatures up to 5 feet away, anything beyond 5 feet the caster is completely concealed. The caster cannot see out of this mist. Any creatures, including the caster, can move in and out of the mist. A fire spell, such as **fireball**, may burn the mist away (consult the Castle Keeper).

The cloud is stationary, though a moderate wind or gust of air will disperse the cloud in 4 rounds. A stout wind, 25 miles an hour or more, dissipates the cloud in one round. This mist does not function underwater.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 1 minute per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The **area of effect is 25 feet radius from spell caster and 20 feet high**.

The casting components are speech and hand gestures.

OPEN/CLOSE, LEVEL 0 WIZARD

With a flick of their hand and the utterance of arcane words, the caster opens small containers or doors.

This spell opens small or medium sized containers and doors. It does not work if there is any resistance such as a lock or bar.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 25 feet** with **instant duration**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech and hand gestures.

P

PASS WITH WOODLAND STRIDE, LEVEL 1 DRUID

The caster touches the desired target and whispers words of power so that the target of this spell leaves no trace of any passage.

Upon receiving this dweomer, the subject cloaks all signs of travel in any terrain. They cannot be tracked via trail sign or even scent. Only magical methods of tracking will work.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech and hand gestures.

PASSAGE, LEVEL 5 WIZARD

Taking a small piece of tallow and piercing it with a needle or other such instrument, the caster utters words of power, which carve a passage in the wall before them.

The spell creates an opening in a wall, door, floor, ceiling, or other obstruction. The passage is 5 feet wide, 8 feet tall and 10 feet deep. Multiple *passage* spells can be created in a line to breach larger obstructions. When the spell elapses, the passage collapses. Anyone within the passage when it collapses is harmlessly ejected to the nearest open area.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 hour per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech, hand gestures, and candle wax pierced at time of casting.

PERMANENCY, LEVEL 5 WIZARD

Upon completion of a spell, the caster takes the following round to utter arcane words of time and longevity, threading the magic of permanency through their spell.

Permanence makes other spells available to the caster persist far longer than normal. Spells with a limited duration remain in effect until they are dispelled by the caster or by another, higher level caster. Upon casting the spell, the wizard must make a constitution save, as the spell draws upon their very spirit to manifest. If they succeed, they lose 1 point of constitution for 1 month. If they fail, they lose 1 point of constitution permanently. It is possible to dispel a *permanence* spell, but the caster attempting to do so must be higher level than the original wizard.

The caster can make any of these spells permanent, provided they were cast on them: *comprehension*, *discern magic*, *discover poison*, *endure heat/cold*, *protection from normal missiles*, *read arcane script*, *see invisible*, *tongues*, and *water breathing*.

Permeance makes the following spells permanent whether cast on the caster, another creature, an object, or an area (as appropriate): *alarm*, *alter size*, *confusion*, *dancing orbs*, *ghostly noise*, *gust*, *invisibility*, *magi's visage*, *phase through obstruction*, *polychromatic sphere*, *scare*, *stench*, *symbol*, *teleportation in area*, *wall of will*, and *web*. Dispel magic dispels permeance that is cast on any target other than the caster.

The Castle Keeper can allow others spells to be affected, based on an appropriate amount of time and money spent researching this application of a given spell.

Casting this spell requires the caster's combat action for **two rounds**. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech and hand gestures.

PERPETUAL ILLUSION, LEVEL 6 ILLUSIONIST

The caster conjures the desired image with complicated hand gestures and words woven with arcana of the dream worlds.

The illusion conjured can be complex, utilizing elements to trick all the senses, including heat and cold. This illusion however, **is one designed to follow a series of acts, as in a play**. Creatures created by the illusion can talk, and have simple reactions. The illusionist dictates what the illusion will be doing, saying, and how it will behave for the duration of the spell. The illusion can cause damage equivalent to what the illusion would do if it were real. For instance, an illusion of a knight attacking with a longsword deals 1d8 points of damage. This damage is real, but entirely mental.

Note: Unlike *persevering illusion*, *perpetual illusion* does not need the illusionist to concentrate. Unlike *programed illusion*, this version requires no trigger, and simply plays in a loop perpetually.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **permanent duration**. An **intelligence save negates**. The spell **is unaffected by spell resistance**.

The **area of effect is a 20 foot cube + a 10 foot cube per level of the spell caster**.

The casting components are speech, hand gestures, and a lens worth 100 gold.

PERSEVERING ILLUSION, LEVEL 5 ILLUSIONIST

The caster conjures the desired image by making complicated hand gestures and with words woven with arcana of the dream worlds.

The illusion conjured can be complex, utilizing elements to trick all the senses, including heat and cold. This illusion however, **is one designed to follow a series of acts, as in a play**. Creatures created by the illusion can talk, and have simple reactions. The illusionist dictates what the illusion will be doing, saying, and behaving for the duration of the spell. The illusion can cause damage equivalent to what the illusion would do if it were real. For instance, an illusion of a knight attacking with a longsword deals 1d8 points of damage. This damage is real, but entirely mental.

Note: Unlike *perpetual illusion*, *persevering illusion* require's the illusionist's concentration to keep going.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration of 1 minute per level with concentration**. An **intelligence save negates**. The spell **is unaffected by spell resistance**.

The **area of effect is a 20 foot cube + a 10 foot cube per level of the spell caster**.

The casting components are speech and hand gestures.

PHANTASM, LEVEL 4 ILLUSIONIST

Scanning the mind's surface, the caster finds a creature's greatest fear and manifests it through carefully worded arcana designed to engender that which is most terrifying to them.

The spell conjures an image of the target's greatest fear and sends that image in a maddened attack upon the target. The phantasm is unrelenting, pursuing the target, through walls and doors, until it is dispelled, the duration ends, or the target dies.

The phantasm moves at the same speed as whatever it takes the form of. For example, if it takes the form of an adult black dragon, it can move at a rate of 60 feet, fly at a rate of 150 feet, and swim at a rate of 60 feet.

No spell or ability can keep the phantasm from passing through an obstruction. If the target flees and closes a door, the *phantasm* pursues and appears to open the door and continue after them. If the target locks the door, the *phantasm* simply opens it. If

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they pass through a wall, the *phantasm* does so as well. The *phantasm* cannot pass through magical barriers such as *globe of spell resistance*.

At every opportunity the *phantasm* strikes at the target. If the target fails its intelligence saving throw, they instantly die. If they succeed, they suffer **3d6 points of damage**.

The *phantasm* is invisible to everyone but the caster and the target. No spell or magic reveals it. *Discern thoughts* cast on the target reveals the nature of the fear hounding the target. The *phantasm* cannot be harmed by physical means, though with telepathy magic one may turn the spell back on the caster. If the illusionist is incapacitated or killed, the *phantasm* ends.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 round per level**. An **intelligence saving throw for damage only**. The spell **is affected by spell resistance**.

The casting components are speech and hand gesture.

PHASE THROUGH OBSTRUCTION, LEVEL 7 WIZARD

With words of eldritch power, the caster opens an inter-dimensional rift that only they can see.

The spell creates a dimensional passage that allows the caster to step through a wall, door, or similar obstruction. No light, sound or smell can go through the passage. Only the caster can see the passage. The passage is stationary.

To use it the caster simply steps into the dimensional rift and out again on the other side. They can use the passage once for every two levels, and it remains until all usages are up. If another individual is brought with the caster, they count as an additional usage. If anyone is in the passage when it is dispelled they are instantly killed.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **permanent duration until the passage is entered once for every two caster levels**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The **area of effect for this spell is 5 feet x 8 feet x 10 feet**.

Speech is the only casting component.

PLANAR TRAVEL, LEVEL 5 CLERIC

The caster channels the power of their deity through prayer and gesture, opening a dimensional door that allows them to step into other realms.

The spell allows the caster to instantly travel between planes, dimensions, pocket dimensions, quasi or semi-planes, and magical realms. They must have knowledge of their destination before they go there. Up to eight other creatures can travel with the caster. They must all be in physical contact with the

caster, or else in physical contact with someone else who is in physical contact with the caster. The travelers can take with them everything that they wear and carry.

The Castle Keeper determines whether the caster reaches a specific destination, and all other matters related to the travel and arrival on the other plane.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **permanent duration**. A **wisdom save negates if the target chooses to resist**. The spell **is affected by spell resistance if the target chooses to resist**.

The casting components are speech, hand gestures, and holy symbol.

PLANT GROWTH, LEVEL 3 DRUID

The caster unleashes the power of the sun, water, and earth upon the affected area, springing the local flora to life and greater growth.

The spell encourages rapid growth of normal plants. The plants quickly choke out paths, streams, and each other in a tangled web of growth. There must be some form of plant life present for the spell to work. Winter castings work but all impediments listed below are halved. The growth remains as if it were natural growth.

The plants impede movement by reducing it to 10 feet per round, though smaller creatures may be able to move through normally. Giants and other large creatures can move 20 feet per round. It impedes tracking, increasing any track check's difficulty by CL 10.

Alternately, plant growth can be used to create a 50% improvement in the vitality and production of all crops within a two mile radius of the caster. This usage can affect a given area only once per year.

Casting this spell requires the caster's combat action **three rounds**. The spell's **range is 450 feet** with a **permanent duration**. There is **no saving throw**. The spell **is unaffected by spell resistance**. At the caster's option, the area can be a **circle with a radius of 100 feet**, a **semicircle with a radius of 150 feet** or a **quarter circle with a radius of 200 feet**.

The components are spoken word, hand gestures and holy symbol.

POLYCHROMATIC SPHERE, LEVEL 9 WIZARD, 9 ILLUSIONIST

The caster shatters the realm of light with words of eldritch power unleashing a sphere of reflective madness that both hypnotizes and attacks.

The spell throws up a wide sphere of scintillating colors that act like a kaleidoscope. The colors shift between seven distinct hues, one after the other as detailed below.

The multi-colored sphere fully surrounds the caster and protects them from all kinds of magical attacks. The sphere is immobile and the caster can freely move in and out of it.

Spells cast upon the sphere do nothing. Any attempt to pass something through the sphere, be it physical objects or magic, fail. Creatures attempting to pass through the sphere to get to the caster are subject to the effects of the sphere, as determined by the phase in question. The color phase changes each round. Certain spells can neutralize the effects of each phase, and are detailed in the table below. If a phase is negated by the appropriate spell, that color is dismantled and taken out of rotation. If all the phases are counteracted, the sphere is destroyed.

A *rod of disenchantment* or *disjunction* spell will completely destroy the sphere. *Dispel magic* works only against the violent hue of the globe.

Creatures of less than 8th level who look upon the globe while within 20 feet of it become blinded for 2d4 minutes. There is no save to avoid this fate.

TABLE: POLYCHROMATIC SPHERE

Order	Color	Sphere Effects	Neutralized by
1st	Red	Stops nonmagical ranged weapons; deals 10 damage	<i>cone of winter's blast</i>
2nd	Orange	Stops magical ranged weapons; deals 20 damage	<i>gust</i>
3rd	Yellow	Stops poisons, gasses, and petrification; deals 40 damage	<i>disintegrate</i>
4th	Green	Stops breath weapons; Con save vs poison or die	<i>passage</i>
5th	Blue	Stops divination & mental attacks; Wis save or turn to stone	<i>magi's missile</i>
6th	Indigo	Stops all spells; Wis save or become insane	<i>continual fire</i>
7th	Violet	Energy field; Int save or banished to other plane	<i>dispel magic</i>

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 10 minutes per level**. **Saving throws do impact** the spell (see above). The spell **is affected by spell resistance, but it must be rolled for each phase**.

The spell's **area of effect is a 20-foot diameter sphere**.

Speech is the only casting component.

POLYCHROMATIC SPRAY, LEVEL 7 ILLUSIONIST

With simple words of arcana, the caster conjures light in their clenched fist, and opening it wide, unleashes a wave of color rays.

The spell produces a cone of color that strikes everyone in the area of effect. All creatures of 8 levels or lower are automatically blinded for 2d4 rounds. Additionally roll on the following table for each creature within the cone.

TABLE: POLYCHROMATIC SPRAY

Die	Color	Damage
1	Red	10 damage no save
2	Orange	20 damage no save
3	Yellow	40 damage no save
4	Green	Constitution save vs. poison or die
5	Blue	Wisdom save or turn to stone
6	Indigo	Wisdom save or become insane
7	Violet	Intelligence save or banished to other plane
8	2 Colors	Two colors strike, roll twice, ignore 8s.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with **instant duration**. A **saving throw can alter outcome**. The spell **is affected by spell resistance**.

The cone is **5 feet wide at origin and its width is equal to its length at any point up to 50 feet**.

The casting components are speech and hand gesture.

POLYCHROMATIC WALL, LEVEL 8 ILLUSIONIST, 9 DRUID

The caster shatters the light with words of eldritch power unleashing a wall of reflective madness that both scintillates and attacks.

This spell acts exactly as does *polychromatic sphere*, however it manifests as a huge wall of brilliant colors that shift and change hue in a scintillating display. The wall can materialize anywhere the caster indicates within range. If it appears somewhere that is occupied by a creature, the spell fails to manifest anything and is wasted.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 minute per level**. **Saving throws do impact** the spell (see *polychromatic sphere* above). The spell **is affected by spell resistance**.

The wall's **dimensions are 4 feet wide by 2 feet high per caster level**.

The casting components are speech and hand gestures.

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POLYMORPH CREATURES & THINGS, LEVEL 8 WIZARD, 9 ILLUSIONIST

The caster crumples the wings of the moth in their hand and with intricate gestures and motions, verbalizes ancient words of change and alteration.

While this spell can operate as a more powerful version of *polymorph creature*, it is not restricted to transforming creatures. Objects and creatures targeted by this spell can be transformed into any other creature or object the caster desires. For example, this spell could be used to change a needle into a sword, a beetle into a dragon, a chair into a dwarf or a kobold into a horseshoe. The duration of the spell is determined by the degree of change enacted. This spell cannot be used to create magic items.

An unwilling living target is entitled to a wisdom saving throw to resist the effects of the spell. If the form assumed is inanimate, creatures are placed in a state of suspended animation until either the spell expires or until *dispel magic* is cast. A living creature polymorphed into the form of another living creature risks assuming the consciousness of the new form, as detailed in *polymorph creature*. The other particularities of that spell apply to this one as well. Use of the spell in that manner has a permanent duration, unless the target is changed into something more than double their normal height. If more than double, the spell lasts 12 hours. Upon changing, the creature **regains 1d4 hit points**. If slain, the creature reverts to their original form, but remains dead.

The change is permanent for inanimate objects changed into other inanimate objects, so long as their general size and volume remains the same or less. Changing an object into a larger size results in the spell lasting 12 hours. Changing a creature into an object, or vice-versa, results in the spell lasting 1d4 hours if the size and volume remains the same or less.

This spell can also be used to duplicate the effects of *polymorph creature*, *transform flesh to stone*, *transform soft soil to stone*, and *transform metal to wood*.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 round per level**. A **wisdom save negates if the target chooses to resist**. The spell **is affected by spell resistance if the target chooses to resist**.

The casting components are speech, hand gestures, a butterfly or moth, and a bit of clay.

POLYMORPH

Polymorph is a single spell; however, it acts differently if cast upon someone other than the caster vs if the caster casts it upon themselves. Refer to the spell description below for casting on "creature" and for casting on "own person".

POLYMORPH CREATURE, LEVEL 4 WIZARD, 8 ILLUSIONIST

The caster crumples the wings of the moth in their hand and with intricate gestures and motions verbalizes ancient words of change and alteration.

The caster causes another creature to assume the body, and abilities of another creature. Additionally, a creature polymorphed into the form of another risks assuming the consciousness of the new form. For every 12 hours spent in the new form, the creature must succeed at a wisdom save or come to believe they actually are the creature they've assumed the form of. On a failed save, they forget everything associated with their prior self, including friends, family, experiences, and training. If the magic is dispelled, the target regains their former memories and personality.

In all other regards, this spell acts like *polymorph own person*. A creature cannot be polymorphed into something larger than twice their normal height. The caster retains control over both minor and significant physical qualities. Upon changing back to an original form, the polymorphed creature **regains 1d4 hit points**. If slain, the creature reverts to their original form, but remains dead.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **permanent duration**. A **wisdom save negates if the target chooses to resist**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, and butterfly or moth wings.

POLYMORPH OWN PERSON, LEVEL 4 WIZARD, 8 ILLUSIONIST

The caster crumples the wings of the moth in their hand and with intricate gestures and motions verbalizes ancient words of change and alteration.

The caster takes the form of another creature. The shape varies as desired by the caster from as small as a hummingbird to a size up to twice the caster's normal height. A polymorphed character can be changed into a different member of their own species. The caster can change their form as often as desired during the spell's duration. Each transformation takes one round.

The polymorphed caster takes on the shape or form and abilities of their new form while retaining their own mental abilities and limitations. Physical and natural abilities include the natural size, armor class, natural attack types and damage, and similar

physical qualities such as mundane movement capabilities (like flying or swimming), and vision capabilities. Physical and natural abilities do not include any magical movement, spell-like abilities, supernatural abilities, or other extraordinary abilities.

Moreover, a caster does not gain the ability to make more attacks than is normal for their character just because the creature type they have transformed into naturally has a greater number of attacks. For example, a caster capable of one attack per round might polymorph into a lion. A lion can make three attacks per round, reflecting the use of different body parts, attacking with one bite and two claws. The caster, despite having gained these body parts, can make only one attack, but they may choose any of the creature's attacks to do so. If the attack succeeds, the damage inflicted is the same as what would be inflicted by the creature they have polymorphed into.

The caster chooses what the form's physical traits are, from skin to hair color, size, weight, height, etc. Size and weight must be in line with the normal size and weight of what they are being transformed into.

Unlike physical abilities, the caster retains their own mental abilities, primary attribute, level, class, hit points, disposition, and to hit bonus. If the new form possesses strength, dexterity and/or constitution attributes, the new scores are applied and thus may affect attack bonuses and attribute checks. The character retains their own magical abilities, however the new form may constrain them. If they need a verbal component to cast a spell and have assumed the form of a turtle, they cannot speak to cast the spell.

Equipment becomes part of the new form if the new form is animal or similar. This includes holy symbols and similar objects. This does restrict spell use as the holy symbol no longer technically exists. If the new form is humanoid and able to use the equipment, the spell changes the equipment into something that the new form would use, and the equipment retains its usefulness. Incorporeal and gaseous forms cannot be assumed.

Upon changing back to their original form, the caster **regains 1d4 hit points**. If slain while polymorphed, they revert to their original form, but remain dead.

Common sense must be applied when a polymorph spell comes into play. The above spell descriptions should adequately address most uses of the polymorph spells. In those other unique instances, the Castle Keeper should utilize the above as a guideline for issuing rulings on the spell's effect to the players.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech, hand gestures, and butterfly or moth wings.

POWER OF THE SPOKEN WORD: IMMOBILIZE, LEVEL 7 WIZARD, 7 ILLUSIONIST

A single word of arcane power, articulated with perfect locution to summon the powers of the other world stuns those it is directed toward.

The spell unleashes a wave of power that stuns one creature the caster can see within range. The creature need not hear the word to suffer its ill effects.

Creatures with fewer than 40 hit points are stunned for 4d4 rounds. Creatures with 41-80 hit points are stunned for 2d4 rounds. Creatures with 81-120 hit points are stunned for 1d4 rounds. It cannot stun creatures with 121 or more hit points.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration that depends on the level of creature**. There is **no saving throw**. The spell is **affected by spell resistance**.

Speech is the only casting component.

POWER OF THE SPOKEN WORD: PURBLIND, LEVEL 8 WIZARD, 8 ILLUSIONIST

A single word of arcane power, articulated with perfect locution to summon the powers of the other world, blinds those it is directed toward.

The spell unleashes a wave of power that blinds one or more creatures in the area of effect. The creatures need not hear the word to suffer its ill effects.

The spell affects up to 100 hit points worth of creatures. It always blinds the lower hit point creatures before the higher. Creatures with 50 or fewer hit points are blinded for 1d4 minutes. Creatures with 51-100 are blinded for 1d4+1 rounds. Creatures with over 100 hit points cannot be blinded.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration that depends on level of creature**. There is **no saving throw**. The spell is **affected by spell resistance**.

The spell's **area of effect is 25 feet x 25 feet**.

Speech is the only casting component.

POWER OF THE SPOKEN WORD: SLAY, LEVEL 9 WIZARD, 9 ILLUSIONIST

A single word of arcane power, articulated with perfect locution to summon the powers of the other world, kills those it is directed toward.

The spell unleashes a wave of power that slays one creature, or multiple in an area. The creatures need not hear the word to suffer its ill effects.

The caster can kill one creature with 70 hit points or fewer. Or they can kill multiple creatures with 15 or fewer hit points, up

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to a total of 140 hit points when combined. It kills the weaker creatures first.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with **instant duration**. There is **no saving throw**. The spell is **affected by spell resistance**.

The spell's **area of effect is 25 feet x 25 feet**.

Speech is the only casting component.

PRAYER, LEVEL 3 CLERIC

The caster takes a prayer stance and with holy symbol in hand calls upon protection, power, and will to carry out their tasks.

Everyone in the area of effect who is friends with the caster or serving them in some capacity receives a +1 bonus to attack rolls, weapon damage rolls, saving throws and attribute checks. Their foes suffer a -1 to attack rolls, weapon damage rolls, saving throws and attribute checks.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 1 round per level**. There is **no saving throw**. The spell is **affected by spell resistance**.

The spell's area of effect is a 30 foot radius circle centered on the caster.

The components are speech, hand gestures, and holy symbol.

PRESTIDIGITATION, LEVEL 0 WIZARD, 0 ILLUSIONIST

The caster voices simple arcane words, structured so that they may join hand gestures to create small magical tricks.

This is a simple spell which allows the caster to create small magical effects. They can create and move small objects, such as candles, which they might float through the air at will. Likewise, the caster can use this ability to snuff out small light sources, or can generate small amounts of heat or cold, for instance to chill a drink (for chilled cans are the only way to properly drink an elixir).

The caster can also create smells and minor sound effects. It cannot cause damage, but can alter an item for a short while, making a dagger dull for instance, giving it a -1 to hit. But such alterations are short lived and they return to their normal shape in 1 hour +1 per level.

The caster may also use this spell to clean, soil, or otherwise color an object to their liking.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 10 feet** with a **duration of 1 hour per level when altering an item's true nature**. There is **no saving throw**. The spell is **affected by spell resistance**.

The casting components are speech and hand gestures.

PRODUCE FIRE, LEVEL 2 DRUID

The caster conjures mystical words of heat and ignition, and pulling them from the plane of elemental fire, they summon the flame to their hand.

The caster creates a light as bright as a torch just above the outstretched fingers of their hand. The flame is not a figment of the imagination, it is fully real, and the caster can use it to set fire to combustible material. It moves with the caster, lingering always above the hand, though it never burns them. It cannot harm or be made to harm the caster in anyway.

Though the flame does not hurt the caster, they can use it to strike enemies, dealing **1d4+1 points of damage** per two caster levels on a touch attack. The caster can throw the flame, dealing the same damage or igniting material. Once thrown, however, the spell ends.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 1 minute per level**. There is **no saving throw**. The spell is **affected by spell resistance**.

The casting components are speech and hand gestures.

PROGRAMMED ILLUSION, LEVEL 6 ILLUSIONIST

The caster conjures the desired image by making complicated hand gestures and uttering words woven of the arcana of the dream worlds.

This illusion is designed with a trigger mechanism as set by the caster. The trigger must be a naturally occurring event, such as a human speaking, a door closing, etc. Once the trigger occurs, the illusion plays out. After this happens, the spell ends and the magic dissipates. The illusion will not play again.

The illusion conjured can be complex, utilizing elements to trick all the senses, including heat and cold. This illusion however, **is one designed to follow a series of acts, as in a play**. Creatures created by the illusion can talk, and have simple reactions. The caster dictates what the illusion will be doing, saying, and behaving for the duration of the spell. The illusion can cause damage equivalent to what the illusion would do if it were real. For instance, an illusion of a knight attacking with a longsword deals **1d8 points of damage**. This damage is real, but entirely mental.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration that lasts until triggered**, while the illusion itself can last for **1 round per level**. An **intelligence save negates**. The spell is **unaffected by spell resistance**.

The casting components are speech, hand gestures, and a small lens worth 100 gold.

PROJECTION, LEVEL 6 WIZARD, 5 ILLUSIONIST

The caster summons an image of themselves and unleashes it upon the world with words both powerful and arcane.

The caster animates their shadow, whether it is visible in that moment or not, which transforms into a duplicate of themselves. The doppelganger looks, acts, sounds, and smells like the caster, though they are intangible. The projection acts exactly as the caster unless the caster takes the time to concentrate on the projection, and has it act otherwise. The caster can hear and see through the projection, and though they cannot attack, they can cast spells. In fact, any spells the caster casts come from the projection. They must be able to see the doppelganger, if at any time they lose sight of it, the spell ends.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 round per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech, hand gestures, and a doll of the caster.

PROTECTION FROM DISPOSITION, LEVEL 1 CLERIC, 1 WIZARD

The caster places their open hands upon the recipient and speaks sorcerous words of shielding.

The spell creates a magical ward upon the target that extends up to 1 foot beyond the recipient and moves with them. The shield serves to protect the recipient against one of the following dispositions: good, evil, law, neutrality, or chaos. Only one disposition can be chosen, however, it protects them against all variations of that disposition. It grants a +2 to AC, saving throws and attribute checks against the chosen disposition.

The spell also shields the recipient from being physically touched by creatures that were summoned or conjured. This prevents damage and harm from attacks that are natural such as a claw, bite, tentacle, or fist from any disposition. Note that a successful spell resistance check on the part of the attacker will allow it to break through *protection from disposition*, and strike the recipient of the spell. If the spell's recipient attacks any opponent, the spell ends the protection from summoned or conjured creatures ends.

The spell also shields the recipient against possession or mental attacks that seek to gain control over them. Any spell cast that attempts this fails so long as the ward is active, once it ends the possession would then take effect.

Note: The spell has no effect on creatures that have already possessed the spell's recipient before the protection spell was cast.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 3 rounds**

per level. There is **no saving throw**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, a holy symbol, and a lodestone.

PROTECTION FROM ELEMENTAL ATTACKS, LEVEL 3 DRUID

Conjuring the power of the elemental planes, the caster wards themselves against a chosen attack with words and gestures.

The spell protects the caster against elemental attacks, absorbing **12 hit points per caster level damage** from any attacks of the chosen elemental type. Furthermore, the spell makes them completely immune to a single attack of that chosen type. The categories are acid, cold, fire, electricity, sound, water, earth, or air. The spell cannot prevent drowning. The spell ends once it has absorbed the maximum damage.

The spell does not protect one against being cold, wet, hot, or the like, nor does it protect equipment, weapons or armor from taking damage.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

PROTECTION FROM NORMAL MISSILES, LEVEL 2 WIZARD

By placing their hand upon the target, and with speech laced with arcane words, the caster creates a shield for the recipient.

The spell deflects all normal missiles and range weapons, including range touch attacks. Normal missiles include but are not limited to spears, javelins, arrows, bolts, stones, bullets, hand axes, throwing knives, and throwing stars. The spell can deflect one large boulder attack hurled by a giant or slung by a catapult, but such an attack will exhaust the spell.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, and a shield shaped pendant.

PURIFY, LEVEL 0 CLERIC, 0 DRUID

The caster speaks arcane words of light and warmth into the sustenance spread before them, cleansing it of all toxins, rot, and mildew.

The spell purifies food and water whether it is poisoned, has toxins in it, is rotten, mildewed, soured, or in any other way

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compromised. If cast upon unholy water it ruins it, making it like normal water, only brackish and metallic tasting. It cannot harm any creature in any way.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 10 feet** with a **permanent duration**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The **area of effect is 8 gallons of water and 65 pounds of food** per level.

The casting components are speech and hand gestures.

PYROTECHNICS, LEVEL 3 DRUID, 2 WIZARD, 2 ILLUSIONIST

The caster speaks words of sorcery into a nearby flame, and thus brings it to explosive life.

The spell alters an open flame. It can cause the flame to explode and shoot sparks as fireworks, or it can cause the flame to belch black smoke. If the flame is bid to become fireworks, it burns bright and hot, spraying sparks and cinder in a quick flash. This blinds anyone who can see the flame within 100 feet for 1d4 rounds, unless they succeed on a dexterity saving throw.

If belching smoke, the smoke spreads rapidly 20 feet out from the source and blinds anyone in the cloud, including all forms of dark vision, deep vision, and twilight vision.

The spell burns out its fire source, extinguishing it.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration of 1d4 rounds for fire blindness**. A **dexterity save negates fire blindness**. The spell **is affected by spell resistance**.

The components are speech, hand gestures, and an open flame.

Q

QUENCH, LEVEL 4 DRUID

With a series of words and gestures, the caster harvests the water in the air and earth, condenses it, and sends it in one torrent toward the target area.

The spell unleashes a sudden and tremendous rainstorm. The spell can douse torches, campfires, and lanterns, as well as any natural fires in the given area. Alternatively, it can target a magic item of the caster's choice that controls fire. It suppresses all fire-based abilities the item possesses for 1 day unless it makes a successful saving throw. Artifacts cannot be suppressed in this way. Fire-based spells are dispelled if the caster succeeds at a wisdom check (CL equal to the level of the original creature that cast the fire spell).

Any fire-based creatures caught in the torrent suffer **1d4 points of damage per caster level**.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with **instant duration**. There is **no saving throw**. The spell **is affected by spell resistance**.

The spell's **area of effect is a 50 foot x 50 foot area** or **one magic item**.

The components are speech, hand gestures, and a holy symbol.

R

RAINBOW, LEVEL 4 ILLUSIONIST

With but a gesture, the caster sends a rainbow of patterns in an arc up and out from where they stand.

The spell creates a dome of colored light in front of the caster that captivates any who see it. The swirling kaleidoscope of colors constantly shifts, mingling one with the other in a hypnotic pattern. The spell can hypnotize up to 24 levels of creatures. Lower level creatures and those closest to the caster are affected first. The spell has no impact on creatures that cannot see.

Treat any hypnotized creature as stunned. They cannot attack, cast spells, or do anything beyond staring at the patterns. If they are attacked however, they are immediately freed from the hypnotic effects of the spell and can react normally.

The caster can choose to move the dome. If they do so they can move it at a maximum rate equal to their normal movement rate. Any creature already hypnotized by it follows the dome, if they are somehow unable to do so they strain against whatever stops them to get at the dome. New creatures may become hypnotized if they see the dome. If the movement threatens the lives of a hypnotized individual, they are allowed a second saving throw.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 round per level**. An **intelligence save negates**. The spell **is affected by spell resistance**.

The **area of effect is a 25 foot diameter sphere**.

Hand gestures are the only casting component.

RAISE, LEVEL 5 CLERIC

By placing a hand first upon the brow and then the heart of a dead creature, the caster speaks an orison to the lords of the dead and recalls the fallen to the land of the living.

The spell returns life to a dead humanoid. This includes all the player character races, monstrous humanoid creatures like

orcs and giants, and creatures that are partially human, such as centaurs and sphinxes. It can only raise creatures who have been dead for, at maximum, a number of days equal to or less than the caster's level. The raised loses one point of constitution permanently. If their constitution is reduced to zero by this loss, they are permanently dead and cannot be brought back to life.

Creatures that are raised from the dead are considerably weakened by the process, and require 12 hours of complete rest for each day the creature was dead. During this time the creature is considered to have 1 HP and no mortal wounds. The individual raised is cured of any natural disease or toxins, they are not cured of any magical diseases or even ones contracted on other planes.

Missing appendages and other parts are not regenerated upon return from the dead. *Raise* will not work on creatures that died from old age.

Casting this spell requires the caster's combat action for **one minute**. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The components are speech, hand gestures, and holy symbol.

RAY OF WEAKENING, LEVEL 2 WIZARD

The caster gestures towards their target, and with arcane declamations they send forth a cold ray of blue-white light.

The ray weakens anyone it strikes and who fails their saving throw.

If the save fails, the spell temporarily changes all physical primary attributes (strength, dexterity, constitution) into non-primary attributes for the duration of the spell. Further, the target suffers a -1 penalty on both to hit and damage rolls for every four levels of the caster (-1 at **1st to 4th**; -2 at **5th to 8th**; -3 at **9th to 12th**; etc.) for the duration of the spell.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 round per level**. A **constitution save negates**. The spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

READ ARCANES SCRIPT, LEVEL 1 WIZARD, 1 ILLUSIONIST

With a wave of their hand and hermetic words of comprehension, the caster unravels the meaning of the written word.

This spell reveals the nature and meaning of magic writing to the caster, be it written in a book, scroll, or on any other surface. It does not activate the magical writing in anyway, only allows the caster to read it. Once the caster has read arcane script on a source once, they need not recast the spell to read that script again.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, and items to be read.

REFUGE, LEVEL 7 CLERIC, 9 WIZARD

Through might invocations, the caster imbues an item of great value with memories of home and a potent dewormer to transport one there.

The spell imbues a single item with a transportation spell that allows the wielder to instantly transport back to the spell's point of origin. The spell is cast into one item. That item, once broken, instantly transports the individual holding it back to where the spell was cast. It requires a command word, as set by the caster. It transports whoever issues the command word, is holding the item, and breaks the item. Their gear is transported with them along with any smaller companions such as familiars.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration that lasts until the item is broken**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech, hand gestures, and items worth 1,000 gold.

REGENERATE, LEVEL 7 CLERIC, 8 DRUID, 9 ILLUSIONIST

Taking a wound under hand, the caster unleashes the power of their deity or mind bound in mystic locutions to mend and heal.

The spell regenerates destroyed tissue, muscle, organs, and bone. In the case of severed limbs, the spell can reattach them in one round, provided the severed part is pressed to the stump. If the limb is not available, it requires 2d10 rounds for the caster to coax the new flesh into form. In either case the returned limb acts normally. It mends all broken bones, even catastrophic ones. It can regenerate brain tissue and mend destroyed organs as well.

The spell also cures **1d8+1 hit points per level of the caster**.

Casting this spell requires the caster's combat action for **three rounds**. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The spell **is affected by spell resistance if the target chooses to resist**.

The casting components are speech, hand gestures, and if cleric or druid, and a holy symbol.

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REINCARNATE, LEVEL 4 DRUID

The caster harvests knowledge of all life and calls upon the divine will of the natural world to return a spirit to the land of the living.

The spell reincarnates one dead individual, bringing them back to life. However, they cannot return to their own body, rather, they are reincarnated into the body of another creature. If the creature is not chosen by the CK, roll on the table below. The body forms from the natural world, and it returns to life as a young adult of whatever species was determined.

The spell only reincarnates someone who has been dead for 7 days or less.

The reincarnated comes back as their original class and lose one level of experience. If they are 1st level they lose 1 constitution point. The form the creature takes when they return is determined randomly. They may return as some creature that impedes their class abilities. The reincarnated retains their mental attributes as they were in their previous life. Their physical attributes depend entirely on their new body. Even if they come back as a creature similar to their previous physical form, they must still reroll physical attributes. They can have all the memories of their former lives, though some, at the CK's discretion, may be cloudy, and some utterly forgotten. They can speak if their new form can speak, but if it cannot, then nor can the reincarnated. For instance, a human fighter brought back as an owl cannot speak, it can only hoot.

TABLE: REINCARNATION

d100	Incarnation		
01-03	Badger	49-58	Halfling
04-09	Bear, black	59-78	Human
10-13	Bear, brown	79-80	Leopard
14-17	Boar	81-82	Owl
18-25	Centaur	83-86	Pixie
26-28	Dryad	87-90	Satyr
29-32	Eagle	91-96	Wolf
33-42	Elf	97-99	Wolverine
43-46	Gnome	100	CK choice
47-48	Hawk		

Casting this spell requires the caster's combat action for **ten minutes**. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The components are speech, hand gestures, and a holy symbol.

REMOVE ALLOY AND STONE FROM PATH, LEVEL 8 DRUID

The caster calls out ancient words repellent to earth, driving away any metal or stone set before the caster.

A path opens in front of the caster in a specific direction. The

spell forces all metal or stone objects out of the path, whether pushed to the side in the case of boulders, or picked up and hurled in the case of loose stones. It also affects metal and stone tools, weapons, equipment, armor, and shields. Repelled objects move at 40 feet per round, until pushed out of the area of effect. Fixed objects larger than 3 inches in diameter, and those more than 500 pounds are not affected by this spell. Fixed objects 3 inches in diameter or smaller warp and shatter. Objects worn or carried may drag their bearer with them. This spell affects magic items and components as well. When the spell is cast, the pathway cannot be altered, and the waves of force persist for the duration. *Anti magic sphere* will impede the path of this spell.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal**, with a **duration of 1 round per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The **area of effect is 150 feet long x 120 feet wide x 10 feet high**

The casting components are speech and hand gestures.

REMOVE BANE*, LEVEL 3 CLERIC, 3 DRUID, 4 WIZARD

Touching one who is cursed and reciting charms of goodness, the caster uses light and warmth to counteract the evil curses that have placed a bane on them.

The spell removes a bane or curse placed upon someone or something, be the bane arcane or divine. The caster should be at least 2 levels higher than whatever placed the curse. It does not alter the nature of a cursed magic item which bares one, though it allows the one carrying the item to set it aside if they desire to do so.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The spell **is affected by spell resistance for bestow bane only**.

The casting components are speech and hand gestures.

Bestow Bane: This spell allows the caster to place a curse on a creature. The caster can choose one of the following effects: -6 to one ability score (which cannot be reduced below 1), or a -4 penalty on attack rolls, saving throws and checks. Subject to the Castle Keeper's approval, the caster may invent a new curse, but it must be no more powerful than the standard curses. The CK has final say on a curse's effect. A bane cannot be dispelled with *dispel magic*, but it can be nullified by a wish type spell or *remove bane*.

REMOVE DESPAIR*, LEVEL 1 CLERIC

The caster speaks divine exaltations, conjuring images of triumph.

The spell aids one individual chosen by the caster. It allows an immediate saving throw, with a bonus +1 per caster level against any ongoing fear or fear-like effects, even if the individual has already failed prior. It immediately counteracts

cause despair. Furthermore, for the next 10 minutes the targets gain a +4 against all future fear checks and saving throws.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 1 round per level**. There is **no saving throw**. The spell is affected by spell resistance if the target chooses to resist.

The casting components are speech, hand gestures, and holy symbol.

Cause Despair: This spell frightens the affected subject. They suffer a -2 on all attack rolls, attribute checks and saving throws. They fall back from the caster as well, fleeing in the most convenient direction. Anything with at least 6 levels is immune to the cause fear spell. *Cause despair* counters *remove despair*.

REMOVE MALADY*, LEVEL 3 CLERIC, 3 DRUID

The caster but touches the individual afflicted with the spiritual, physical, or mental malady, and through carefully worded invocations, summons curative powers from the beyond.

This spell cures all diseases, afflictions, and impairments that the target has, no matter if they are physical, spiritual, mental, natural, magical, or caused by some creature's abilities.

Though there is no saving throw for either version of this spell, the two can cancel each other out.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The spell is affected by spell resistance if the target chooses to resist.

The casting components are speech, hand gestures, and holy symbol.

Inflict Malady: This spell causes a random disease in the creature touched, although the severity of the disease is often tied to the level of the caster. The CK will choose or roll from the Castle Keepers Guide or refer to their own notes and deliberations.

REMOVE WOOD FROM PATH, LEVEL 6 DRUID

The caster calls out ancient words repellent to timber, driving away any wood set before the caster.

A path opens in front of the caster in a specific direction. The spell forces all wooden objects out of the path, whether pushed to the side in the case of trees, or picked up and hurled in the case of loose stones. It also affects wooden tools, weapons, equipment, armor, and shields. Repelled objects move at 40 feet per round, until pushed out of the area of effect. Fixed objects larger than 3 inches in diameter, and those more than 500 pounds are not affected by this spell. Fixed objects 3 inches in diameter or smaller warp and splinter. Objects worn or carried may drag their bearer with them. This spell affects magic items and components as well. When the spell is cast, the pathway

cannot be altered, and the waves of force persist for the duration. *Anti magic sphere* will impede the path of this spell.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal**, with a **duration of 1 round per level**. There is **no saving throw**. The spell is unaffected by spell resistance.

The **area of effect is 150 feet long x 120 feet wide x 10 feet high**

The casting components are speech and hand gestures.

REPEL PEST, LEVEL 4 DRUID

The caster growls words of fire and fear, cloaking themselves with hidden scents that trigger fear and dread in all manner of vermin.

The spell conjures a vaguely visible sphere of transparent material that carries a smell of charged air, mingled ash, and a hint of the scent of larger predators. The spell repels all manner of insects, spiders, scorpions, snakes, and rodents within the sphere. Any creature less than a third of the caster's level flees from the sphere. Stronger creatures can penetrate the globe with a successful wisdom save, but suffer **1d6 points of damage in doing so**.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 10 minutes per level**. A **wisdom save for damage for creatures stronger than 1/3 the caster level**. The spell is affected by spell resistance.

The **area of effect is a 20 foot diameter sphere**.

The components are speech, hand gestures, and holy symbol.

REPULSION, LEVEL 7 CLERIC

The caster, with a powerful gesture and spoken appeal, manifests the divine power of their deity in a shielding sphere only barely visible.

The spell surrounds the caster with a magical shield that repels any who attempt to approach them. Any living creature that enters the sphere must make a successful strength save to do so. If they fail their save they are barred from going forward. They can retreat however, but cannot attempt to breach the shield again. The sphere moves with the caster. If the caster approaches the individual while they are held, the sphere passes over them. They still cannot move, but can perform other actions, including attacking, assuming the caster comes within reach. Missile weapons cannot strike the caster from outside the sphere.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 1 round per level**. A **strength save negates**. The spell is affected by spell resistance. The **area of effect is a 10 foot diameter sphere around caster +10 feet per level**.

The casting components are speech, hand gestures, and holy symbol.

MAGIC ~ Spell Descriptions

RESILIENT GLOBE, LEVEL 4 WIZARD

With incantations of power, the caster creates a globe that surrounds the target entirely, encasing them in a magical protection.

This spell encases one subject inside an impenetrable sphere. They must be able to fit inside the globe for it to work. Once up, the globe protects them from all damage and all spells. Furthermore, the globe blocks anything physical from passing into or out of the sphere. The sphere does not impede breathing. The sphere's surface is like a hard, thick glass, and can be pressed against and even moved. The creature inside the sphere can make it roll by walking, and those outside the sphere can push it.

A rod of deactivation will rupture the sphere. Spells like *disintegrate* and *dispel magic* will also destroy it.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 minute per level**. A **dexterity save negates if the target chooses to resist**. The spell **is affected by spell resistance if the target chooses to resist**.

The **area of effect is a sphere 1 foot in diameter per caster level**.

The casting components are speech and hand gestures.

RESIST ONE ELEMENT, LEVEL 1 CLERIC

The caster speaks hermetic esoterisms to ward off the effects of a single element.

The spell provides protection against one element, be it acid, cold, electrical, fire, earth, water, or air. The spell grants the target a bonus +2 on all attribute checks and saving throws related to the chosen element. It does not matter what the source of the element is, be it magical, mundane, planar, etc.

Note that the spell only protects the caster from physical damage taken by the element, other side effects may still occur (i.e. drowning).

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 1 minute per level**. There is **no saving throw**. The spell **is affected by spell resistance**.

The components are speech, hand gestures, and a holy symbol.

RESTORATION*, LEVEL 2 CLERIC, LEVEL 7 ILLUSIONIST

The caster places their hands upon their intended target and restore and revitalize the body.

The spell's power increases with the strength of the caster. The higher level manifestations of this spell require higher level spell slots. For instance, for a cleric to gain the benefits of the more powerful version of the spell, they must use a **4th level** spell slot. For the most powerful version of the spell, they must use a **7th level** spell slot.

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At **3rd level** the caster can remove any magical effects that have temporarily reduced a character's attribute scores. It also removes any feelings of fatigue or exhaustion the character may have. It does not restore permanently lost attribute points.

At **7th level** (or **13th level** for illusionists) the caster channels more energy and healing power. It restores everything from the **3rd level** spell as well as one experience level lost due to magic or a monster's abilities that occurred in the previous 24 hours. It does not restore any levels or attribute points lost due to death.

At **13th level** the caster channels more energy and healing power. It restores everything from the **3rd** and **7th level** as well as all permanently drained attribute points, levels, and all associated abilities. Lost levels are only restored if they are lost within the past 7 days. It restores all mental and physical powers diminished by disease, wounds, magic, or monster abilities. This version of the spell is not available to illusionists of any level.

Casting this spell requires the caster's combat action for **one hour**. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The spell **is affected by spell resistance if the target chooses to resist**.

The components are speech, hand gestures, and holy symbol.

Drain Life: This spell drains one level from a creature the caster touches. A constitution save can be made to avoid this fate. This version of the spell is available at **7th level** for clerics and **13th level** for illusionists.

RESTORE MOVEMENT, LEVEL 2 CLERIC

The caster channels the strength of the deity through word and touch, restoring vitality to the afflicted.

The spell counteracts any hold spell, slowing spell, and any form of paralysis, whether its cause is natural, magical, or caused by a creature.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **permanent**. There is **no saving throw**. The spell **is affected by spell resistance**.

The components are speech, hand gestures, and holy symbol.

RESTORE SIGHT & HEARING*, LEVEL 3 CLERIC, 2 ILLUSIONIST

The caster places their hand upon the offending organ and whispers recondite words of healing and return, bringing back sight and hearing loss.

The spell cures blindness or deafness in one target. The structure of the eyes or ears must be intact in order to cure the impairment. The spell does not regenerate eyes or ear drums that may have been lost.

Cause Blindness or Hearing Loss: This causes a touched creature to be rendered either blind or deaf, as chosen by the

caster. Blinded creatures suffer -10 to attack rolls, and gain no dexterity bonus to their armor class. Their AC is reduced by 2, must move at half speed or risk tripping, and suffer a -4 penalty to strength and dexterity checks. Deafened creatures suffer -4 to initiative. Additionally, they have a 25% chance to miscast any spell with speech as a component.

Restore sight & hearing and cause blindness or hearing loss counteract each other.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **permanent duration**. A **constitution save negates**. The spell **is affected by spell resistance if the target chooses to resist**.

The casting components are speech and holy symbol.

RESURRECTION, LEVEL 7 CLERIC

By placing their hand first upon the heart and then the brow of their target, the caster channels prayers of power and erudition to the land of the dead, calling the soul that wanders there to come back to life.

The caster calls back one individual from the land of the dead. The individual must not have been dead for more than 10 years per caster level. Powerful clerics, 18th and above may attempt to resurrect someone an additional 100 years older, but only on a successful wisdom save (CL 15). For the spell to work, the caster must possess some part of the physical body, even if it is ash and dust. In rare cases an item might be used, if the item is highly associated with the individual. This latter is subject to the CK.

Whenever someone is resurrected, they lose 1 point of constitution. If constitution is reduced to zero by this loss, the creature is rendered permanently dead and cannot be brought back to life.

The resurrected return with full hit points, all their levels, attributes that they had when they died (minus one point of constitution), as well as any missing limbs, eyes etc. They do not come back with any equipment, magic items, memorized spells, or any of their worldly possessions.

Casting this spell requires the caster's combat action for **the hour**. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The spell **is affected by spell resistance if the target chooses to resist**.

The casting components are speech, hand gestures, holy symbol, and an urn with diamond dust in it worth 1,000 gold.

RESURRECTION WITHOUT ERROR, LEVEL 9 CLERIC

The caster channels prayers of power and erudition to the land of the dead, calling the soul that wanders there to come back to life.

The caster calls back one individual from the land of the dead. This spell can resurrect the dead without the need for physical remains of any sort, and regardless of how long the subject has

been dead. The caster need only be able to unambiguously identify them in some way (i.e. date and location of birth).

The resurrected creature returns with full hit points, all their levels, attributes that they had when they died as well as any missing limbs, eyes etc. They also come back with any spells they had memorized. They do not come back with equipment, gear, or magic items.

The caster cannot resurrect the undead, constructs, elementals, or someone who died of old age.

Casting this spell requires the caster's **combat action for three hours**. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The spell **is affected by spell resistance** if the target chooses to resist.

The casting components are spoken word, hand gestures, holy symbol and an urn with diamond dust in it worth 5,000 gold.

ROPE DIMENSION, LEVEL 2 WIZARD, 3 ILLUSIONIST

The caster pulls out a normal rope and after knotting one end, places a simple incantation on it, making it rise above the ground, into a pocket dimension.

The spell creates a pocket dimension at the knotted end of the rope. The pocket dimension can hold 8 medium-sized individuals comfortably. They have but to climb up the rope and enter through a hatch. The rope is normal and subject to normal issues such as cutting, catching on fire, etc. Once they have passed into the dimensional space, they can no longer see the dimension from which they came, they can only see the inside of the pocket, a realm with walls of simple stone and plaster. They cannot cast spells outside the dimension.

Nothing on the outside can see into the dimension, nor can they cast spells into or at it. Other than the rope, which can be pulled inside, the pocket dimension is utterly invisible.

If the rope hangs freely, a creature can pull it down, ending the spell and ejecting those within, or they can climb up it and enter the dimension.

So long as the dimension is not dispelled or destroyed by some magical means, the caster always opens their spell to the same dimension. They can furnish it and use it to store materials. However, the destruction of the rope or the pocket dimension destroys everything in the pocket dimension, including magic items. Artifacts and relics are hurled from the dimension to anywhere in the world (CK's choice).

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 1 hour per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech, hand gestures, and a rope.

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SANCTUARY, LEVEL 1 CLERIC

The caster manifests divine protection from their deity with warding words and their holy symbol.

This spell creates a ward around the target, redirecting attacks against them to the nearest creature. No creature can attack the individual under the protection of the sanctuary spell unless they make a successful charisma saving throw. The spell does not protect the person against area of effect spells and ends the moment they attack or cast offensive spells. If the warded creature attacks, the spell ends.



Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 1 round per level**. A **charisma save negates**. The spell **is unaffected by spell resistance**.

The casting components are speech and holy symbol.

SCARE, LEVEL 2 WIZARD, 3 ILLUSIONIST

The caster palms the flesh of the undead, and through sorcerous utterances, assumes a terrible visage.

The spell causes fear in all **1st-5th level** creatures. A successful saving throw abates the fear, but failure sees them consumed with terror. Such creatures flee outright. They cannot fight unless cornered. If forced to fight, all attack and damage rolls suffer a -1 penalty. Clerics, elves, extra-planar creatures, undead, and any creature of 6th level or higher are immune to this spell.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 round per level**. A **charisma save negates**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, and flesh or bone of undead creature.

SCREEN, LEVEL 8 ILLUSIONIST

The caster conjures an image of an area, and then uses careful formulations of arcane words and gestures to use that image to hide an area from all prying eyes.

The spell creates an illusion that hides an area from prying eyes, both in line of sight and through magical scrying. The spell makes the area in question appear as something different. The illusory image cannot be altered once it is decided upon. Scrying the area reveals the illusion but nothing else. To see beyond the illusion with direct observation requires a successful intelligence save.

Casting this spell requires the caster's combat action for **ten minutes**. The spell's **range is 50 feet** with a **duration of 1 day**. An **intelligence save negates only for direct observation**. The spell **is unaffected by spell resistance**.

The spell's **area of effect is a 25 foot cube per caster level**.

The casting components are speech and hand gestures.

SCRYING, LEVEL 4 WIZARD, 5 CLERIC, 4 DRUID

Taking a gem in hands while speaking eldritch words, the caster focuses their attention upon an object, person, or place.

Focusing on a mental image of something they wish to observe, the caster sends their mind's eye to gaze over their target, watching and listening regardless of distance. Astute characters (intelligence 13+) may, upon a successful intelligence check, get the feeling they are being watched.

Scrying is difficult, and requires an intelligence check adjusted by the following cumulative modifiers:

TABLE: SCRYING

Condition	CL
Caster knows the character well	+5
Caster has likeness of character	+5
Caster has possession of the character	+5
Caster has body part (like a lock of hair)	+5
Caster has only met the character	-5
Caster has only heard of the character	-10
Caster has no knowledge of character	-15
Character is on another plane	-15

If the scrying is successful, the caster may cast the following spells through the scrying without a chance of failure: *comprehension*, *read arcane script*, and *tongues*. The following spells may be cast through the scrying, with a 5% chance of success per caster level: *discern disposition*, *discern magic*, and *message*. Casting this spell requires the caster's combat action for **one minute**. The spell's **range is unlimited** with a **duration of 1 minute per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech, hand gestures, a gem worth 100 gold, and a holy symbol for druids and clerics.

When using a **7th level** spell slot, the scrying spell requires a gem worth 1,000 gold, casting time is 1 minute, duration is 1 minute per level and the caster may cast the following spells through the scrying without error: *comprehension*, *discern disposition*, *discern magic*, *message*, *read arcane script*, and *tongues*.

SECRET CONTAINER, LEVEL 5 WIZARD, 5 ILLUSIONIST

The caster takes a container they wish to hide and magically links it to another object. With an utterance, the container vanishes, leaving the other item behind.

The spell creates a bond between a container of any value, but not larger than a large chest, and a second item, called the retrieval item. The retrieval item can be any item they can fit in the palm of their hand. Once the spell is cast it transports the container and its contents to the ethereal plane. The container now resides on the ethereal plane, effectively hidden from view on the material and other planes. It remains there until retrieved by the caster. To do so they must hold the retrieval item in hand and speak the command word. It can reside on that plane for up to 60 days and can be returned during the 60 days as many times as desired.

A caster can only have one secret container spell operational at a time. After the 60 days end, if the item is not retrieved, the spell

begins to unravel. The caster must make an intelligence save, daily (CL 10 + 1 per day), to maintain the bond. If they fail, the bond breaks and the container is lost. If the caster is slain, the container is lost. If the retrieval item is destroyed, the container is lost. If the container is lost, so are its contents. Other creatures may stumble on the container on the ethereal plane.

Casting this spell requires the caster's combat action for **one hour**. The spell's **range is unlimited** with a **duration of 60 days**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech, hand gestures, and a container and a retrieval item.

SECRET SCRIPT, LEVEL 3 ILLUSIONIST

Dipping their finger in the ichor of a jellyfish and blowing enchanted words across a page or scroll, the caster hides certain words.

The spell disguises a page or scroll by either hiding the words entirely or changing their arrangement so that they read as something else. The caster creates a command word to reveal the script and another to cloak it. The cloaking remains until magically dispelled. It can hide other spells, such as *glyph* or *explosive mark*. It is possible to read the script with a *truth sight* spell. *Erase* destroys both the illusion and what it hides.

Casting this spell requires the caster's combat action for **ten minutes**. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech, hand gestures, and paste of jellyfish or similar animal worth 50 gold.

SEE INVISIBLE, LEVEL 2 WIZARD, 1 ILLUSIONIST

Tossing a small amount of powder in the air, the caster murmurs arcana that both reveals and lightens.

The spell allows a creature touched by the caster to see indivisible creatures or objects, exposing them as if they were in a gray, dusky light. Creatures on the astral and ethereal planes become similarly visible. The spell does not reveal illusions or other magics that cloak things, nor does it reveal rogues and thieves and others using natural hide abilities.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech, hand gestures, and a small pinch of dust, flour, or powder.

MAGIC ~ Spell Descriptions

SEEMING, LEVEL 4 ILLUSIONIST

The caster places a glamour upon the target with careful hand, finger motions, and arcane locutions.

The spell casts a dweomer that changes the appearance of one creature for every two caster levels. The change cannot be too dramatic. The target must remain in their basic form, bipedal, quadrupedal, etc. The disguised may be a foot taller or shorter, or slightly heavier or lighter. All else can change. Armor can become clothing and vice versa, a staff can become a cane, and so on. Hair, eye, and skin color change as well.

It does not alter the sound the creature makes however, and they maintain their normal form in sound and smell. An elf would still smell like an elf, armor would still clink like armor. The spell ends upon the caster's death, the death of the target, or if the caster wills the spell to end.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 12 hours**. An **intelligence save negates if carefully scrutinized**. The spell **is unaffected by spell resistance**.

The casting components are speech and hand gestures.

SEND, LEVEL 4 CLERIC

Dropping a small piece of parchment the caster illuminates it with divine language of fire, as it burns it sends the caster's message.

The dweomer grants the caster the ability to send a single message, not more than 25 words long, to a single individual over any distance. The caster must know the receiving party at least incidentally, haven spoken to them at least once. The spell only delivers the message, it does not magically compel the individual to do anything or take any action. If the target of the message is on a different plane, the caster must make a successful charisma check to transmit the message.

Casting this spell requires the caster's combat action for **ten minutes**. The spell's **range is unlimited** with an **instant duration**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech, hand gestures, a piece of parchment, and a holy symbol.

SEQUESTER, LEVEL 7 WIZARD, 7 ILLUSIONIST

The caster cloaks herself with arcane words of deflection spoken over an eyeball.

This spell blocks all divination or scrying spells directed at the target, with no save or check available to overcome the spell. Furthermore, the target is rendered invisible to all forms of sight. Those under the effects of the spell are rendered unconscious, entering a state of suspending animation where the affects of time cease. Unwilling targets are allowed a charisma save to avoid succumbing to this spell. Magic devices can penetrate the *sequester* as can touch or creatures who use senses other than sight.

Casting this spell requires the caster's combat action for **three rounds**. The spell's **range is touch** with a **duration of 1 day per level**. A **charisma save negates if the creature chooses to resist**. The spell **is unaffected by spell resistance**.

The casting components are speech, hand gestures, and an eye or eyestalk worth 500 gold.

SHADES, LEVEL 6 ILLUSIONIST

The caster, through words of eldritch sorcery, gives shape to the shades of the mind, giving them form.

The caster creates semi-solid shadows that take the shape and appearance of a chosen monster, person, or NPC. The combined level of the shadows summoned cannot exceed the level of the caster. For example, a **15th level** caster could conjure five 3rd level shadows, one **5th level** shadow and a **10th level**, shadow, one **15th level** shadow, etc. These shadows possess only 60% of the hit points their level would typically allow. The caster chooses the shape and size the shadows take, but they cannot be larger than 1 foot per caster level in either height or weight.

Characters who interact with the shades believe them to be real on a failed intelligence check. On a failed save, the shades function exactly as the creatures they assume the guise of, including AC, damage, and abilities and weaknesses. On a successful save, all such traits are reduced to 60% of normal, as the character can see the conjured shapes as only vague, shadowy, translucent beings.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration of 1 round per level**. An **intelligence save reduces shadow form's power**. The spell **is unaffected by spell resistance**.

The casting components are speech and hand gestures.

SHADOW CONVOCATION, LEVEL 4 ILLUSIONIST

The caster, through words of eldritch sorcery, gives shape to the shadows of the mind, giving them form.

The caster creates semi-solid shadows that take the shape and appearance of a chosen monster, person, or NPC. The combined level of the shadows summoned cannot exceed the level of the caster. For example, a **15th level** caster could conjure five 3rd level shadows, one **5th level** shadow and a **10th level**, shadow, one **15th level** shadow, etc. These shadows possess only 20% of the hit points their level would typically allow. Shadow creatures conjured by this spell can only be of medium or small size.

Characters who interact with the shades believe them to be real on a failed intelligence check. On a failed save, the shades function exactly as the creatures they assume the guise of, including AC, damage, and abilities and weaknesses. On a successful save, all such traits are reduced to 20% of normal, as the character can see the conjured shapes as only vague, shadowy, translucent beings.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration of 1 round per level**. An **intelligence save reduces shadow form's power**. The spell **is unaffected by spell resistance**.

The casting components are speech and hand gestures.

SHADOW JOURNEY, LEVEL 7 ILLUSIONIST

While standing in the shadows, the illusionist opens a path into the realm of shadow, allowing them to merge with that world.

The spell allows the caster to move meld into shadows, and travel along them at a tremendous speed. Anyone touching the caster can travel with them. They move along any contiguous stretch of shadow. The shadows themselves need to be fairly heavy for the spell to work. The travelers can move up to 7 miles in 10 minutes. Movement seems to go at a normal rate for those under the effect of the spell, but to those on the material plane it appears wildly fast, if not instantaneous.

This act merges the caster and other subjects into the realm of shadow. The caster is always aware of where they are relative to the material plane, and can choose when and where the party emerges from the shadow. Any creature who wishes to cease traveling with the caster can venture off. Whence they venture is either into the realm of shadow, or into a random location in the material plane (50/50 chance of either).

The spell can also be employed to venture into other planes which are adjacent to the realm of shadow. This requires a dangerous journey across the realm, which takes 1d4 hours.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 1 hour per level**. An **intelligence save negates if the target chooses to resist**. The spell **is affected by spell resistance if the target chooses to resist**.

The casting components are speech and hand gestures.

SHADOW SORCERY, LEVEL 5 ILLUSIONIST

The caster draws from their own memory to mimic a spell they've seen or know.

With this spell the caster can mimic one of the following spells: *fireball*, *ice storm*, *lightning*, *magi's missile*, *stench*, *wall (any)*, and *web*. The spell acts, in all regards, as the normal spell, however, if there is a successful saving throw, damage and effects are reduced to 20% of normal.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 450 feet** with a **duration of 1 round per level**. A **save depends on spell chosen and if successful reduce impact to 20% of total**. The spell **may or may not be affected by spell resistance**.

The casting components are speech and hand gestures.

SHAPE STONE OR WOOD, LEVEL 3 DRUID

The caster takes an object of stone or wood, and through esoteric incantation, reshapes it to something wholly new.

By use of this dweomer, the caster can shape a piece of stone or wood into any shape desired. A weapon, piece of furniture, or any other item is possible. Doors can be reshaped to allow free passage, or to jam in the frame. Walls can be parted with a passage. Anything else that the caster can imagine and that fits within the range of material that the spell effects is possible. It takes one round to shape each 1 cubic foot of material. Note that the creations will inevitably be crude, as fine workmanship and finishing are beyond the scope of this invocation.

Casting this spell requires the caster's combat action for **one round per cubic foot**. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The spell's **area of effect is 10 cubic feet +1 cubic foot per level**.

The casting components are speech, hand gestures, holy symbol, and a splinter of wood and or stone, set inside a piece of clay.

SHAPESHIFT, LEVEL 9 DRUID, 9 WIZARD

The caster takes the bones of a shapeshifter and through channeled esoteric language, change their own shape into something new.

The caster assumes the form of any creature known to the caster. The caster can change forms throughout the duration of the spell. Each change takes one round. The form is quite real, and grants the caster most of the abilities of the creature formed. The caster retains their own mind and intelligence, as well as wisdom score and hit points. Other attributes may change as a result of their new form. The caster retains their own abilities, spells, and spell-like abilities (if any). They can cast spells, provided their new form is capable of performing the tasks required for the spell to manifest (i.e., a spell with speech as a component would require a form that can produce articulate speech). They retain their primary attribute designations, but everything else is changed to match the new form. The caster does not gain the magical abilities, spells, or spell-like abilities for their new form, but they do gain any innate physical abilities it may possess.

The size of the form being taken can range from a gnat to any creature not more than 200 feet in length. Even amorphous or gaseous states may be assumed by casting this spell. Upon changing, the caster **regains 1d4 hit points**. If slain, the caster reverts to their original form, but remains dead.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 10 minutes per level**. There is no saving throw. The spell **is unaffected by spell resistance**.

The casting components are speech, hand gestures, and a silver gilt wand made of the bones of a shapechanger, such as a doppelganger, valued at 2,500 gold. The druid version need have only the bone, not the silver gilt one.

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SHATTER, LEVEL 2 WIZARD

The caster lifts their voice in a shout, and through intricate gestures while crushing an item, channels their voice into a sonic blast.

The sonic wave created by the spell shatters any thin glass or similarly brittle items. Weakened items such as old hinges, doorframes, or doorknobs also shatter. Thick items, like potion bottles, or double paned glass, can suffer from it as well, but generally receive a saving throw. If they fail, the item takes up to **1d6 points of damage +1 per level**. If the save is successful the item suffers half damage. The spell can affect 10 pounds per caster level if the shout is directed at one single item. If directed at a single person, it can **disorient them for 1d4 rounds** if they fail their saving throw. If disoriented, they suffer a -2 on initiative, to hit, and damage rolls. Creatures of brittle construction may, at the CK's discretion deal damage as though they were objects.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with **instant duration**. A **constitution save halves damage on items and fragile creatures**. The spell is **affected by spell resistance**. The spell's **area of effect is 25 feet x 25 feet**.

The casting components are speech, hand gestures, and something the caster can crush in their hand.

SHELTER, LEVEL 4 ILLUSIONIST

The caster scatters the spell's components upon the ground, and with crafted gesticulations and esoteric arcana, mutters over it, thus summoning a shelter.

The spell creates a small, sturdy shelter. The caster determines the type of shelter: a cottage, small adobe house, sturdy camp, yurt, etc. The dwelling is stout, able to withstand rough weather, and is clean and comfortable. It comes with windows and a door, a fireplace, firepit or cook stove with a chimney protected by a metal grate from the weather and possible intrusions. It can have one room or several. It does not have a well or light source. The windows and door are protected by a **lock to seal** spell, and all entrances, including the chimney are protected by an **alarm** spell. There is an **unseen id** in the cottage as well, serving the needs of the occupants.

Casting this spell requires the caster's combat action for **ten minutes**. The spell's **range is 50 feet** with a **duration of 2 hours per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The cottage is **25 feet x 25 feet and one story tall**.

The casting components are speech, hand gestures, a chip of stone or brick, crushed lime, a nail, a twig, water, and a bell.

SHIELD, LEVEL 1 WIZARD

With words arcane and a gesture to give them substance, the caster summons a magical shield.

The spell creates a magical aura before the caster that extends from head to toe. The shield moves with the caster, and protects them against all frontal assaults. The shield gives bonuses as follows: AC 18 against all normal hand hurled missiles such as a spear or javelin, AC 17 against all missiles fired by a bow, sling, or crossbow, AC 16 against all normal melee attacks and siege type missile weapons and those thrown by creatures such as a giant. The caster adds dexterity and other AC bonuses as normal. Attacks from the side or rear of the caster are not affected by this spell.

Shield blocks any *magi's* missile attack and grants a +1 to all saving throws.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 1 round per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech and hand.

SHIELD OF THE DIVINE, LEVEL 1 CLERIC

The caster conjures the power of their deity which manifests as a shield that encases the target from top to bottom.

The spell grants the spell's recipient a **+2 bonus to AC, saving throws and all attribute checks**. For every four levels of the caster, the shield gains an additional +1. So that at 5th level they have a +3, 9th level a +4 and so on.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 1 round per level**. There is **no saving throw**. The spell is **affected by spell resistance if the target chooses to resist**.

The casting components are speech, hand gestures, holy symbol, and a drop of holy or unholy water.

SHILLELAGH, LEVEL 1 DRUID

The caster takes up a heavy club, wooden staff, branch, or cane, and imbues it with magical power.

The shillelagh strikes as a +1 magical weapon in all respects, including the ability to strike creatures that can only be hit by magical weapons. The implement deals 1d6+1 damage, or in the case of an enchanted wooden weapon, it deals normal damage +1.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 1 round per level**. There is **no saving throw**. The spell is **affected by spell resistance if the target chooses to resist**.

The components are speech, hand gestures, and holy symbol.

SHOCK, LEVEL 1 WIZARD

With esoteric language, the caster conjures the power of electricity, and through their hand releases a powerful jolt of energy.

The spell creates a powerful jolt of energy, invisible or visible as per the caster's will, that inflicts **1d8 points of damage, +1 point of damage per caster level**. The caster need simply touch their target to release the bolt. If the target is actively defending, the wizard must make a successful touch attack to grab them and release the jolt. The caster can hold the jolt until successfully discharging it. The jolt transmits through conducting material, such as the metal of their target's blade.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with **instant duration**. There is no saving throw. The spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

SHOUT, LEVEL 4 WIZARD

Through incantations the caster amplifies their voice, increasing its volume to a dangerous level.

The caster creates a magical sound attack that inflicts **2d6 points of damage** to everyone within the area of effect. Everyone in the area must also make a constitution save, failing that, they are stunned for a number of rounds equal to the damage inflicted by the sonic blast.

A *shout* spell can negate a *silence* spell, however the *silence* spell negates damage and stunning.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with **instant duration**. A **constitution save keeps targets from being stunned**. The spell **is affected by spell resistance**.

The cone is **10 feet wide at origin and its width is equal to its length at any point up to 50 feet**.

Speech is the only casting component.

SILENCE, LEVEL 2 CLERIC

The caster invokes locutions of ancient speech and magic to create an area of total silence, where no sound is heard.

The spell creates total silence in the area of effect. From people speaking and weapons clashing, to spells casting overhead. It can be cast upon a specific creature, who can make a dexterity save to avoid being struck by the spell. If the save is successful, the spell instead strikes somewhere near the target. If the save fails, the target and everything around them out to the area of effect is silenced. If the silenced target is moving, the spell follows them. It is impossible to cast spells with a verbal component inside the area of silence.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 450 feet** with a **duration of 1 round per level**. A **dexterity save negates** becoming the focal point of the spell. The spell **is unaffected by spell resistance**.

The spell's **area of effect is 15-foot radius sphere**.

The casting components are speech and hand gestures.

Anyone having the spell cast directly upon them may avoid it with a successful dexterity save, in which case the spell is cast upon a point immediately next to the target.

SILENT ILLUSION, LEVEL 1 ILLUSIONIST

The caster conjures images from their own imagination, and through arcane means, manifests them as illusion.

This spell creates a simple illusion of a creature, object, or force within the area of effect. The illusion looks very real, but is not tactile or audible, and produces no scent. The caster can move the illusion if desired.

The illusion is maintained by concentration. As soon as the caster stops concentrating on the illusion, it vanishes. Creatures looking upon the illusion believe it to be real, and can suffer damage inflicted by the illusion. Such damage is dealt purely to the psyche, rather than the physical body. Those looking upon the illusion can make an intelligence save to disbelieve it. On a success, the image vanishes.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 450 feet** with a **duration lasts as long as the caster concentrates**. An **intelligence save negates**. The spell **is unaffected by spell resistance**.

The spell's **area of effect is a 40 foot cube +10 foot cube per level**.

The casting components are speech and hand gestures.

SIMULACRUM, LEVEL 7 ILLUSIONIST

Through careful machinations, laced with the power of arcana learned via ancient texts, the caster creates a duplicate of another individual.

The spell manifests a replica of any one creature. To do this, the caster must have a fully functioning laboratory to cast this spell. The *simulacrum* must be carved from a material such as snow, ice, or clay. Further, the caster must possess a piece of the creature being duplicated, as well as powdered gem dust worth 1,000 gold. The spell creates a perfect physical match, but the *simulacrum* will be different in terms of knowledge and abilities. The *simulacrum* has only 50+1d10% of the hit points, level, skills, and mental acuity of the creature duplicated. Their personality will be stunted similarly. Simulacrae are detectable to the spell *discern magic*.

The caster always retains complete control of the *simulacrum*. It cannot think for itself or act on its own. If wounded, the caster

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must repair it with a day's labor and 100 gold worth of supplies per hit point lost. If destroyed, it fades into nothing.

Casting this spell requires the caster's combat action for **12 hours**. The spell's **range is within the caster's laboratory** with a **permanent duration**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech, hand gestures, and materials worth 1,000 gold.

SLEEP, LEVEL 1 WIZARD

With a feather ready, the caster whispers words of calming sleep, creating a magical balm of weariness that causes slumber.

The spell puts 2d4 levels worth of creatures in the area of effect to sleep. There is no saving throw. The caster determines where to center the spell. Creatures of lower levels fall to sleep first. For creatures of equal level, those closer to the epicenter fall asleep first. It cannot affect creatures of 5th level or higher. If there are insufficient levels left, the caster cannot put someone to sleep. Sleep cannot affect the undead, constructs, or creatures that are unconscious. Sleepers are not woken by simple noises like combat, they must each be physically interacted with, such as with several slaps. After waking, it takes a full round before the sleeper can take any action.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration of 1 round per level**. There is **no saving throw**. The spell is **affected by spell resistance**.

The spell's **area of effect is a 30 foot diameter circle**.

The casting components are speech, hand gestures, and a feather from a pillow or quilt.

SLEET, LEVEL 4 DRUID

The caster summons the power of nature, drawing down cold air from on high, freeze the very moisture above them to bring it down up on their target in a miserable sleet storm.

The spell unleashes a violent sleet storm upon the area of effect, obscuring all vision, and making the ground slick with ice. Movement in the area of effect is reduced to half. Anyone moving in the area must make a dexterity check or slip and fall.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 450 feet** with a **duration of 1 round per level**. A **dexterity save or loose footing**. The spell is **unaffected by spell resistance**.

The spell's **area of effect is 50 feet x 50 feet x 20 feet**.

The components are speech, hand gestures, and a holy symbol.

SNARE, LEVEL 3 DRUID

Whispering words of life into their substance, the caster untethers it from its inanimate form to form a line to the nearest tree, limb, or stone to make a snare.

The spell creates snares to capture any small or medium sized creature. Large creatures are allowed a dexterity save +5 to avoid the snare. The snare acts the same as if it were set by a 12th level rogue or thief. It is almost undetectable (CL 10 on any search or track check), even *discern magic* fails to detect it. The snare can be a maximum of 25 feet long.

Any creature captured by the snare suffers a -2 to all attack rolls and a -4 on any dexterity checks or saves. If the snare is attached to a supple tree it snaps back causing 1d6 points of damage. Breaking free from the snare requires a successful strength check (CL 5). If physically attacked, the snare has 6 hit points and an AC 10.

Casting this spell requires the caster's combat action for **three rounds**. The spell's **range is touch** with a **duration until triggered**. A **dexterity save to avoid for large creatures only**. The spell is **unaffected by spell resistance**.

The casting components are speech, hand gestures, and any type of vine, piece of leather or rope.

SOLIDLIKE FOG, LEVEL 4 ILLUSIONIST

The caster conjures a billowy bank of fog that is soupy and thick.

The spell creates a fog bank that twists and swirls about as if battered by a wind. The fog is incredibly dense and physically restrictive. Movement rate in the effected area drops to a tenth of normal, vision diminishes to five feet, attack rolls made inside the cloud suffer a -1 penalty, and casting spells with spoken components requires a successful intelligence check.

Any fire based attack that inflicts 12 or more points of damage burns the fog off in a single round.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration of 1 round per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The spell's **area of effect is a 25 foot diameter sphere**.

The casting components are speech and hand gestures.

SOUL TO GEM, LEVEL 9 CLERIC

The caster speaks ancient words of binding into a gem, and then throws it so that it imprisons a creature's soul within.

The spell captures the soul of a single target in a gem. The target must be dead and cannot have been dead for longer than 1 round per caster level. Once bound in the gem, the soul is trapped and the target cannot be brought back to life by any means or spell, including *wish* or even *clone*. Only the

gem's destruction releases the soul and allows it to pass into the beyond, or be brought back to the land of the living.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech, hand gestures, holy symbol, and a gem worth 5,000 gold.

SOUND STORM, LEVEL 1 CLERIC

The caster hurls powerful words of damnation upon their foe, unleashing the power of their deity.

The caster's prayer strikes all creatures in the area of effect for **1d8 points of damage**. They must make a successful wisdom save or be stunned for 1 round.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with **instant duration**. A **wisdom check avoids stunning**. The spell **is affected by spell resistance**.

The spell's **area of effect is a 20-foot diameter circle**.

The components are speech, hand gestures, and holy symbol.

SPEAK WITH ANIMALS, LEVEL 2 DRUID

By imbuing themselves with the spiritual energy of the natural world, the caster can converse with any animal.

The spell gives the caster the ability to speak to and understand any animal, be they mammals, reptiles, amphibians, fish, birds, of any size or sort, including dinosaurs and whales, so long as the creature is classified as an animal.

Their conversations are limited to the animal's ability to understand, and by what it has seen. For instance, a rabbit cannot explain what a trebuchet is, but might communicate that many "two legs with moving trees" passed by. They are highly attuned to threats and danger however, and readily impart information about speed, strength, stealth, ability to hide, etc. If the caster is careful in their treatment, the animal may befriend them.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 1 round per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech and hand gestures.

SPEAK WITH THE DEAD, LEVEL 2 CLERIC

With holy symbol in hand, the caster calls back the psyche of the dead to their corpse, enabling them to converse briefly.

This spell allows the caster to ask several questions of a corpse. The corpse can answer questions that it knew in life. It will answer in its own language. Any answers are usually vague, short, and cryptic, often frustratingly so. If the disposition of the caster is opposed to that of the corpse, it resists answering, and the caster must make a check as if against spell resistance of 12. Only one *speak to the fallen* spell per week can be used on a corpse.

Casting this spell requires the caster's combat action for **ten minutes**. The spell's **range is touch** with a **duration of 1 round per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The components are speech, hand gestures, and holy symbol.

SPEAK WITH PLANTS, LEVEL 3 DRUID

The caster speaks simple words of understanding, derived from ancient magic, to understand and make themselves understood by plants.

The spell allows the caster to speak to plants of any type in any terrain, including plant creatures, and understand their replies. The conversation is governed by the plant's ability to convey information. As plants are rather unintelligent, conversations must remain simple. Plants know and enjoy talking about things like the sun, water, soil, pests, temperature, and weather, though they can be steered toward other topics. They can describe things that have happened near them, though in a limited fashion.

A plant can describe things like weight, height, how many legs have walked past, how many wings have flown by, or how destructive to the environment something has been. More ancient plants may impart more information, or even be able to understand more complex topics, however the spell does not compel them to do so.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 1 round per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech and hand gestures.

SPIDER WALK, LEVEL 1 WIZARD

The caster utters strange invocations, and swallows a live spider. Thus they gain the ability to cling to walls as would the arachnid.

Spider walk grants the caster, or the one they touch, the ability to climb any surface, including ceilings. Climbers move at half their normal movement rate when traversing vertically or when inverted. Hands and feet must be able to make direct contact with the surface to work. Gloves and boots spoil the effect.

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Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 2 rounds per level**. An **intelligence save negates if the target chooses to resist**.

The spell **is affected by spell resistance if the target chooses to resist**.

The components are speech, hand gestures, and a live spider.

SPIKE SPELL, LEVEL 4 DRUID

The caster channels power from the elemental plane of earth, reshaping stone with natural sorcery.

This spell compels stone around the caster to warp and shape subtle, sharpened, conical spikes. These spikes do not impede the caster in any way, but if someone else comes across them, they suffer **1d8 damage**. The spikes deal damage for every 5 feet of movement through the area. Those looking carefully will spot the spikes must make a successful intelligence check (-1 penalty per caster level). For those aware, the spikes deal only **1d4 damage** every 10 feet traveled.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The spell's **area of effect is 20 feet x 20 feet per caster level**.

The components are speech, hand gestures, and holy symbol.

SPIRITUAL WARRIOR, LEVEL 2 CLERIC

The caster pleads with their deity for aid in battle, and in reply, their god sends forth a holy boon.

The spell creates either a weapon or shield that the cleric may use in combat. The shield rides their arm and grants them a +2 AC. The weapon can be any weapon they can use, preferably the chosen weapon of their deity. It moves and attacks by telepathic command on the caster's turn in initiative order. It can strike foes in melee combat or at a distance, depending on the weapon brought forth. It inflicts 1d8 points of damage +1 per caster level, and is considered a magic weapon, able to strike creatures who can only be hit by magic weapons (+1 for every three levels). The weapon also strikes incorporeal creatures as though they were corporeal. The weapon is guided by the caster, and strikes as if the caster were wielding it in combat (at the caster's level - using their BtH - with any of their strength or dexterity modifiers to hit).

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 round per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The components are speech, hand gestures, and holy symbol.

STENCH, LEVEL 3 WIZARD

The caster draws the stench from a foul-smelling substance and forms it into a cloud, telepathically hurling it away from them.

This spell invokes a cloud of billowing, nauseous gas that is impenetrable to sight or special visions. Anyone caught within it must make a successful constitution save every round while within the cloud, or else become nauseated and helpless for 1d4+1 rounds. Helpless characters can only move out of the cloud in a random direction. The stench hangs in the air, though a moderate wind or gust of air doubles this movement. A stout wind of 25 miles an hour or more dissipates the cloud immediately.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 30 feet** with a **duration of 1 round per level**. A **constitution save negates**. The spell **is unaffected by spell resistance**.

The spell's **area of effect is 20 feet x 20 feet x 20 feet**.

The casting components are speech, hand gestures, and rotting food, baby poo, or some other foul-smelling item.

STONE SPEAK, LEVEL 6 DRUID

The caster lays hands upon stone and opens their mind to its understanding of the world, thus seeing what it sees and understanding what it understands.

The spell allows the caster to "speak" to any type of stone. They know the stone's strength, its fault lines (if it has any), what it is made of, how it is different than the stones around, and its age. The stone reveals what plants grow nearby and what creatures have touched it or passed nearby. It reveals any hidden caves beneath, or fissures and other secrets it may have. The stone does have a different perspective on things, so some information may be oddly out of place, or conveyed strangely. The caster can also converse with any stone for the duration, be it natural or worked, but stones are not generally known for their conversation skills.

Casting this spell requires the caster's combat action for **ten minutes**. The spell's **range is personal** with a **duration of 1 round per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech and hand gestures.

STORM OF WRATH, LEVEL 9 DRUID

The caster, with hands held high, utters imprecations of nature's wrath, and pulls violently downward with a motion that unleashes the wrath of the heavens.

The spell unleashes a horrific deluge of rain, coupled with mighty lightning strikes that electrify the air, and massive thunderclaps that shake the ground. Anyone caught in the affected area suffers an immediate **deafening for 1d4 minutes**. The storm

continues to pound the area with the following effects, each appearing after a certain number of rounds:

TABLE: STORM OF WRATH

Round	Effect
2	Acid rain showers the area, dealing 1d6 damage. No save.
3	The caster calls down six bolts of lightning. They decide where the bolts hit. All bolts may strike a single target, or be spread out to as many as six. Each bolt deals 10d6 damage. Dex save for half damage.
4	Hailstones batter the area, pummeling flesh and gear, dealing 5d6 points of damage. No save.
5-10	A wicked wind drives a torrential rain that obscures all forms of vision. Movement is reduced to 1/4th normal. All range attacks in the area fail. Spells require an intelligence check (CL equal to storm caster's level) to be cast properly, or else they fail to manifest.

Casting this spell requires the caster's combat action for **two rounds**. The spell's **range is 450 feet** with a **duration is dependent on concentration, up to 10 rounds**. There are **different saving throws each round**. The spell **is affected by spell resistance**.

The spell's **area of effect is a 750-foot diameter circle that is 300 feet tall**.

The components are speech, hand gestures, and holy symbol.

SUGGESTION, LEVEL 3 WIZARD, 3 ILLUSIONIST

Rubbing a small piece of wool between finger and thumb, the caster speaks soothing words wrapped in arcane charms to suggest to another a course of action.

The caster suggests a simple course of action, briefly and succinctly, to another. The instructions can be no more than two sentences. The caster must speak in the language of the target.

The course of action must be within the bounds of reason for the spell to work. A suggestion that clearly causes the target harm simply fails, as does one that leads them to take actions drastically at odds with their behavior. If the individual fails their save, they take the suggested course of action. They will continue to do so for the duration. If the course of action is completed before the spell's duration ends, they are freed from the spell when the task is complete.

The Castle Keeper is free to factor in penalties to the victim's saving throw for quite reasonable suggestions, as well as to give the target bonuses to its save for unreasonable or harmful suggestions.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 hour**

per level. A **charisma save negates**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, and a small piece of wood rubbed between the fingers during casting.

SUGGESTION IN AREA, LEVEL 6 WIZARD, 5 ILLUSIONIST

Rubbing a small piece of wool between finger and thumb, the caster speaks soothing words wrapped in arcane charms to suggest to several individuals a course of action.

This spell acts exactly as the *suggestion* spell, except that it can affect a number of creature equal to their caster level, provided they are all within the area of effect.

The course of action must be worded in such a way that it seems reasonable. Those being affected must understand the language spoken by the caster.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 hour per level**. A **charisma save negates**. The spell **is affected by spell resistance**.

The **area of effect is 25 feet x 25 feet**.

The casting components are speech, hand gestures, and a small piece of wool.

SUMMON ANIMALS, LEVEL 4 DRUID

The caster invokes the animal kingdom, and with guttural shouted cries to the gods of nature, they unleash the call of the wild upon their foes.

This spell summons wild animals and vermin to aid the caster. The animals or vermin appear wherever the caster designates within range, and act immediately on the caster's turn in the initiative order thereafter. If the caster can communicate with the animals, the caster can direct them not to attack, to attack particular enemies, or to perform other actions. If ordered to attack, animals do so to the best of their ability. Summoned creatures disappear at the end of the spell's duration.

The spell conjures one or more animals or vermin whose combined levels are equal to the caster's level. Thus, a **6th level** caster can summon one **6th level** animal, or six **1st level** animals. The caster chooses the level distribution desired, and the spell attempts to accommodate the request.

The caster does not choose the specific type of animal or vermin summoned, although a request can be worked into the spell's casting. General requests, such as animals that fly, clever animals, or fierce animals, are more likely to be answered. The animals or vermin summoned will come from the region where the spell is cast, and are always determined by the Castle Keeper. Possible animals include, but are not limited to, normal and giant varieties of the following: ant, ape, badger, bat, bear (black, brown, grizzly,

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cave, polar), bison, boar, cat, cheetah, crocodile, dog (wild), eagle, elephant, frog, hawk, horse (wild), leopard, lion, lizard, manta ray, monkey, octopus, owl, rat, raven, shark, snake, squid, tick, tiger, toad, weasel, whale (toothed or baleen), wolf, and wolverine.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 round per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech, hand gestures, and holy symbol.

SUMMON BEASTS AND PLANTS, LEVEL 5 DRUID

Through words divine, the caster taps into the primeval power of the natural world and calls it to their aid.

This spell allows the caster to summon either plants or beasts. They must choose one or the other. They can do one or several, but the total number of levels summoned cannot exceed their caster level. Thus, a **9th level** caster can summon one **9th level** creature, a **5th** and a **4th level** creature, or nine **1st level** creatures. The caster has no control over what is summoned, but they can request certain creatures (as per *summon animals*). The sorts of creatures summoned are ultimately the purview of the CK.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration of 1 round per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech, hand gestures, and holy symbol.

SUMMON ELEMENTAL BEING, LEVEL 6 DRUID

The caster rends time and space with primeval words of breaking, opening a rift between their world and one of the elemental planes of their choosing.

The spell allows the caster to summon one type of elemental, either air, earth, fire, or water. Once casting time is finished, a **12th level** elemental passes through the portal. The elemental has, at minimum, **4 HP per level**. The elemental is spell-bound to obey the caster and cannot overthrow or combat their commands. They do so for the duration of the spell, and when the spell ends, the elemental returns to the elemental plane from whence it came.

Casting this spell requires the caster's combat action for **ten minutes**. The spell's **range is 150 feet** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The components are speech, hand gestures, and a holy symbol.

SUMMON ELEMENTAL HORDE, LEVEL 9 DRUID

The caster rends time and space with primeval words of breaking, opening a rift between their world and one of the elemental planes of their choosing.

The spell allows the caster to summon multiples of one type of elemental, either air, earth, fire, or water. Once casting time is finished, **2d4** elementals of **8th level** pass through the portal. Ten minutes later, **1d4** elementals of **12th level** appear. 10 minutes after that, **1** elemental of **16th level** appears. Each elemental has at least **5 hit points per level**. The elementals are spell-bound to obey the caster and cannot overthrow or combat their commands. They do so for the duration of the spell, and when the spell ends, the elementals return to the elemental plane from whence it came.

Casting this spell requires the caster's combat action for **ten minutes**. The spell's **range is 150 feet** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech, hand gestures, and holy symbol.

SUMMON EXTRAPLANAR ALLY, LEVEL 8 CLERIC

With divine supplications, the caster calls for divine aid, and in reply, the caster's deity sends forth a great host to assist them.

The spell summons **16 levels** worth of elementals or extraplanar creatures. The caster may request specific creatures known to serve the deity, but the deity may choose to ignore the request. If the caster does not worship a single deity, but multiple, then one of a similar disposition and world view sends a creature.

The caster may ask the summoned creature or creatures to perform one task, and a summoned creature may request some service in return (as befits the creature's outlook, disposition, deity, and the magnitude of the favor asked). If the caster agrees to these requests, the creature performs the task asked of them, reporting back to the character afterward if possible, then returning to their home plane. The caster is honor bound to perform the return favor, and may lose any or all clerical abilities if they fail to do so. This will last until such a point as the caster properly atones, in whatever manner their deity sees fit, for the breach of promise. A creature might accept some form of payment, such as a magic item, in return for its service. The creature might keep it, or may deliver the item to another member of the character's religion somewhere else where the item can help the religion's cause.

Casting this spell requires the caster's combat action for **one minute**. The spell's **range is 50 feet** with a **duration until a task is completed**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The components are speech, hand gestures, and holy symbol.

SUMMON FAMILIAR, LEVEL 1 WIZARD

After a day of spell casting, summoning, and sacrifices worth over 100 gold, this spell calls a familiar, a unique companion and servant, and binds it to the caster.

This spell summons a familiar to serve the caster faithfully. A familiar is a willing servant bound to the caster. A character may have only one familiar at a time. Familiars are magical, preternaturally resilient, and highly intelligent versions of common animals and magical beasts.

An empathic link forms between the master and familiars, granting special abilities to the master as detailed below. The empathic link functions only if the familiar is within one mile of its master.

Familiars do not involve themselves in combat. A familiar may fight if its master faces a life-and-death situation, but magical beast familiars, especially those of an evil disposition, might not do so if the familiar feels its own life would be jeopardized. If the familiar is killed or the wizard desires to dismiss them from service, the wizard loses a level in the class that allowed the spell to be cast and permanently loses the number of hit points the familiar granted the master. The wizard cannot be reduced to level zero, though their experience points can be reduced to zero. It takes a full year and one day before the wizard can replace a lost familiar. A familiar that has been killed can be raised like other characters, but do not lose a level or a constitution point when this occurs. If a familiar is raised from the dead, the caster will recover the experience points and hit points lost as a result of the familiar's death.

The type of familiar that responds to the spell is randomly determined, or, some say, is directed by the deities. The Castle Keeper might apply modifiers to the roll to determine the familiar, especially if more than the usual special materials are used in casting the spell. Or, the Castle Keeper may allow the character to choose if certain unusual circumstances are met or are part of the story of the game. The caster may refuse to accept the familiar that is summoned, but the caster will be unable to successfully cast the spell again for one year and a day. Some magical beast familiars serve only a master of a certain disposition. If such a magical beast is summoned by the spell and refuses to serve the caster, the caster can attempt the spell again after one month and a day has passed.

TABLE: SUMMONED FAMILIAR

d20	Familiar	Special Abilities
1-3	Cat	Night vision, superior hearing, move silently, hide
4-6	Hawk	Enhanced vision, distance vision
7-9	Owl	Night vision, superior hearing
10-12	Raven	Enhanced vision, speaks common
13-15	Toad	Wide angle vision

16-18	Weasel	Superior hearing and smell, move silently, hide
19	CK choice	One of the above, or another small animal such as a bat, rat, small snake, etc.
20	Magical Beast	Roll on magical beast sub-table, or CK chooses.

Some sample stats for the various creatures are included as a basis for the Castle Keeper to build upon:

Cat (This creature's vital stats are level 1, hp 1d2, AC14, move 30 feet, disposition neutral. Their primary attributes are physical and mental (see below). Cats threaten in combat but the damage of their attack is negligible. See the chart above for special abilities.)

Hawk (This creature's vital stats are level 1, hp 1d2, AC 14, move 5 feet or 120 feet in flight, disposition neutral. Their primary attributes are physical and mental (see below). They attack with their talons for one point of damage or beak for 1d2. See the chart above for special abilities.)

Owl (This creature's vital stats are level 1, hp 1d2, AC 14, move 5 feet or 60 feet in flight, disposition neutral. Their primary attributes are physical and mental (see below). They attack with their talons for one point of damage or beak for 1d2. See the chart above for special abilities.)

Raven (This creature's vital stats are level 1, hp 1d2, AC 14, move 5 feet or 60 feet in flight, disposition neutral. Their primary attributes are physical and mental (see below). They do not participate in combat and flee when danger threatens. See the chart above for special abilities.)

Toad: (This creature's vital stats are level 1, hp 1d2, AC 16, move 5 feet or 10 foot jump, disposition neutral. Their primary attributes are physical and mental (see below). They prefer to hide and use their natural coloration for camouflage. Contact with their skin necessitates a constitution save against a type I-IV poison (CK determines). See the chart above for special abilities.)

Weasel: (This creature's vital stats are level 1, hp 1d2, AC 13, move 30 feet or climb 20 feet, disposition neutral. Their primary attributes are physical and mental (see below). Weasels avoid combat. Their stealthy abilities (see chart above) make them ideal scouts.)

NOTE: The stats above are baseline animal statistics. They should be modified in accordance with familiar basics, detailed below.

FAMILIAR BASICS

Use the monster stats as they appear in *Monsters & Treasure* or as listed above, except for the following changes:

Levels: Double the level (and hit points) for a normal animal of the type.

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Hit Points: The familiar's hit point total is added to the master's own hit points, as long as the familiar is within one mile.

Saving Throws: The familiar saves as the wizard if the wizard's bonuses are better.

Intelligence: Animal familiars are unusually intelligent and will have an effective intelligence of 1d4+8 (9-12). Magical beast familiars have an effective intelligence of 1d4+10 (11-14), unless a typical creature of its type has a higher intelligence.

Special Abilities: Each familiar has its own special abilities, or enhanced senses, as noted in the table. In addition, the familiar can communicate with animals of approximately the same type as itself, and the communication is limited by the intelligence of the conversing creatures.

Empathic Link: The empathic link allows the master to communicate telepathically with their familiar up to a distance of one mile. Although some familiars may be able to communicate verbally with their master, telepathic communication is typically better in conveying meaning and intent.

Additionally, the empathic link allows the master to share the familiar's senses as long as the master concentrates on doing so (just like spell concentration). When concentrating, the master shares the familiar's five senses (sight, hearing, smell, taste, and touch). Thus, for example, the master can see through the familiar's eyes. If a familiar has an enhanced sense, like superior hearing, the master gains the benefit of the enhanced sense as well, but only as to what the familiar can sense. In other words, an owl familiar does not grant its master the special ability of superior hearing, the master simply shares and listens through the owl when concentrating on doing so. Sharing the familiar's senses is a somewhat alien process, as a familiar does not always sense in the same way that a person does. Some familiars may have a deficiency in one sense, or lack certain body parts, such as ears, that are normally associated with a sense.

The empathic link also allows the master to cast a spell on a familiar that normally can only be cast on the caster alone, even if that spell normally does not affect the type of creature that the familiar is. This can be done without having to touch the familiar, even if touch is required per the spell. This only succeeds if the familiar is within 1 mile of the caster. At the master's discretion, the master may cast any spell on himself and it will also affect a familiar (such as *shield*). Unless the spell is instantaneous, it only works if the familiar is within 1 mile. Once lost the spell's effect is lost due to distance, it cannot be renewed, even if the familiar returns to within 1 mile. It must be cast again.

Celestial and Fiendish Animals: A celestial (good or holy) or fiendish (evil or unholy) version of an animal. The Castle Keeper should pick a type on the summoned familiar table, or roll again on it to determine the type of celestial animal. A celestial familiar serves only characters of good dispositions, and a fiendish familiar serves only characters of evil dispositions. A

celestial or fiendish familiar shares its spell resistance with its master as long as the master is within 150 ft.

TABLE: MAGICAL BEAST

d20	Familiar	Special Abilities
1-12	Magical Animal	Spell resistance is equal to magical animal's level.
13-14	Demon	See text
15-16	Devil	See text
17-19	Faerie	See text
20	Familiar Dragon	See text

MAGICAL BEASTS

Magical beast familiars are more independent than a normal familiar. Each has its own unique special abilities. The master does not gain the special abilities of a magical beast, unless otherwise indicated.

Demon: A small demon such as a quasidemon, or other demon of the Castle Keeper's creation. A demon familiar is one of the most independent types, and it will only serve a chaotic evil or chaotic neutral master. A demon's special abilities are determined by the Castle Keeper, or are indicated in the demon's entry in *Codex Infernum* or *Monsters & Treasure of Aihrde*. They do not share their unique special abilities with their master, and are highly unlikely to fight to save their master's life.

Quasidemon: (*This creature's vital stats are level 2, hp 2d8, AC 14, move 40 feet or fly 60 feet, disposition evil/chaos. Their primary attributes are physical. They attack with either their claws (1d2) or bite (1d2). They are able to cast the following spells once per day at the 3rd level of ability; protection from any good, darkness, and pyrotechnics.*)

Devil: A small devil such as an imp or other devil of the Castle Keeper's creation. A devil familiar is more independent than normal, but its lawful nature creates loyalty. A devil familiar will only serve a lawful evil or neutral evil master. A devil's special abilities are determined by the Castle Keeper or are indicated in the devil's entry for them in *Codex Infernum* or *Monsters & Treasure of Aihrde*. They do not share their unique special abilities with their master, and are highly unlikely to fight to save their master's life.

Imp: (*This creature's vital stats are level 2, hp 2d8, AC 15, move 20 feet or fly 60 feet, disposition evil/law. Their primary attributes are physical. They attack with either their bite (1d4) or stinger which causes one point of damage. The stinger administers poison and if a constitution check is not made, the victim suffers 2 points per round for 4 rounds. Imps regenerate one point per round.*)

Faerie: A small sprite such as a pixie, brownie, any other similar creature of myth, or of the Castle Keeper's creation. Faerie familiars have all the qualities of the fae, and they can be independent but loyal, annoying yet playful. A faerie familiar will serve a master of any disposition, if reasonable for a creature

of its type, but most prefer chaotic good, chaotic neutral, neutral good, neutral or neutral evil masters. Most of their special abilities cannot be shared with the master, but those with spell resistance will normally share it with their master.

Pixie: *(This creature's vital stats are level 2, HP 2d4, AC 15, move 20 feet or fly 60 feet, disposition neutral. Their primary attributes are physical. They attack with small arrows which do 2-5 points of damage, or another variety that causes sleep for 1d6 minutes, or yet another which causes memory loss, unless an intelligence save is made. All arrows have a +4 effective bonus to attack rolls.)*

Familiar Dragon: A familiar dragon is a very small dragon, about 2 to 3 feet in length. Some look like a miniature version of a larger, true dragon, while others have no true draconic counterpart. Their special abilities may mimic a true dragon's, or may more resemble those of a pseudodragon's. Each familiar dragon is unique; and the CK determines its details and special abilities, and which of those abilities are shared with the master (if any). They are extremely loyal. A familiar dragon responding to the summons will always be the same disposition as the caster.

Casting this spell requires the caster's combat action for **the day**. The spell's **range is not applicable** with a **permanent duration**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech, hand gestures, and material worth 100 gold.

SUMMON FEY AND MAGICAL BEASTS, LEVEL 7 DRUID

The caster whispers prayers to the wilderness around them, conjuring fey and magical beasts, binding them for a short time.

This spell is like *summon animals* except it summons either magical beasts or fey. The spell conjures one or more magical beasts or fey whose combined levels equal the caster's level. Thus, a **14th level** caster can summon one **14th level** creature, four **2nd level** creatures plus one **6th level** creature, or seven **2nd level** creatures. The caster must choose either magical beasts or fey, not a mix of the two. The caster chooses the level distribution desired, and the spell attempts to accommodate the request. The caster does not choose the specific type of creature summoned, but requests can be made as with *summon animals*. Unlike animals, beasts and plants, the creatures summoned by this spell are often more intelligent and less inclined to follow orders and commands. Additionally, disposition plays a large role in determining the effectiveness of any order.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 round per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The components are speech, hand gestures, and a holy symbol.

SUMMON MONSTROUS ALLY, LEVEL 3 WIZARD

With eldritch elucidations, the caster unlocks portals within portals, summoning creatures to aid them and hound their enemies.

The spell opens a portal to another part of the material plane and draws a monster through it. Said monster has no choice in the matter. The caster chooses the point of arrival within range of the spell. The monster arrives immediately and acts at the end of the round. If the monster is able to speak, and the caster can speak their language, the caster can control the monster, directing it when to attack, if it is to attack at all, or directing it to take other actions. The spell compels the monster to attack to the utmost of its ability. It vanishes the moment the spell's duration ends.

The monsters are randomly chosen by the spell, the caster has no say in the matter. The caster may attempt to mitigate the randomness, doing so requires a special request, the more general the request the more likely there is a positive response. For instance, asking for a griffon does not work as well as asking for creatures that fly. The monster will be one from the local region.

Note: the spell is the same spell for any level, however, to cast different level spells requires different level spell slots. For instance, for a **9th level** caster to cast the **5th level** version of *summon monstrous ally*, they must use up a **5th level** spell slot.

This is a **3rd level** spell. At **5th level the caster can summon** one or multiple monsters. These monster's combined levels cannot exceed the caster's level, nor can any one of them be higher than **3rd level**. For purposes of this spell, monsters include only aberrations, animals (including the giant variety), beasts, fey, humanoids, and vermin.

This is a **5th level** spell. At **9th level the caster can summon** one or multiple monsters. These monster's combined levels cannot exceed the casters level, nor can any one of them be higher than **6th level**. For purposes of this spell, monsters include only aberrations, animals (including giant varieties), beasts, fey, humanoids, magical beasts, monstrous humanoids, oozes, extraplanar creatures, plants, shapechangers, and vermin.

This is a **7th level** spell. At **13th level the caster can summon** one or multiple monsters. These monster's combined levels cannot exceed the caster's level, nor can any one of them be higher than **9th level**. For purposes of this spell, monsters include only aberrations, animals (including giant varieties), beasts, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, extraplanar creatures, plants, shapechangers, and vermin.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 round per level**. There is **no saving throw**. The spell is **affected by spell resistance**.

The casting components are speech and hand gestures.

MAGIC ~ Spell Descriptions

SUMMON PESTS, LEVEL 2 DRUID

The caster unleashes a wave of curses, and with a powerful gesture hurls them at their foe(s), unleashing a wave of insects and other pests that seem to spring from the very spot directed.

The spell summons a swarm of insects or other vermin that engulf an area of 5 x 5 feet. The swarming creatures will not travel beyond the range of the spell. Creatures caught in the swarm who do nothing but try and protect themselves from the onslaught suffer **1 point of damage per round**. If they attempt anything else, the damage inflicted increases to **1d4 + 1 HP per caster level of damage** each round. The caster can direct the swarm, which moves at a rate of 30 feet per round. The swarm cannot be harmed by weapons, but area of effect attacks will disperse the swarm, as will fire. The swarm breaks when it suffers 2 hit points per caster level of damage. Alternatively, it disperses 2 rounds after the caster stops concentrating on it to maintain it.

The type of swarm is determined by rolling a d20 on the following table:

TABLE: SUMMON PESTS

1d20	Swarm Type
1-8	Rats
9-14	Bats
15-16	Spiders
17-18	Centipedes
19-20	Flying beetles

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration lasts until the swarm takes 2 hit points of damage per caster level or 2 rounds after druid stops concentrating**. There is no saving throw. The spell **is unaffected by spell resistance**.

The components are speech, hand gestures, and a holy symbol.

SUN FLARE, LEVEL 8 DRUID, LEVEL 8 ILLUSIONIST

With esoteric words of the ancients, the caster unleashes the power of the sun, channeling it through gesture and emotion.

The spell unleashes a sudden, burning white light in the effected area. Any creature caught in the sun flare is immediately blinded and suffers **3d6 points of burn damage**, unless they make a successful dexterity save. Any creature that suffers unusual harm from light suffers double damage, and any undead in the flare suffer an additional **1d6 points of damage per caster level**. Any creature specifically destroyed by sunlight, such as a vampire, is immediately killed.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with **instant duration of 1 round per level**. A **dexterity save halves damage and negates blindness**. The spell **is affected by spell resistance**.

The spell's **area of effect is a 20 foot diameter sphere**.

The components are speech, hand gestures, and holy symbol.

SYMBOL, LEVEL 8 CLERIC, 9 ILLUSIONIST

The caster gathers their respective material together, magical inks, precious quill, and other such tools, and inscribes a rune of wondrous power and danger.

The caster can write, trace, carve, or in some other way scribe a magical symbol onto any surface, or even into the air. What the symbol does depends upon the symbol chosen. The list below are examples and the caster may wish to scribe something entirely different. Consult the Castle Keeper for different symbols and what they do.

A symbol is not active when scribed. It must be activated by a trigger, as dictated in the casting of the spell. The trigger can be anything, but is most often when someone reads, touches, or passes the symbol too closely. It might simply be someone looking at the symbol, or stepping through a portal which has the symbol inscribed on it. Attempting to cover up the symbol to avoid triggering it actually causes it to trigger immediately. A command word can be used to trigger or suppress the symbol as well, if the caster thinks to include one during the casting.

The following effects are possible for a triggered symbol. The caster chooses one during the scribing process.

Death: A number of creatures whose combined hit points do not exceed 100 die instantly, unless they succeed on a constitution saving throw. The spell ignores creatures with too many hit points to kill outright. The symbol will affect those closest to it first.

Discord: Any creature with an inferior (3) or higher intelligence must make an intelligence save or become disoriented and confused and begin arguing with their fellows, or if alone, with themselves. Creatures of different dispositions may attack one another (50% probability). The effect lasts 5d4 rounds, though fighting may break out within a few rounds as determined by the CK, and last for 2d4 rounds. The symbol lasts 10 minutes per caster level.

Fear: Any creature affected must make a charisma save, at -4, or succumb to a mind-numbing fear. Failure indicates they suffer -2 to any charisma saves for 10 minutes per caster level. It also means they flee from the area until the symbol is out of sight, and they cannot approach it until the duration of the spell ends or the fear is magically removed. A panicked creature has a 50% chance of dropping anything in hand. Cornered creatures cower in abject terror. Once triggered the symbol lasts 10 minutes.

Hopelessness: Those in the area become despondent as a wave of hopelessness overwhelms them. They make all charisma checks and saves at -4. On a failed save, the creature is rendered hopeless for 3d4x10 minutes. While hopeless, they submit to the demands of their foes. If none are present to make demands,

there is a 25% chance the creature will simply be so hopeless as to do nothing but stand there. If this is not the case, there is a 25% chance the creature will simply fall back from the symbol at their normal movement rate. The creature can still defend itself in either case. Once triggered it lasts for 10 minutes per caster level.

Insanity: The symbol can drive up to 150 hit points worth of creatures insane. Each afflicted must make a successful intelligence save. If they fail, consult the Castle Keeper Guide for types of insanity and how long it lasts, otherwise it can be healed with a *heal*, *restoration*, or *wish* type spell. Once triggered it lasts until it affects 150 hit points worth of creatures. The spell ignores creatures with too many hit points to drive insane outright. The symbol will affect those closest to it first.

Pain: A searing pain wracks all in the area unless they make a successful constitution save (-4). Those that fail suffer lose 2 points of dexterity and a -4 on all attack rolls and physical attribute checks and saves. The symbol lasts 10 minutes per caster level once triggered, and the pain lasts 2d10x10 minutes.

Persuasion: All creatures in the area must make a charisma save, -4, or fall to the whims of the symbol. Their disposition becomes the same as the caster's for 1d20x10 minutes. This also causes them to become highly agreeable and makes them easy to influence. The caster can make simple suggestions that do not overtly harm the afflicted, and they will obey. If they try to do something unnatural, the caster must make a successful charisma check, but regardless the persuaded will not kill themselves or take actions that will lead to their death. The caster must speak their language.

Sleep: Any creatures that have 8 or fewer levels and fail their intelligence save fall into a catatonic sleep. Those laid low cannot be awoken for 3d6x10 minutes. The symbol lasts 10 minutes per caster level, once triggered.

Stunning: The symbol detonates with a loud clap, a number of creatures in the area whose combined hit points are no more than 200. Everyone is allowed a constitution save to avoid the stun. Stunned creatures lose their dexterity bonus to AC, and cannot act. Attackers gain +2 to hit when attacking stunned creatures. Stunned creatures drop anything they are currently holding. The spell ignores creatures with too many hit points to stun outright. The symbol will affect those closest to it first.

Casting this spell requires the caster's combat action for **ten minutes**. The spell's **range is touch** with a **duration that varies per symbol**. For any saving throw **refer to each symbol**. The spell **is affected by spell resistance**.

The spell's **area of effect is a 60 foot diameter circle**.

The casting components are speech, hand gestures, and materials worth at least 5,000 gold.

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TELEKINESIS, LEVEL 5 WIZARD

By channeling esoteric magics through carefully verbalized words and gestures, the caster moves objects with their mind.

The caster moves up to 25 pounds of weight, animate or inanimate, per level. When concentrating, they can move the item up to 20 feet per round for the duration of the spell. Moving an item requires the caster's action for the round. The spell ends if the caster ceases their concentration on the spell. The caster can move the item up to 100 feet away from them. If they attempt to move the item/person beyond that, the spell ends.

The caster has the option of violently hurling the spell's load at one object or person once, using it as a weapon. The amount of weight moved and range remain the same. The attack roll is done against the creature's AC, and uses the caster's BtH + their intelligence modifier. Any weapon hurled inflicts its normal damage +6. Other objects cause damage as follows: 1 point of damage for items under 5 pounds; 1d2 for items 6-19 pounds; 1d6 for every 20 pounds after that. Any creature hurled by the spell is allowed a charisma saving throw to avoid being hurled. If it is slammed against a solid surface the creature suffers 4d6 points of damage.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 100 feet** with a **duration of 1 round per level**. A **charisma save (made at -4) negates for living creatures or another creature can stop the movement with a successful strength check**. The spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

TELEPATHY, LEVEL 5 WIZARD, 7 ILLUSIONIST

Command words laden with sorcery open pathways between minds, allowing the caster to converse mentally with those around them.

The spell creates a telepathic bond with one person, or several. The caster can talk to one creature for every three levels of experience. The targets must be of low intelligence or higher, within 30 feet of the caster, and willing to receive the message. The spell overcomes any language barriers, and everyone can understand each other. Everyone in the linked telepathy can communicate with each other. The caster need not talk to everyone in the area, as they can select who they link with and who they exclude.

Casting this spell requires the combat action for **the round**. The spell's **range is personal** with a **duration of 1 hour**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The spell's **area of effect is a 60 foot diameter circle**.

The casting components are speech and hand gesture.

MAGIC ~ Spell Descriptions

TELEPORT ACCURATELY, LEVEL 7 WIZARD

Rechanneling the pathways of their mind with words arcane, the caster instantly moves from one spot to the another without fear of missing their mark.

This spell teleports the caster to any location they are familiar with, delivering them without issue to the exact location they intend. If the caster has insufficient knowledge of the destination, or if the information they have is incorrect or misleading, the spell fizzles out and no teleportation occurs. The teleportation takes place in the round cast. There is no minimum distance, though the point of departure and the destination must be on the same plane. The caster can move themselves plus an additional 50 pounds per level. They can move animate and inanimate material. Any living creatures must be willing to be transported to go with the caster and the caster must be able to touch them, or they the caster.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with **instant duration**. There is **no saving throw**. The spell is **affected by spell resistance if the target chooses to resist**.

Speech is the only casting component.

TELEPORTATION, LEVEL 5 WIZARD

Rechanneling the pathways of their mind, with words arcane the caster instantly moves from one spot to another.

This spell teleports the caster to another spot instantly. The action takes place in the round cast. There is no minimum distance, though the point of departure and the destination must be on the same plane. The caster moves themselves plus an additional 50 pounds per level. They can move animate and inanimate material. Any living creatures must be willing to be transported to go with the caster and the caster must be able to touch them, or they the caster. The spell takes them to any location the caster is at least aware of, however, the more unfamiliar the target location, the more likely it is that something will go wrong.

A d% roll must be made to determine the outcome of the teleportation, based on the level of familiarity the caster has with the destination.

TABLE: TELEPORTATION

Familiarity	On Target	Off Target	Similar Location	Error
Highly familiar	01-97	98-99	100	
Carefully studied	01-94	95-97	98-99	100
Casually seen	01-88	89-94	95-98	99-100
Viewed only once	01-76	77-88	89-96	97-100
Described	01-52	53-76	77-92	93-100
False description (1d20+80)	—	81-92	93-100	—

Highly Familiar: The caster knows this place incredibly well, possibly regarding it as home.

Carefully Studied: The caster knows this place well, either because of frequent visits, or careful study.

Casually Seen: The caster has seen this place more than once, however they are not very familiar with it.

Viewed Only Once: The caster has seen this place only once.

Described: The caster knows this location solely through the description of another.

False Description: The caster is relying on inaccurate information. Alternatively, the destination does not exist.

On Target: The spell delivers the caster to their intended destination.

Off Target: The spell does not deliver the caster to their intended destination. They appear somewhere offcourse. The distance is 1d10x1d10% of the intended distance traveled.

Similar Location: The spell delivers the caster to a location that looks or feels like the destination they envisioned.

Error: The spell goes horribly awry, and causes one of the following to befall the caster and all those traveling with them. Roll 1d4 to determine randomly.

- 1: The flesh is mashed together with inanimate material. The travelers are vaguely aware of who and what they are, but becomes a monstrous creature attacking anything in the vicinity. Consult the *Codex Infernum* (Tome of the Unclean) for the monster Geerthtool. Roll d% again to determine where the having mass of flesh teleports to.
- 2: The caster and others are mashed together and all living creatures are instantly killed. Roll d% again to determine where the bodies are teleported to.
- 3: The caster and others arrive at a random destination, partially inside of another physical object. 2 limbs are lost as a result, as well as half their hit points immediately. Roll d% again to determine where they are teleported to.
- 4: The caster and others arrive fully inside a physical object, and die instantly. Roll d% again to determine where the bodies are teleported to.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with **instant duration**. There is **no saving throw**. The spell is **affected by spell resistance if the target chooses to resist**.

Speech is the only casting component.

TELEPORTATION FIELD, LEVEL 8 WIZARD

The caster sketches a circle upon the ground, 10 feet in diameter, uttering incantations of movement into it, thus setting the teleportation field.

The spell creates an area that, once triggered, transports those within the circle to a predetermined location. The field persists for the duration, and anyone who enters it will be teleported to the predetermined destination. The field can be on any surface, the floor, a wall, even the ceiling. The destination location must be chosen during casting and cannot be changed thereafter. The location must be an open area that creatures can teleport to without error and it must be well known to the caster. Any attempt to direct the spell to teleport creatures inside a solid object, or to a location only vaguely known to the caster fails automatically.

It is almost impossible to notice the circle. Casual observation reveals nothing. A careful study of the area yields its location, though not what it is (CL 15 or the level of caster to notice, whichever is higher).

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 1 minute per level**. There is **no saving throw**. The spell **is affected by spell resistance if the target chooses to resist**.

The spell's **area of effect is a 10 foot diameter circle**.

The components are speech and a golden thread worth 100 gold.

TEMPORAL INERTIA, LEVEL 9 WIZARD

Blowing arcane words across their palm coated in diamond dust, the caster sends an eldritch power toward one target, locking them in place.

The spell suspends one target in time and space. For that individual time ceases to be a part of life. Their body ceases to age, they do not breathe, nor do they need any type of sustenance. Onset of maladies such as poison, disease or any other affliction, natural or magical, cease. It is as if they stand outside the time stream in another world. No force can manipulate or harm the statue-like person. The spell lasts until the caster utters the command word to end it, another finds the command word and ends it, or a *dispel magic* or similar spell is cast upon the suspended individual.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 10 feet** with a **permanent duration**. There is **no saving throw**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, and diamond dust worth 1,000 gold.

TIME CONTROL, LEVEL 9 WIZARD

With incantations of the blood runes, the caster takes a firm grip upon the streams of time and stops them.

Time stops completely for everyone except the caster. They can move freely while the spell is active, casting other spells, launching physical attacks, or taking other actions.

Energy and effects present in the area can still affect the caster. The caster cannot enter an area protected by an *anti-magic sphere*, *magic circle*, or by *protection from disposition*, while within a *time control*. Spells cast or damage inflicted by the caster on another target during the pause have no effect until the time control ends. At that time, targets of spells receive a saving throw to avoid or mitigate effects if one is normally allowed. Physical damage, by weapon or spell, also accrues after the time control ends. Spells cast upon the caster during a pause take effect immediately upon casting. Durations of spells cast in this way should include the time spent in effect during the time control. For example, a wizard casts *shield* during the first round of time control; the duration of their shield should include the one remaining round of time control for the purpose of determining when the spell dissipates.

Creatures with an SR can resist the time control, moving freely with the caster, inside the time control zone.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 1d4+1 rounds per level**. There is **no saving throw**. The spell **is affected by spell resistance**.

Speech is the only casting component.

TINY REALM, LEVEL 3 WIZARD

The caster takes a small glass ball and, with words of weightlessness, suspends it in the air in front of them. Then with a complex series of hand gestures, they create a dimensional pocket inside the material plane that mimics the glass ball in all but size.

This pocket dimension extends 20 feet in diameter around the glass ball, encasing the caster and all those near them inside the protective shell. It is possible to see out of the globe, but not in. Up to ten medium-sized objects or creatures may be stored inside the globe at once. They can pass in and out of it at will. If the caster leaves or is driven out of the realm, it vanishes, ejecting everyone.

The sphere is invisible to those outside it, as is everyone within. It reflects the world around it and is extremely difficult to see, giving those within complete concealment. Missile weapons, creatures, and other material from the physical world can enter the globe unknowingly.

The globe itself possesses a comfortable temperature of 70 degrees, regardless of the temperature outside the globe, whether it is cold or warm. If it drops below 0 degrees outside, those within notice a slight drop in temperature, but not to

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the point of discomfort. If it raises above 100 degrees, they again notice a slight increase. Beyond that point it is a point for point decrease or increase in temperature. The realm also protects against wind, sandstorms, rain, sleet, snow, or any other weather-related event. The realm cannot be moved by anything short of a hurricane force wind.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is personal** with a **duration of 1 hour per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The spell's **area of effect is a 20 foot diameter sphere**.

The casting components are speech, hand gestures, and an opaque glass ball.

TONGUES*, LEVEL 4 CLERIC, 3 WIZARD, 3 ILLUSIONIST

The caster utters simple words of eldritch origin and unlocks the patterns of the mind.

The spell gives a creature the ability to communicate with another, no matter what their language is in the area of effect. Any effected by the spell can speak in any language, though only one at a time. The languages can be verbal or otherwise. The caster can include as many people in the spell, in the area, as time allows. The language includes all nuances that a native practitioner would use. Creatures who do not physically speak cannot be spoken too.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 1 round per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**. The spell's **area of effect is a 30 foot sphere**.

The casting components are speech and hand gestures.

Cipher: This spell garbles the verbal communication of one creature touched. It also counters the effects of *tongues*.

TRANSFORM FLESH TO STONE*, LEVEL 6 WIZARD

The caster takes up the necessary ingredients and speaks words of arcane power into them, casting them all toward a single target to petrify them as a statue.

The spell turns one target into stone. Any gear, weapons or armor they are wearing or holding in their hand turns to stone with them. It only affects creatures made of flesh.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **permanent duration**. A **wisdom save negates if the target chooses to resist**. The spell **is affected by spell resistance if the target chooses to resist**.

The casting components are speech, hand gestures, a drop of blood and a piece of clay, dirt, or stone.

Transform Stone to Flesh: This spell is used to restore a creature to its normal state after it has been turned to stone from a monster attack or a spell. The individual returns to life just as they were when they were turned to stone, not having aged and still afflicted or affected by any diseases, wounds, or positive effects they had upon their petrification. If their stone-form was broken, it can be rebuilt out of the broken pieces for no ill effect. Lost pieces of the statue, such as a hand, will have consequences as determined by the CK. Casting this spell on mundane stone will transform it into a mound of quivering flesh. This flesh is putrid and inedible.

TRANSFORM METAL TO WOOD, LEVEL 7 DRUID

The caster but points their holy symbol, a small holly branch or whatever it is, and utters words of transmutation, twisting any metal into wood.

The spell alters one metal object, such as a sword blade, chain mail, helmet, or grappling hook into wood. Any mundane item is immediately transformed, magic items have an SR 16 +1 per bonus against the spell. Transformed weapons become dull and brittle, dealing half their damage and a -2 to hit. If an attack roll made with the wooden weapon is 5 or less, the item breaks. Armor becomes inarticulate and heavy, suffering -2 AC and each time that it is hit it loses one point of AC. Only a *wish* type spell restores the efficacy of such items while retaining their wooden form.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **permanent duration of 1 round per level**. There is **no saving throw**. The spell **is affected by spell resistance**.

The components are speech, hand gestures, and a holy symbol.

TRANSFORM SOFT SOIL TO STONE*, LEVEL 5 DRUID, 5 WIZARD

The caster speaks arcane words of power into a small piece of clay and sends it magically toward the desired target, as it hits the ground begins to transform.

The impacted area begins to solidify slowly, beginning at the point of impact. Only soft, wet soil or mud can be transformed to stone, hard soils or areas with a high impact density cannot transform.

The spell can counteract itself when turning mud to stone or vice versa. Once changed the substance remains in the new form until transformed back, but even then, it will never be in its original shape unless carefully worked by masons or wizards.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **permanent duration**. If attempting to dodge falling debris a **dexterity save halves damage** and a **strength save allows one to escape a hardening area**. The spell **is unaffected by spell resistance**.

The **spell's area of effect is two 20-foot cubes per level**.

The casting components are speech, hand gestures, piece of clay and holy symbol

Transform Stone to Soft Soil: This spell can transform hard stone into soft dirt, quicksand, or mud. Those caught in the mud can make a strength check to escape, failing that they sink into the mud or quicksand.

The spell can be cast on cave ceilings to force them to collapse, crushing those beneath for **8d6 points of damage**. Other natural stonework can be turned soft as well, causing walls to fall, etc. It does not work on cut stone, so cannot be used to bring down a house, castle, or wall. Some small buildings may be affected if the spell were cast underneath them.

Wet soil like mud will gradually dry over time, but never revert to stone unless magically changed.

TRANSPORT THROUGH PLANTS, LEVEL 6 DRUID

The caster channels magic of the natural kingdoms through gesture and word and phases into a plant, allowing them to travel through root and limb over great distances.

The caster steps into any living plant in the area and can transport to any other living plant of the same species, over any distance. The plant must be alive and at least the size of the caster. Any destination works, the caster need not know where they are going. If they wish to go in a specific direction, they step out of the nearest plant of the correct type in that direction. The spell does not transport to other planes and will not work through dead plants or plant creatures.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is unlimited** with a **duration of 1 round**. There is **no saving throw**. The spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

TRAP ENTITY, LEVEL 9 CLERIC, 8 WIZARD, 8 ILLUSIONIST

The caster takes an item of tremendous value and sets an imprecation upon it, damning one creature to eternal binding within the item.

This spell forces (or convinces) a creature's material body and its spirit or soul to enter an extra-dimensional space within a piece of jewelry, item, or gem, worth at least 1,000 gold per level of the creature trapped. The creature is trapped, mind, body and soul within the item and cannot escape unless the gem is dispelled or broken. When freed, extra-planar creatures of great power can be compelled to obey a command issued by whoever freed them before they can return to their home plane.

To capture an entity the caster may either attempt it directly, or set a trap, wherein the container captures a predetermined entity when they interact with the container.

Direct Attempt: If there is a direct attempt to trap the entity, the entity is allowed an intelligence save and spell resistance.

If the caster knows the entity's true name, it automatically overcomes any SR they have, and their save increase by 2 CL. Failure to trap the creature destroys the object.

Trap: Placing the entity's true name and a command word on the item and convincing the creature to pick it up, triggers the *trap entity* spell. In this case, the creature is not allowed a save or their SR.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 450 feet** with a **permanent duration**. An **intelligence save negates if there is a direct attempt**. The spell **is affected by spell resistance if there is a direct attempt**.

The casting components are speech, hand gestures, and an item valued at 1,000 gold per level of the creature trapped.

TREASURE HOARD, LEVEL 4 ILLUSIONIST

The caster summons dreams of the dwarves and with arcane speech casts them into reality as a great hoard of treasure.

A vast treasure of glittering gemstones, expert weapons, magical baubles and trinkets, and coffers filled with gold appear. **It measures 20 feet x 20 feet x 5 feet tall**. Any of the caster's opponents that can see the hoard must make a saving throw or the illusion convinces them to use their actions to stop what they are doing, grab an armful of the hoard's valuable items, and run away with the goods at their maximum speed until the spell ends.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 250 feet** with a **duration of 2 rounds per level**. An **intelligence save negates**. The spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

TRUTH REVEALED, LEVEL 5 CLERIC, 5 ILLUSIONIST

The caster pours a liquid over the eyes of the spell's recipient, and then gathers the dust of some precious metal or stone and passes it from one hand to the next, looking upon the dust and uttering divine words of eldritch power.

This spell confers upon the caster the ability to see the truth of everything they behold. Hidden or secret doors are made plain to them, even if obscured by magic. They can see through spells like *blur*, *invisibility*, illusions, or displacement. They see the true form of shapeshifted or polymorphed creatures and objects. They can even see into the ethereal plane. All such truths are revealed out to a maximum distance of 120 feet.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 1 round per level**. There is **no saving throw**. The spell **is affected by spell resistance**.

The casting components are speech, hand gestures, a liquid, and materials worth 250 gold.

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U

UNDETECTABLE AURA, LEVEL 1 ILLUSIONIST

The caster conjures images of otherness using esoteric words laden with arcane meaning.

The spell cloaks the true nature of any magic item, making it seem as if it were a normal, mundane item. *Identify* or similar spells reveal the item's true nature.

The object so altered can weigh 5 pounds per level of the caster.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **permanent duration**. There is **no saving throw**. If the object has an SR, the spell **is affected by spell resistance**.

The casting components are speech and hand gestures.

UNSEEN ID, LEVEL 1 WIZARD

The caster conjures a figment of their imagination and gives it life so that it may serve and defend them.

The id is a servant, wholly invisible to everyone but the caster. For the caster it takes the shape of how they see themselves. It has no ego of its own and obeys the caster's will and commands. The id can do simple tasks such as picking up items, closing doors, and fetching a cold beverage in a can. It has a strength equal to one-quarter of the wizard's strength and can exert force equal to one-quarter of the wizard's weight.

Though invisible, powerful magi and priests who cast spells such as *truth revealed* can see it. It cannot attack but can suffer up to 6 points of damage before it is destroyed. It perishes if it moves beyond the spell range.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 hour per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech, hand gestures, and a gem worth 5 gold.

V

VANISH, LEVEL 7 WIZARD

Rechanneling the pathways of their mind with words arcane, the caster instantly moves an object from one spot to another.

The spell is very similar to *teleportation*, but unlike *teleportation* it can only transport inanimate objects. The wizard can move up to 50 pounds or 3 cubic feet per caster level. Consult the

teleportation spell for possible errors. *Vanish* can transport items anywhere on the same plane as the caster.

Alternatively, the spell can move an item into an inter-dimensional pocket. The pocket exists where the item sat, but is hidden to all except the caster and any using *truth revealed* or similar spells. The caster need only touch the item and place a command word upon the item and it vanishes into the pocket dimension, safely stored from prying eyes. Speaking the word again while in the presence of the pocket dimension will retrieve the item.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is unlimited** with **instant duration**. There is **no saving throw**. The spell **is affected by spell resistance**.

Speech is the only casting component.

VEIL, LEVEL 6 ILLUSIONIST

The illusionist casts a glamour upon their target, changing their appearance through arcana known only to those who master the bending of light.

The caster can alter the appearance of one creature for every two levels of experience. Anyone veiled must be within 30 feet of the caster. The caster determines the form the targets take once veiled. How they look, smell, feel, dress, etc. They remain in this guise until the caster ends the spell, it is dispelled, or they are slain.

In order to copy a specific individual, the illusionist must make a successful intelligence check (bonus +6). If successful they can recreate details very specific to another person.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 hour per level**. An **intelligence save negates if the target chooses to resist**. The spell **is unaffected by spell resistance**.

The casting components are speech and hand gestures.

VENTRILOQUISM, LEVEL 1 ILLUSIONIST

By speaking quietly into their hand, capturing the arcana of ancient words, and opening their hand, the caster throws their voice.

The spell allows the caster to manifest their voice anywhere within 50 feet. It can come from anything or anyone. They can make the voice their own, sound completely different, be unintelligible or be in any language they speak.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 3 rounds per level**. An **intelligence save negates**. The spell **is unaffected by spell resistance**.

The casting components are speech and hand gestures.

VISION, LEVEL 7 ILLUSIONIST

By calming their mind and unlocking hidden memories with sorcerous incantations, the caster induces vision.

This spell allows the caster to unlock hidden memories and knowledge by placing themselves in a dream-like trance. The caster posits a question to themselves about a specific person, place, or thing, and then finishes the spell. After that, the caster must sleep. The vision comes to the caster in their dreams.

If the subject is nearby, or well known, the spell conjures the queried information upon a successful intelligence check. If it is unknown or far away, the check is made at a -5. The information they receive in the vision will be unclear and lack precision, though it will be enough to familiarize the character so that if they cast *vision* again, it will be well known. If the subject is hardly known, the check is made at a -10, and produces similarly vague visions.

When the vision ends and the caster awakens, they gain knowledge of any legends regarding the subject of their spell. This can be something currently known or something long-forgotten. If the subject of the spell is not sufficiently noteworthy, no information is gleaned.

The caster is not limited to items on the material plane, or even the plane they occupy, they can learn about a person, place, or thing on or from any other plane.

Subjects lacking legendary importance provide no information whatsoever. As a rule of thumb, characters of 10th level and higher are legendary, as are the sorts of creatures they strive against, the major magical items they wield, and the places where they performed their great or nefarious deeds.

Casting this spell requires the caster's combat action for **one minute**. The spell's **range is personal** with a **permanent duration**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The casting components are speech and hand gestures.

W

WALL OF BRAMBLE AND HEDGE, LEVEL 5 DRUID

The caster throws dried seeds of a thorn bush upon the ground, and with touch or spit, calls upon the earth to nurture and give them life, allowing the hedge of bramble and thorn to instantly grow.

The spell grows a massive hedge of bramble and thorn in the chosen area. The hedge consists of a variety of plants, both living and dead, that are impenetrably wound together. They are laced with poison ivy and thorny bushes with needles both large and small. Passing through is possible but highly difficult, the hedge inflicting 25 points of damage per round to anyone

trying to break through or being shoved into it. Armor can mitigate the damage by -1 point per armor class. There are no saves, nor can one attempt to dodge the bramble and thorns.

One can force their way through with a successful strength check, but can only move 3 feet per round. One can cut their way through with edged weapons at the rate of 1 foot for every 10 minutes.

Any creature caught in the wall when it first springs to life can push their way through and suffer damage accordingly, or they can remain still until the spell ends or they are rescued. If they remain still, they do not take damage. Any creature that can naturally, or through magic, pass through hedges and bramble, can pass through the wall without damage.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration of 10 minutes per level**. There is **no saving throw**. The spell is **unaffected by spell resistance**.

The caster can grow a **10 foot cube per level**.

The casting components are speech, hand gestures, and the dried seeds of a thorn bush.

WALL OF ELEMENTAL EARTH, LEVEL 6 DRUID 5 WIZARD

The caster manifests their own will into a stone wall through arcane sorceries spoken over stonework.

The caster conjures a rock wall. The rock wall appears natural to its environment, blending in as if it were always there. This holds true even if the walls it blends with are made by the hands of humanoids.

The stone wall can take many shapes and extend both vertically and horizontally. It can be used to block a passage for instance, or used to bridge a gulch. It can enhance existing fortifications or extend from one rock wall to another. Provided the wall has at least one connection point at each end, it can be suspended in the air. One can make a ramp out of it as well. In short, it can take the form of anything that maintains its wall-like nature. It cannot be made into a battering ram for instance. The Castle Keeper must make final judgement on the amount of area consumed by any oddly shaped construction. Walls set as traps to fall should be carefully explained so that they make sense to the CK.

The wall can be used to trap an individual, but they are allowed a dexterity save to avoid encapsulation.

The wall is strong. Every 5 foot section has 15 hit points per inch, once a section hits zero, it crumbles. Creatures striking the wall hit it automatically, but the first 8 points of damage are ignored.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **permanent duration**.

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A dexterity save avoids capture. The spell is **unaffected by spell resistance**. The wall is **1 inch thick for every 4 caster levels, and 5 feet x 5 feet for every caster level**. The wall can have double the surface area for half the thickness.

The casting components are speech, hand gestures, and a flat rock or stone from a wall.

WALL OF ELEMENTAL FIRE, LEVEL 5 DRUID, 4 WIZARD

With a flourish, the caster tears a rift between the elemental plane of fire and the material, unleashing a wall of fire.

With a single piece of burnt wood, the caster unleashes a blazing curtain or ring of shimmering fire into the material plane. The wall can take two forms; either an immobile fiery wall, or a ring of fire surrounding the caster that moves with them.

In both cases, the wall is 20 feet tall and only 1 foot thick. The fiery wall or curtain of fire measures up to 20 feet long per caster level (up to 100 ft long at 10th level). The ring of fire measures up to 10 feet in diameter per every two caster levels (up to 50 feet diameter at 10th level).

The caster selects a side of the wall that radiates heat, and this side inflicts **2d4 points of damage** to any creature that approaches to within 10 feet of the wall, or **1d4 points of damage** for creatures 10-20 feet from the wall. It continues to inflict damage until the wall is dismissed or the duration of the spell ends. Any creatures attempting to break through the fire can do so, but they suffer a further **2d6 points of damage + 1 per caster level**. Undead suffer double the stated damage from the wall. If a creature crosses the wall to the side that radiates heat, they suffer damage as stated above.

The caster may attempt to wield the wall as an offensive weapon and conjure it where living creatures are standing. When this occurs, their targets suffer 2d6 points of damage + 1 per caster level. A successful dexterity save halves the damage.

Cold damage can destroy a wall of elemental fire. Each 5-foot section can take 20 points of damage before being destroyed.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 1 round per level** or **indefinitely if the caster concentrates on the wall**. A **dexterity save reduces damage by half**. The spell is **affected by spell resistance**.

The casting components are speech, hand gestures, and a piece of burnt wood for fire. The caster also needs their item of a holy symbol.

WALL OF ELEMENTAL ICE, LEVEL 5 DRUID, 4 WIZARD

The caster tosses a small flake of crystal into the air and speaks words of growth and cold upon it, so that it expands rapidly into a massive wall of ice.

The caster creates a wall of ice that can appear either as a vertical wall or as a hemisphere of ice blanketing the caster in a protective shield. The wall cannot form in an area where there is another physical construct, as the ice of the wall would break.

Sheet of Ice: The wall may be created either vertically or horizontally/slanting. Vertical walls anchor themselves to the floor, while a horizontal or slanting wall must have two opposite surfaces to anchor itself upon. The sheet has two possible measurements: (1) up to 10 feet per caster level long, 1 inch per caster level thick, and 10 feet tall/wide, or (2) up to 5 feet per caster level long, 1 inch per caster level thick, and 20 feet tall/wide. A horizontal sheet of ice created in the air without two anchor points acts as a *sleet* spell, but lasts only 5 rounds and covers an area equaling one of the two possible measurements.

The wall has 3 hit points per inch of thickness for each 10 foot segment of wall (or each 5 foot segment, if the smaller form is chosen). Creatures hit the wall automatically. Reducing a section to 0 hit points causes that part of the wall to collapse. If one breaks through the wall, there is still a wicked cold remaining that deals 1d6 damage + 1 point per caster level of cold damage to any creature stepping through it. Fire-using creatures passing through this cold air suffer double damage, while cold-using creatures suffer no damage.

Hemisphere of Ice: The wall forms a hemisphere of ice over the caster or a designated target. The hemisphere has a maximum possible radius of 2 feet per caster level. It is the same strength as the sheet of ice, however, there is no lingering cold if one breaks through the hemisphere. The caster can place the hemisphere over other targets, a successful dexterity check avoids the entrapment.

Fire damage can melt the wall, causing it fill the area with water. If a sudden detonation of fire strikes the wall it fills the area with a massive blinding cloud of mist and water vapor. All creatures in the area are blinded for 1d4 rounds.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration of 1 minute per level**. A **dexterity save will avoid entrapment**. The spell is **unaffected by spell resistance**.

The casting components are speech, hand gestures, and a paper-thin crystal.

WALL OF ELEMENTAL WIND, LEVEL 3 DRUID

With words of ancient lore, laden with the magic of the world of the fey, the caster awakens the wind to rage upon the world.

The spell creates a straight-line of wind 10 feet wide and 20 feet tall that thunders away from its point of origin. The wind is stout enough to pick up all small debris, from clothing, to small tools, tree limbs, leaves, birds, small animals (including familiars), and other similar items. Arrows, bolts, spears, and javelins in flight go astray, caught by the wind gust. Heavier ranged weapons suffer a -6 to hit and a -2 on any damage rolls. It scatters clouds of gas and deflects breath weapons made of vapor of any sort. Creatures that are gaseous are scattered by it.

The caster can move the elemental wind as desired, but it must remain vertical.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration of 1 round per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech and hand gestures.

WALL OF RESILIENT ALLOY, LEVEL 5 WIZARD

The caster, with base metal in hand, conjures a wall of metal with words of arcane power and strength.

The caster conjures a wall of a metal of their choosing. It must be vertical in shape and anchored to at least one point, otherwise it falls. Any attempt to conjure it where there is a physical obstruction causes the spell to fail. It must be flat, but can conform to surrounding areas. The wall, being metal, may suffer from environmental damage.

The wall is strong. Every 5 foot section has 30 hit points per inch, once a section is reduced to 0, it crumbles. Creatures strike the wall automatically but the first 10 points of damage are ignored.

If the wall is created where it cannot anchor itself, either vertically resting on a flat surface or in the air, it falls on creatures beneath it. An unanchored vertical wall may fall forward or backward (50/50 chance) if left untouched after 2 rounds. It can be pushed with a strength check (CL 10). Anyone caught in the way of the falling wall must make a successful dexterity check to avoid damage. Failure means they suffer **10d6 points of damage**.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **permanent duration**. A **dexterity save negates damage from falling wall**. The spell **is unaffected by spell resistance**.

The **area of effect is 1 inch thick, and 5 x 5 feet per caster level, or half as thick and twice as broad and tall**

The casting components are speech, hand gestures, and a piece of iron used in a fortress.

WALL OF WILL, LEVEL 5 WIZARD

The caster projects their will forward, manifesting it through eldritch words of arcane sorcery.

This spell creates an invisible, immobile sheet, sphere, or hemisphere of force that is immune to damage of most kinds, including spells and even *dispel magic*. The wall can only be brought down by *disintegrate*, *disjunction*, or magic items that can obliterate. The wall keeps spells from passing through it, in either direction. Breath weapons batter the wall but do not pass through. Gaze attacks act normally.

The caster gives shape to their thoughts, creating a vertical plane that can reach up to 10 feet long per caster level, 20 feet tall and 1 inch thick. Alternately, the caster can form it into a sphere of up to 1 foot per level in diameter, or a hemisphere of up to 2 feet per level in diameter.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 50 feet** with a **duration of 2 rounds per level**. There is **no saving throw**. The spell **is unaffected by spell resistance**.

The casting components are speech, hand gestures, 20 small silver mirrors, and a gem worth 100 gold.

WARD'S EXTENDED INVISIBILITY, LEVEL 5 ILLUSIONIST

The caster channels their mastery of light magic and bends it with words arcane such that it cloaks the item in question.

The spell only works on nonliving, nonmoving objects. The objects cannot be larger than 10 feet tall and 10 feet wide. It makes the object temporarily invisible. If the object is moved, the spell is negated.

Casting this spell requires the caster's combat action for **four rounds**. The spell's **range is touch** with a **duration of 1 day per level**. An **intelligence save negates if the target chooses to resist**. The spell **is affected by spell resistance**.

Speech is the only casting component.

WARD'S ILLUSIONARY PORTAL, LEVEL 4 ILLUSIONIST

The caster channels the power of the planes to open a rift between them and their home.

The spell opens a small head-sized dimensional hole appearing in the bedroom, office, armory, treasure hall or any other similar place chosen by the caster, of their last place of residence. The caster can place up to seven unique items in the home they access through this portal.

Casting this spell requires the caster's combat action for **two rounds**. The spell's **range is unlimited** with a **duration of 5**

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rounds. There is **no saving throw.** The spell is **unaffected by spell resistance.**

The casting components are speech and hand gestures.

WARD'S TEMPORARY INVISIBILITY, LEVEL 2 ILLUSIONIST

The caster channels their mastery of light magic and bends it such with words arcane that it cloaks the item in question.

The spell only works on nonliving, nonmoving objects weighing less than the spell's caster. It makes an object temporarily invisible. If the object is moved, the spell is negated. The object can't be more than five feet tall or wide.

Casting this spell requires the caster's combat action for **the round.** The spell's **range is touch** with a **duration of 1 minute per level.** An **intelligence save negates if the target chooses to resist.** The spell is **affected by spell resistance.**

Speech is the only casting component.

WARD'S TEMPORARY STRENGTH, LEVEL 1 ILLUSIONIST

With a simple touch and words of eldritch might, the caster empowers another.

The spell fills the target with energy and power and gives them a temporary +1 to strength. The spell is cumulative up to a strength of 20. The illusion does not make the target seem larger.

Casting this spell requires the caster's combat action for **the round.** The spell's **range is touch** with a **duration of 1 minute per level.** An **intelligence save negates if the target chooses to resist.** The spell is **affected by spell resistance if the target chooses to resist.**

The casting components are speech and hand gestures.

WARP TIMBER*, LEVEL 2 DRUID

The caster speaks the language of the elder trees and channels their rage as shaped form, unleashing it within wooden objects.

This spell warps any wooden object, be it a door frame, a door, a floorboard, a rafter, part of a ship's hull, or something more personal such as the haft of a spear, a bow, or a crossbow. They can warp any natural wood. The spell affects 1 cubic foot per level of material. It does not affect magic weapons. Everything else is rendered useless or broken.

Casting this spell requires the caster's combat action for **the round.** The spell's **range is 50 feet** with **instant duration.** There is **no saving throw.** The spell is **affected by spell resistance if the target chooses to resist.**

The casting components are speech, hand gestures, and a holy symbol.

Straighten Timber: This spell reforms to its original shape, straightness, and strength, affecting any wood that has been warped by this spell or by other means.

WATER BREATHING, LEVEL 3 DRUID, 3 WIZARD

The caster touches the neck of their intended target, and with words arcane or divine, alters them in such a way that gills manifest along their target's neck.

The spell alters the physiological structure of the target, creating gills on the sides of their neck, allowing them to breath normally underwater for the duration of the spell. More than one target can be altered, but the duration of the spell is divided equally among all who have gills. They can breathe fresh or salt water. The spell allows normal breathing as well as water breathing.

Casting this spell requires the caster's combat action for **the round.** The spell's **range is touch** with a **duration of 2 hours per level.** A **constitution save negates if the target chooses to resist.** The spell is **affected by spell resistance if the target chooses to resist.**

The casting components are speech, hand gestures, a straw-like instrument, and in the case of the druid, their holy symbol.

WEB, LEVEL 2 WIZARD, 2 DRUID

The caster winds a spider's silk between their fingers, speaking eldritch words of binding across it to manifest a sticky web.

The spell materializes a spider's web, which must be anchored to two solid points diametrically opposed to one another, or the web collapses. Creatures who find themselves caught in the web become horribly entangled in it. Even touching a strand results in being stuck fast. Anyone in the web's path when cast must make a dexterity saving throw or be entangled. Such creatures suffer -2 to all attack and damage rolls, and -4 to all dexterity checks and saves, as they are rendered immobile. A stuck creature cannot cast spells if they require hand motion. A strength check is required to break free of the web.

A creature not stuck can move through the web cautiously and slowly, at a rate of 5 feet per round. Creatures freed from the web do the same. Every round spent within the web, a new strength check must be made to avoid entanglement.

The web can also be cast upon the ground, anchored like a net, but there it is weaker and its ability to hold targets greatly reduced. For any web cast directly upon the ground, saving throws and checks to avoid sticking gain a +4, and penalties for being trapped are reduced to half.

The webs burn very easily. A simple spark or torch light sets them alight, burning a 5 foot patch of web per round. Anyone caught in the web suffers 2d4 points of damage while it burns out.

Casting this spell requires the caster's combat action for **the round.** The spell's **range is 50 feet** with a **duration of 1 round**

per level. A **dex save negates sticking, and a strength check breaks free.** The spell is **unaffected by spell resistance.**

The **area of effect is a 20 x 20 x 10 foot web.**

The casting components are speech, hand gestures, and spider silk.

WEIRDING, LEVEL 9 ILLUSIONIST

Scanning the mind's surface, the caster discerns the greatest fears of the creatures in a given area and manifests them through carefully worded arcana.

The spell conjures multiple images of the greatest fears of the various creatures in the area of effect and sends those images in a maddened attack upon them. The attack is unrelenting, pursuing them, through wall and door, until it is dispelled, the duration ends, or the targets die. These images act as per the spell *phantasm*, but affects all creatures within the area of effect.

Only the caster and those under the effect of the spell can see the phantasms created by the magic. One phantasm is created for each creature in the area of effect. At every opportunity the phantasms strike at their targets. If the target fails its intelligence saving throw, they instantly die. If they succeed, they suffer 8d6 points of damage, and are stunned for 1 round.

The horrors conjured by this spell cannot be harmed in any way, and pass through interposing barriers in the pursuit of their targets. They cannot, however, pass through an *anti magic sphere*.

If the caster is slain prior to the phantasms attacking, the spell is negated. The phantasms can be redirected toward the caster if a powerful telepath succeeds on their save. This also occurs if one of the subjects who makes their save is wearing a *helm of the mind reader*.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 150 feet** with a **duration of 1 round per level**. An **intelligence saving throw for damage only**. The spell is **affected by spell resistance**.

The spell's **area of effect is 25 feet x 25 feet**.

The casting components are speech and hand gesture.

WHIRLWIND, LEVEL 8 DRUID

With a whirling gesture and a muttered prayer, the caster commands the air to whip up into a vortex.

This spell creates a whirlwind that is 10 feet wide at its base, 30 feet tall, and 30 feet wide at the top, which moves at 60 feet per round, either airborne or on the ground. The caster commands the cyclone, either by giving it a simple direction such as "move west for 100 feet," or by concentrating on the whirlwind and moving it where they will. In the former case it moves on until the directions are completed. If it leaves the spell range it wanders off whither it will, dissipating in 3 rounds.

Any creature shorter than the column of air that is caught in it must make a dexterity saving throw or get battered by wind and debris for **3d6 points of damage**. Creatures of medium-size or smaller must make a second dexterity save or get picked up by the cyclone, and continue to be battered with wind and debris for **1d8 points of damage a round**. The caster can order the whirlwind to eject specific debris.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is 450 feet** with a **duration of 1 round per level**. A **dexterity save negates and keeps them from getting picked up**. The spell is **affected by spell resistance**.

The components are speech, hand gestures, and holy symbol.

WIND TRAVEL, LEVEL 6 CLERIC, 7 DRUID, 8 ILLUSIONIST

The caster, using language both arcane and divine, softens the body into a form as light as air, casting it into the wind as an elemental.

The spell transforms the body into a sharp, cool wind that can travel rapidly in any direction the target chooses. The caster can transform 1 person for every 3 levels. Once airborne, they choose their direction and move up to 500 feet per round. The passenger is vaguely lifelike, and remains visible to those who pay close attention (wisdom check, CL 12). The transformed is immune to physical attacks, though lightning based attacks do half damage (save for a further half). It is impossible to attack or cast spells in this form.

The traveler may change back to their physical form, but this takes 3 rounds. They may then change back to wind, but again, it takes 3 rounds. They can change back and forth until the spell runs out. When the spell begins to run out, the wind passenger descends to the ground, avoiding a nasty fall.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is touch** with a **duration of 1 minute per level**. There is **no saving throw**. The spell is **affected by spell resistance if the target chooses to resist**.

The components are speech, hand gestures, and a holy symbol.

WISH, MINOR, LEVEL 7 WIZARD

The caster channels the power of the arcane through carefully spoken words and requests a desired result.

The *minor wish* spell is used for minor outcomes (at least when compared to the *wish* spell). The caster can use this spell to emulate the effects of any wizard spell of up to 6th level, any illusionist spell of up to 5th level, and any cleric and druid spells of up to 4th level. They may also attempt to generate more generic outcomes, but nothing beyond the scope of what spells of the levels detailed above could hope to achieve. The Castle Keeper will be the final arbiter of if the wish is successful or not.

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The caster must be cautious in phrasing the spell, for the desires of the greedy often end in disaster, and the spell is very literal in its fulfilment of the caster's wish.

Duplicated spells allow saving throws and spell resistance in accordance with the spells being emulated.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is dependent upon the wish** with a **duration is dependent upon the wish**. A **saving throw is dependent on which spell it emulates**. The spell **is affected by spell resistance**.

Speech is the only casting component.

WISH, LEVEL 9 WIZARD

The caster channels the power of the arcane through carefully spoken words and requests a desired result.

The *wish* spell is used for major outcomes. Anything the caster desires can be wished for, although the more complicated the request, the greater the chance the wish will be fouled in some way. The spell can create a wide range of other outcomes as the caster desires. The outcomes listed below can be produced without terrible risk of harm or misinterpretation, provided they are careful in the wording.

The caster can use this spell to emulate the effects of other spells. The spell can be as high as 9th level if the caster has cast it before. The spell can be as high as 6th level if the caster has seen the spell before. The caster can reverse the harm or adverse effects of other spells. The caster can create an object of up to 15,000 gold in value, even magic items. The caster can raise or lower any attribute by 1 permanently. The caster can erase afflictions, injuries, and damage. The caster can restore a creature to life as per the spell *resurrection*. The caster can restore a creature whose body has been totally obliterated, although this takes two wishes. One to restore the body, and another to bring it back to life. The caster can instantly transport one creature anywhere in existence to anywhere else in existence. Unwilling creatures are afforded a charisma save, and may take advantage of SR. The caster can revert the outcome of any single die roll in recent time. The roll must be rerolled immediately to determine the new outcome. Existence will alter itself to suit the result.

Each time the caster makes a wish, they must make a constitution saving throw (CL 9), immediately aging 1 year on a successful save, or 3 years on a failed save.

Wish can never be used to restore lost levels or points of constitution resulting from resurrection or reincarnation. Spells that the wish is duplicating allow saving throws and SR as per the spell being emulated. If the wish emulates a spell whose material components exceed 10,000 gold, the caster must have the component present. A wish typically only affects one creature, but if the caster desires, it can affect multiple, depending on the wording of the spell. Typically it can affect one subject per three caster level.

Casting this spell requires the caster's combat action **as long as it takes to word the wish**. The spell's **range is dependent upon the wish** with a **duration is dependent upon the wish**. A **saving throw is dependent on which spell it emulates**. The spell **is affected by spell resistance**.

Speech is the only casting component.

WORD TO SANCTUARY, LEVEL 6 CLERIC 8 DRUID

The caster sets a command word, the utterance of which will hurl them through a sudden rift in time and space to return to their sanctuary.

Once a specific word is chosen, the caster can speak it at any time to instantly transport back to a predetermined location. They must be very familiar with the target location; it must be on the plane they are occupying, and the caster must have set both the command word and the target location during the casting process. The spell can transport up to 50 pounds per caster level extra weight. Unwilling creatures cannot be teleported.

Casting this spell requires the caster's combat action for **the round**. The spell's **range is unlimited** with **instant duration**. There is **no saving throw**. The spell **is affected by spell resistance if the target chooses to resist**.

The components are speech, gestures, and a piece of a dragon.



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THE CASTLE KEEPER & THE GAME



efore embarking upon the road of adventure, it is necessary that you, the Castle Keeper, decide what type of game to play. Doing this takes some modicum of preparation, and a number of factors have to be considered. Shall the game be an epic campaign lasting for years of play or shall it be a night's adventure? Is glory or gold or both to be the adventurer's reward? What is to be the mood, tone and pace of the game? What style the game takes depends largely, but not wholly, upon you.

It is incumbent upon the Castle Keeper to create an environment within which the players will have fun. The players must become involved in the game, immersing themselves in the moment, so it plays out like a rousing adventure movie or exciting book. Is the style of the game hack and slash, high fantasy, or grim realism? Is it an epic campaign where the characters set themselves on a resolute path to save the world, or the more simple fare where they plunge themselves into dungeon crawls, fighting for slaughter and plunder?

Setting and theme, pace and mood are as important as the style and type of game. Mastering these elements may take time and a keen perception for what the players want, but once mastered, you can capture your audience and keep them enthralled through night after night of role playing. Combined in just the right mix, these elements establish a depth of fun and excitement that all players want to experience and every Castle Keeper wants to achieve. By paying careful attention to all these elements, you can turn an evening's play into a war story or heroic escapade that your gaming group talks about for years to come.

The following section briefly examines these elements and offers you some advice on how to mix them, control them, and manage them to create an exciting night's game.

STYLE OF MOOD AND PLAY

There are as many game styles as there are players. Some players enjoy the intricate and detailed theatrical games where first person representations of characters, non-player characters and monsters leads to extensive role playing. In this style of game, characters interact with non-player characters in unscripted encounters that involve little or no dice rolling or game mechanic adjudication. More is invested in the role playing than the roll playing. Other styles focus less on role playing than on the use of die rolls and game mechanics to adjudicate interactions. Most games use a mixture of both, depending upon circumstances and mood. In each case, the style of play is elemental to conveying the game's mood. The following is a brief overview of styles and how best to approach the game to create the environment you desire.

Theatrical games often require you to make a host of simple decisions to determine what happens when the characters try to negotiate, bluff, cajole, intimidate or take any number of other actions in an effort to turn an encounter to their favor. Dice can play as little or as great a role in these types of encounters

as you wish, though usually it trends to the lesser side the more theatrical the game.

When, for example, the party is beset by three troll lords, who demand to know why they are crossing a sacred and fetid mire the trolls call home, and why they should not be eaten all at once, one or more of the players may give a great and inspiring speech in answer to the troll's query. If the speech is well roleplayed and convincing explanations are given, an enterprising Castle Keeper need never look to the dice for the troll's answer, but decide on the spot if the speech served its purpose and convinced the three gross, hungry, greedy and mean spirited trolls to let the party pass.

There is a potential hazard in this type of game, of which you should be aware. When judgments and rulings rest solely with the person running the game, occasions arise where ill temper or whimsy requires the absolute necessity for neutrality. The Castle Keeper must always remain neutral within the game and attempt, at the very least, not to dominate the game with whimsical or emotional rulings – be they inspired by emotions external to the game or from within it. If you cannot do this, avoid this type of play as the players will become detached from the game and cease playing.

Sometimes you may, for whatever reason, shun a long-winded speech in a role playing session and make the character roll an attribute check to determine the outcome of the interaction. It is up to you to determine how often the dice are rolled to solve problems. Whatever the preferred style of play, it is important to remember that too much dice play for simple or obvious encounters detracts from the all-important mood of the game, and Castle Keepers should be very careful and sparing in using dice to resolve conflicts.

Tactical games, unlike theatrical games, turn away from extensive role playing and orient themselves on action. These games need to be fast paced and little room left for long deliberations that have little or no bearing on the activities at hand, be it combat with an ancient dragon or the pilfering of a goblin king's hoard. Too much reliance on the rules to adjudicate activities results in too many inquiries, tending to bog these games down. Castle Keepers should restrict themselves to the bare knuckles of combat rules: initiative, attacks and damage, attribute checks or other necessary mechanics and little more. As you perfect pacing and learn to apply the rules quickly and efficiently, you may want to start adding home-brewed rules like critical hits and fumbles. The game is enhanced by finding that distinctive method of rules application that you and your players can truly call your own.

Of course, many Castle Keepers find that a balanced approach is the best method for maintaining the pace and mood of a game. Constant action can be exhausting and eventually lose its flavor. Too much role playing can be laborious to someone who has worked at data entry all day (or worse, as a customer service employee) and joined the table for some free wheeling fun and excitement. Keeping a balance is something Castle Keepers

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learn with time and experience, and is entirely dependent on the desires of those playing at the table.

One or two sharp and exciting battles are usually enough to satisfy players during long role playing sessions. Likewise, a grisly combat in which the party has vanquished some horrid, demonic creature and its allies may best be finished with some role playing as the character's down a few rounds of beers at a local tavern and brag to a roomful of garrulous patrons and buxom bar wenches!

The style and mood define the type and nature of the game you and the players want to play. Creating the proper mood lets you capture your audience and take them to a world of wild adventure, whatever that may be. The mood which you want to capture may determine almost all the factors already discussed in the following section. Both role playing and action can and should be used to generate responses from the players, develop the character's personalities and expand the themes of the game.

MAINTAINING PACE

Pace follows mood in importance. To keep players enthralled with the game, it is necessary to maintain a steady overall pace. A healthy mixture of role playing, problem solving and combat is a tried and true method. Mixing these in just the right manner can be difficult, but once you have perfected a method for you and your players, the game becomes dramatically better. Always strive to keep everyone at the table interested at all times. This means ensuring that, as much as possible, every player has a role to play in the encounters and something to add to any resolution of conflict—whether it be a swift sword with a keen edge, or awe-inspiring speech to convince enemies that one is actually a friend and ally.

Events that do not include the whole party can be particularly difficult to manage. An encounter between a paladin and their secular lord may be interesting for the player of the paladin and the Castle Keeper, but if it goes on for several hours, the remaining players will no doubt retire to the nearest TV and become lost in reruns of some show about a warrior princess or 'hard bodies' rescuing tourists at the beach. Allow these role playing sessions to be resolved quickly in order to bring in other player into the game.

Combat which involves one party member can be straining on the patience of the rest of the players. Keeping them all occupied is ideal, but of course this is not always possible. Sometimes events call for single encounters, which should be handled quickly. If they do tend to take a while, interrupt the session with frequent questions to other players and try to involve their characters in other ongoing activities such as buying equipment, searching for secret doors or the like.

The crux of many games is with combat. Good descriptions, coupled with rapid fire combat rules, can unsettle even the

most veteran of players. Keeping them jumping while you hammer away at them is the hallmark of a good Castle Keeper. Do not allow needless arguments or rulings slow the pace of the combat. Start at one end of the table and work your way around, hammering each with their own initiative and life or death struggle. Don't allow characters a long time to decide what they are going to do; give them 5-6 seconds to decide, then attack them and move on to the next person. Explain this away as the fog of war or characters being stunned into inaction. Combat is about pace and if you hit them a few times you'll find that soon enough they are hitting right back. The battlefields of many a game are washed with the blood and iron of characters who have fought nobly or ignobly to the death!

Killing a character is no easy task. It should not be done lightly and should never be done as an act of vengeance. The Castle Keeper must be impartial and adjudicate fairly. A foolish character is a dead character, but an angry Castle Keeper is soon playing by himself.

Conversely, staying alive should not be a given. The players need to know that they run the gauntlet and risk death when they enter into combat. Though the object of the character is, of course, gold and glory, the object of play is to have fun. Making it dangerous, even so much as killing a character when it is the natural unfolding of events, is necessary. But killing because the party killed your favorite non-player character or failed to go into the dungeon you spent three weeks designing is a sure way to wreck a game or campaign.

SCALE OF THE GAME

Knowing the style of game your group desires makes it easier for the Castle Keeper to decide on what type of game to run. Generally, games are centered around a single adventure or module, but often ambitious Castle Keepers set themselves the task of creating a campaign. Campaigns usually involve a party going on extended adventures, often beginning at a low level and ranging to the very high levels. Campaigns have been known to stretch over actual decades, involving a host of connected and unconnected adventures, metathemes and epic plots with characters having begun at **1st level** and then struggling on through long careers.

Enterprising Castle Keepers can combine the two. With little preparation, the gaming group can begin play in a simple dungeon. As players warm to their characters, a Castle Keeper can extract ideas from their own role playing to build upon and develop metathemes. In this regard, it is important the Castle Keeper start small but think big. When a party of lackluster, **1st level** adventurers plunder the Tomb of Etep and cart off the riches, they may have accidentally uncovered the Krummelvole, the long forgotten crown of the Horned God. The characters have no idea, but they just opened a world of adventure for themselves and the Castle Keeper. A single night's play can turn into an epic struggle of unforgettable adventure.

THE SCALES OF PLAY

Rules are important in that they help maintain a game's balance. A good rules set keeps the Castle Keeper from taking too much control of the game and they establish that median that produces a game fair to all. Deviating from the rule set can be both challenging and fun, but attention must be given to maintaining certain levels of consistency in the play. This is so that players can make well-informed judgments that have consistent potential results and also that they have an understanding of the game, allowing them sets of expectations for particular actions.

If a Castle Keeper begins making random judgments with no reference to the rules whatsoever, then the game inevitably begins to suffer from lack of focus and an inability or reluctance on the part of the players to interact within the story. Eventually, the audience becomes disinterested, if not down right frustrated. It is much as if an elderly and senile king is ruling a country, no one has any idea what is going to happen next and a catatonic malaise sets in. Experience behind the screens is the best cure for game balance and it is generally well advised for inexperienced Castle Keepers to keep close tabs on the rules at first and to experiment with them as they become more comfortable with the game, its mechanics and the style that best fits each particular gaming group.

Balancing out an adventuring party is a good way for beginning Castle Keepers and players to acquire a firm grasp on the game. Parties that include a good balance of races and classes allows everyone involved to become comfortable with the rules and the system. A beginning party is best served with a cleric, fighter, rogue and magic user. These four basic archetypes are the backbone of the classes and utilize most of the rules in *Castles & Crusades*, from combat to class based skills to casting magic and healing. A few humans, the dwarf and the elf are useful starting races.

These also acquaint the Castle Keeper with the power of encounters and eventually shows how to scale the encounters to the level and type of party being played. If the characters are dying in droves, it is perhaps time to reduce the number of creatures encountered and the levels of those encounters. If the characters are easily overcoming any and all encounters, traps, puzzles and tricks, consider increasing the difficulty.

There are no hard and fast rules which can be offered regarding this aspect of play, as there are far too many variables that come into use once a game begins. However, a useful starting point is to consider the sum total of a party's hit points and average levels, and compare that to the sum total hit points and average levels of an encounter. Rarely should the encounters double that of the party in these aspects, though on occasion, just such a case is warranted.

Further, do not be reluctant to reduce or increase hit points, armor class or spell casting abilities of encounters to increase or decrease the difficulty of an encounter, even after it has begun. Do not, however, simply punish players for rolling well or planning well and never become too attached to the creatures or non-player characters.

WORKING WITH THE PLAYERS

While developing and planning a game of *Castles & Crusades* is primarily the responsibility of the Castle Keeper, it is important to note that the game should not take shape in a vacuum. Though a ready made audience may exist, the Castle Keeper should keep in mind that the audience, the players, are an interactive part of the game. Before the adventure begins, the players should create their characters and the Castle Keeper should have an idea of the classes and races the characters intend to play and ascertain the general nature of the players desires for their characters.

From this, it is absolutely incumbent upon the Castle Keeper to create a milieu in which the players can fulfill their desires. This is both the odious burden and fulfilling joy of running a game. One may have designed an adventure or have a theme and plot already in mind for the group of players, but should never be unwilling to modify or change this based upon the desires of the players. This does not mean bowing to every whim of the players. Some control of the elements of play must be maintained, and the Castle Keeper must enjoy the game as well. But an eye to balancing the needs and desires of all those at the table is necessary.

Consider the following

A player has just returned from the screening of a good Viking movie involving 13 warriors fighting troglodytes. Having enjoyed the film immensely, the player is primed for a monumental battle against supernatural forces deep beneath the earth. The Castle Keeper who picks up on this and adjusts their game to meet the desires of the player finds a ready audience and eager participant for the tale about to be told. The Castle Keeper should exercise good judgement and not shy away from setting aside weeks of preparation in order to capitalize on a player's involvement. Ultimately, the Castle Keeper and player both leave a game more fulfilled through this than if one or the other focuses entirely upon their wants and wishes alone.

Also, keep in mind that players are often as creative as Castle Keepers and can contribute interesting ideas about a character's background and abilities. This in turn, can lead into even more interesting plot twists than those designed by the Castle Keeper alone. Some even go so far as to allow the players to develop plots, though unwittingly. If, for example, a night's play is at hand and no material is prepared. A wise Castle Keeper may create a seemingly mundane encounter with a few odds and ends about it. The players will, without fail, opine as to the nature of the encounter. Carefully listening to the players is advisable in these moments because invariably, one of them will mention a possibility that is interesting enough to launch the game in an

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altogether different direction. Without allowing the players to know what is happening, the canny Castle Keeper adopts this 'game generated' plot as their own, and proceeds from there. So keep the communication going, and both players and the Castle Keeper will benefit.

A LIFE OF ADVENTURE

Whether played for a single night, or as an episode in an ongoing, epic campaign, the adventure is the center piece of **Castles & Crusades**. There are four basic settings for an adventure: dungeon, city, overland and planar.

The darkened corridor stretches beyond the flickering torch light and from that impenetrable black comes a strange grating sound. Dungeon adventures comprise underground labyrinths, both natural and man-made, where a character's senses are battered by strange sounds, smells and the fear of what lies beyond the next corner. They range from hidden laboratories, to ruined castles, to buried cities. A dungeon crawl is the classic element for any **Castles & Crusades** game, as it places characters in an extreme environment where they are able to use almost all of their abilities. It also favors beginning Castle Keepers as it allows for a more controlled environment in which to take an adventuring party on. Options are more limited than those in a city or wilderness.

Where twisting narrow streets give way to wide boulevards, all are filled with countless droves of people, each with their own tale. City adventures offer a host of role playing opportunities; from simple interaction with the bartender to the careful negotiation with guardsmen. The simple task of re equipping a party after a hard dungeon crawl can turn into an exercise in patience and diplomacy. Race, religion and social standing all come into play in the city environment and create dynamic mixtures of action and theatrical roleplay. City adventures can be demanding for a Castle Keeper. Players have their characters attempt all manner of activities, from simple thievery to raids on temple compounds. So be prepared to wing it on occasion as it is impossible to guess the next move of an imaginative group of players.

Long treks through wearied deserts, marshlands or the blasted remains of ancient mountain ranges all comprise the overland adventure. Here, characters are pitted against the harsh elements as well as the greatest of beasts and wandering monsters. Long quests may find them crossing whole continents through a myriad number of environments. Keeping them supplied with food and water can be as challenging as avoiding a small horde of orcs out for a night's raid, dealing with a band of mischievous pixies or battling a troll who guards a bridge across a deep chasm. These are as demanding as city adventures, but are very rewarding when they are managed well and often lead to great adventures, interesting discoveries, long battles and perplexing roleplay opportunities.

There are places and domains where powers beyond those of mortal ken dwell. Strange halls, impenetrable darkness and mysterious lands of enchantments exist beyond the sight and sound of the normal world. These places are the planes and dimensions that exist and crisscross the multiverse. Adventures on the planes are usually reserved for higher level characters and parties for they require a bit of preparation on the part of the Castle Keeper. Because anything is possible on the planes, they can be very challenging. Allow the Castle Keeper and player to explore the uttermost limits of their imagination. For the only restriction on what comprises the adventure is the creative link between one and the other.

All of these settings, or even better, a combination of them, can play host to the adventure plot whether it is a mystery, search and destroy, treasure hunting, exploration, etc. It is often beneficial to combine a number of ideas into one bundle, particularly if one is running a campaign style game. Terrain, location, motivation, actors, impetus, goals, etc. can all change as the adventures continue. In time, the adventures take on a life of their own and are propelled by the internal dynamic of the Castle Keeper and player interaction and imaginative development.

THE CASTLE AND ITS KEEP

Designing a gaming session, or series of sessions, interlocked by plot or theme can be a demanding task, but a very fulfilling one as well. To do so requires a plot or environment in which the players find great interest. They must overcome challenges, be they monsters or traps, conquering evil demons, pillaging dungeons or rescuing the damsel in distress. There is no limit to the plots and story lines a Castle Keeper might develop in order to entertain the players. Imagination is the only limit to your creations.

To find this balance takes time and experience, so no easy or foolproof method can be offered; but some advice is proffered. If one begins with these few pieces of advice, you will be well on your way to creating memorable and fun adventures. Do not make insurmountable tasks or monsters so easy to overcome as to present no challenge. Both can damage a game. Do not give away too much treasure or magic, nor too little. Do not be afraid to allow a character to die or live. Do not solve problems for the players. Do not force players to take certain actions. Allow for fluid plots. Encourage the players to use their imagination and create a tale in which the players write the ending. Now on to a few nuts and bolts.

In all games, the Castle Keeper must create and run encounters. Encounters come in many shapes and sizes: the halfling Feador Six Toes' battle with the wyvern, or Fyorgyn Door Hammer's laborious climb over Mount Ristan, or even Michael Bagleton's struggle to break the seal of the trapped door without dying. All these are encounters of one stripe or another and should be dealt with differently. It is important to note that with any encounter, the Castle Keeper should strive, as much as possible, to keep the whole party involved and to keep the encounter interesting.

There are three basic types of encounters: planned, random and spur of the moment. Each has benefits and drawbacks and each has familiar elements: combat, traps, non-player characters and terrain.

TYPES OF ADVENTURES

PLANNED

Laying out an encounter in detail reaps immediate benefits as the characters are quickly engaged by the narrative of the story. A well planned encounter leaves the Castle Keeper in little doubt as to what is attacking, how it is going to attack and how it will respond to the characters. Planned encounters are time consuming to create, but pay dividends in execution.

When planning an encounter, the Castle Keeper should not take into account powers they know the party has unless the planned encounter would know that. A mountain pass guarded by ogres would not realistically know that the druid has *change rock to mud* in their catalog of spells. Yet knowing the character's abilities and interests, the Castle Keeper should create events or monsters which challenge the characters use thereof.

The worst that can come of a planned encounter is avoidance. Frequently hours of prep time are put into an encounter which the party manages to accidentally or purposely avoid. Moving the encounter around may work in some limited capacity, but the Castle Keeper here must take it in the chin and shelve the hard work for another day.

RANDOM

Rolling random encounters alleviates much of the preparatory work involved with planned encounters and gives the hint of complete surprise to the players (and often the Castle Keeper). When traveling through the marsh, the players know that anything could happen and they cannot always prepare for what awaits them. Feador Six Toes may be leading his band on a wild chase across the broken steppes of the northern wilds, hunting the Orc Reaper, Orange Hair. The topsy turvy ride filled with tracking and quick reactions could be completely reversed when they run into a golem standing silently in the steppes.

Care should be taken to make certain that these encounters do not interrupt the pace of the game and that they fit what one is trying to do. During that same wild chase across the broken steppes, the fun and excitement of the sleepless hunt could be brought to a sudden stand still if the party runs into a rust monster. To manage this, often a random encounter that doesn't add to the game should be ignored or re-rolled.

SPUR OF THE MOMENT

Encounters which happen at a moment's notice are the most challenging of all. They are best used when the players are beginning to lose interest in the evenings play, are just bored with too much role playing or when they begin to fight amongst themselves over trivial matters.

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An hour long encounter in a bar where several characters try to ply the locals for information that the Castle Keeper doesn't want to divulge or doesn't even have can be ended quite suddenly when one of the patrons smashes a beer mug over a character's noggin. Such quick and decisive action on the part of the Castle Keeper can really charge a group of players and bring them together and down on the offending party in no time.

Almost any environment or game can benefit from the occasional spur of the moment encounter as it will invariably catch all by surprise. Care should be taken that any random encounter is not so powerful that it wipes out the party. The random encounter should have some consistency with the ongoing game. That same party plying for information would be less excited if a dragon suddenly came crashing through the wall.

ELEMENTS OF ADVENTURE

COMBAT

A battle with a group of orcs or a great fire-breathing dragon presents the players with exciting moments as death lingers thirstily with the roll of each and every dice. The grist of most games is its combats. Combats naturally lend to themselves drama and excitement. There is nothing like the threat of character death to grab the attention of a player and invest them in the game.

With proper descriptive text, and paying attention to pace, the combat encounter can be one of the most enjoyable and memorable of all encounters. The threat of death does much to keep people engaged. Blows that destroy equipment or softly scar characters are good ways to keep players engaged and fearful. The character who pokes their head through the door to have their nose broken, teeth shattered and the globe of their eye busted is unlikely to look through another door carelessly again. Sharp, clear descriptive text keeps the scene alive and memorable.

SINGLE COMBAT

Slightly more difficult are those combats where single encounters occur. A single combat between a knightly character and a knightly non-player character is more difficult for it is easy to lose the interests of the other players. Sometimes this is unavoidable, but the Castle Keeper should pay particular attention to the other players and make certain they are not becoming bored. Keeping the combat short and to the point is a way of alleviating these problems, further allowing time for role playing or combats involving other characters. At the very least allow them to shout words of encouragement or roleplay during the struggle. But be careful not to overshadow the combatant as the single combat is something of a character's moment in the sun.

TRAPS AND RIDDLES

Traps can and often do add very exciting moments in the game. A well placed trap or even suspicion of a deadly trap raises tension at the table and, as anticipation mounts, so do emotions. Riddles serve much the same purpose though the method differs

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markedly. This adds tactical and problem solving challenges for characters and forms the backbone for trap and riddle use. Traps can be fun, but must be contextualized within the encounter and the party's adventure. However, a careful balance of trap or riddle use is recommended. A dungeon that finds every door, trunk and desk trapped becomes a tedious romp for all involved. Too many traps can lead bored players into doing things with their character they would never normally do, such as tossing a fireball into a room before exploring it, so that they may shift through the wreckage in peace.

NON PLAYER CHARACTERS

Non-player character encounters bring the Castle Keeper and players far from the routines of combat. They can be invigorating when the players have vested themselves with personalities and motivations and the non-player character has some knowledge that can be both interesting and relevant. A non-player character can be a perfect conduit to feed players information about the adventure, where to go and what to do. If played with discretion they enhance the game and allow the Castle Keeper an avenue for interactive role playing with the characters.

Castle Keepers often have to maintain many NPCs and track their names, professions and personalities. Keeping some notes is a good idea. By stressing variety in looks, names, motivations and habits, the CK makes them more believable.

On occasion, the characters will want to hire non-player characters to travel with them. Healers can be useful in case they are shy of a cleric, and scouts or simple fighters will give the party more muscle. These are called hirelings and can both add to the game and detract from it. The Castle Keeper should manage the hirelings carefully, giving them just enough background to make them believable and pay attention to their morale and loyalty. When they are well paid, well treated and not exposed to too much danger they are generally happy. Otherwise they can and will turn and run.

Non-player characters should never be allowed to overshadow the characters in an adventuring party. They should not be more powerful nor be put in the situation of saving the party at every turn. The Castle Keeper who puts too much time into the NPC will reap a sour wind. It is frustrating for players to have to rely on the non-player characters to extricate them from battles, problems or situations that the Castle Keeper has designed. Further, making every non-player character hostile to the party has a similar souring effect. As it is in life, so it should be in the role playing game. Some people that the party encounters are very helpful, some very harmful; the vast majority are, however, very indifferent.

TERRAIN

What can be more difficult than any other encounter are those centered around various types of terrain. The natural world can be harsh and unforgiving, and pitting the party against it is as challenging for the Castle Keeper as it is dangerous for the player. The terrain must be kept interesting and the characters capable of reacting to it. Sharp, clear and

brief descriptions are enough to convey the blasted desert-like landscape. Allowing the players to react, to explain how they get food, water, build shelter or simply stay alive can keep them engaged. Create weather patterns that are both helpful and harmful or use the terrain itself as the encounter in the guise of sand traps, landslides, rogue waves or flash floods. Almost any geography book can open a world of interesting natural occurrences to engage the players. Care should be taken to make certain that the party is interested and engaged. If the players begin to wax bored, it is best to liven things up with a spur of the moment encounter that allows them to extricate themselves from their environment.

RESOLUTION OF CONFLICT

The encounters that take place in **Castles & Crusades** are many and varied. The Castle Keeper is likely to run six or seven in any given game, if not more. Some combats can be long and involved, others short and sharp. Encounters with non-player characters can be theatrical masterpieces and encounters with terrain memorable struggles. In all of these, it is necessary to resolve the conflict, whether between man and monster, man and man, man and environment or man and machine. Resolution of conflict does not have to come by the way of the dice. It is often possible and advisable for the Castle Keeper to resolve conflict with their imagination and planning. If crossing the river is necessary for the pace of the game, the character should be allowed to cross the river, even if the Castle Keeper needs to roll a dice and fake the outcome to make it seem more challenging. This is better than a failed attempt and a dead character, which can ruin a night's play and frustrate the player. Despite this, there are times that it is necessary to break out the bag and resolve the conflict with the dice.

WITH AN IRON THUMB: RULES!

Whatever the style, theme, setting or plot of the game, the Castle Keeper should be willing to adjust the game's mechanics when necessary. A well balanced rule system is important in that it creates a median upon which all encounters and conflicts can be resolved. However, rules should not impede the flow of the game or the enjoyment of the players. The Castle Keeper who works to create a fast paced combat, wherein the players are anxious for each round to resolve to learn their fates, can find the momentum shattered by a ruleset which is, as often as not, unnecessary.

The Castle Keeper must learn to adjudicate the game and to decide quickly what the ramifications of certain actions may be. For instance, Dolgan, the last standing member of a five character party is hard pressed by a mountain of orcs pouring down a corridor. They are led by a huge beast of an ogre. Dolgan wants to shatter the enemies resolve and save his comrades. To do so, he knows he must slay their leader. After relaying this, the Castle Keeper should make a quick mental note of what it is going to take to hit the creature and go with it rather than checking tomes of books for an answer. Success

or failure is met by the roll of a dice, but the pace of the game is left uninterrupted. Rules are tools, and should be used only when they are necessary. Castle Keepers and players should not shy away from amending, customizing or even ignoring the rules to best fit the needs of the game and its particular narrative.

The ultimate example of when to use rules and how to customize the game is found in the many varied choices of character creation. Castle Keepers may wish to alter the basic method of rolling attributes explained in the character creation section of the rules so that characters are more reflective of the campaign world in which the game is placed. A Castle Keeper may need characters with higher attributes when running a high fantasy or theatrical game, whereas a more realistic game might necessitate lower average attribute scores. There are several alternative methods for generating attribute scores, thus consult the **Castle Keepers Guide** for new methods and their various advantages and disadvantages.

Customizing your game should not be restricted to the above. Ability or attribute checks can also be changed or amended. It is not necessary for every conflict resolution or obstacle to be overcome by the use of dice. Adequate rules are given in the next section to cover almost any incident, but the use of rules should be sparing and only in those moments in which they are applicable. It is important to keep the element of chance and consistency in action in any given encounter or game, but it is as equally important to maintain the flow of the story. So bending the rules and using them judiciously is a necessity for playing a well-run game. Do not shy from this, nor shy from adding rules to the game. Familiarity is a must, so be sure to read and understand the following sections so that a better game can be had by all those who sit at the table with expectations of an adventure and a rousing good time.

THE RULES ARE YOUR SERVANT, NOT YOUR MASTER!

All games have rules. Rules make a game playable. Rules are a set of guidelines offering the regulation of game activities in a manner that is understood by all; a format for their consistent application so everyone knows what to expect and a method for the fair and balanced adjudication of those activities from game to game and place to place. Rules are indispensable, but if they are too rigorously imposed, on the other hand, rules can constrain and limit the deeds and exploits imagined by the players and the Castle Keeper.

Castles & Crusades is very much a game that takes place in the imagination of the players. The characters, events, settings and creatures are mythical and fabulous. They are constructed and designed in the mind's eye and not on the graphs and diagrams of a banal reality. For a game of **Castles & Crusades** to be truly successful, the rules must bend to the desires and needs of the imagination. To do otherwise is to encumber and restrain the potential of both players and game, and is wholly at odds with the desired results of a game of **Castles & Crusades**.

THE CASTLE KEEPER AND THE GAME

So it is only fitting that before delving further into the rules and mechanics for running a game of **Castles & Crusades**, it must first be said that the rules are the servant of the game, not its master. These rules are designed to be amended, changed, adjusted, added to and customized in order to best serve the wants of its players' desires and needs. The Castle Keeper and players are encouraged to consult with one another and make decisions concerning changes or amendments to the rules provided in this book. This can only make the game better.

That is not to say that this should be undertaken with complete abandon or whimsy. Rather, as the game develops, the players and the individual running the games should consult and offer ideas for changes or amendments, experiment with them and decide, collectively, which adjustments are necessary and beneficial to the overall needs of the game. Also, bear in mind, some discretion should be used in changing, adding or removing rules. Balancing the various abilities and capabilities of the characters against the innumerable obstacles is difficult as the game must always remain challenging to be exciting. An unbalanced game can be just as disastrous as a game laden with too many rules.

In all, the rules should ignite the fires of the imagination and the changes should be the fuel that keeps it burning. Bend the rules, change them, amend them; do whatever is necessary to make your game more enjoyable. This set of rules is your servant, not your master!

ATTRIBUTES & THE GAME

Throughout the game, the Castle Keeper and players must resolve whether or not specific actions succeed or fail. These actions might include tracking a band of goblins, detecting a trap, swimming a mighty river or resisting the effects of a giant snake's poison.

To resolve these situations, the Castle Keeper informs the player to make a specific attribute check: strength, dexterity, constitution, charisma, wisdom or intelligence. The player rolls a d20 and adds the character's level and the attribute modifier of the attribute designated by the Castle Keeper. If the total score equals or exceeds the Challenge Class, that number representing the difficulty of conflict requiring the check (see below), the character succeeds. If it fails to equal or exceed it, the check fails.

This simple attribute check mechanic for resolving conflicts underlies the whole game and is called the **SIEGE Engine™**. The name **SIEGE Engine™** reflects the attribute check because all conflicts in **Castles & Crusades** involve an attacker and a defender, just as if an army were laying siege to a castle's walls. The **SIEGE Engine™** mirrors the game's story-based theme of characters seeking to overcome the challenges before them.

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DETERMINE NECESSITY OF CHECK

It is important to note that only those activities which have a significant chance of failure, as determined by the Castle Keeper, should be resolved by a dice roll. In most cases, narrative development and not chance should guide the game. Judicious use of the attribute check is essential to maintaining the fast flow of action and adventure. There are instances in which the attribute check is required. These include all class ability checks and saving throws, and those other instances where the Castle Keeper deems a check necessary to resolve a conflict.

DETERMINE THE NEEDED ATTRIBUTE

Once it is decided an attribute check is needed, the Castle Keeper must identify the attribute to be checked against. In most cases, the answer is obvious. In the case of class abilities and saving throws, the appropriate attribute has already been identified. With class abilities, the associated attribute is in the ability's description. For example, when Melth the rogue picks a pocket, a dexterity attribute check must be made to determine success. Saving throws, which are discussed below, list their associated attribute.

Non-specified situations requiring a check are typically easy to resolve. The attribute descriptions located at the beginning of the book should aid in deciding which attribute to associate with specific actions. For example, Bjorn attempts to push a statue over onto the kobold war chief Krublet. The statue is exceedingly heavy, even for the great Bjorn. The Castle Keeper might require an attribute check against Bjorn's strength.

When an attribute check is needed, you must determine the challenge class.

CHALLENGE CLASS

Once the associated attribute is chosen, the Castle Keeper must calculate the character's chance of success. The chance of success is determined by a number called the challenge class (CC). The challenge class mirrors armor class in that to succeed, the attribute check result must be greater than or equal to the challenge class.

To determine the challenge class, two simple steps are required. The Castle Keeper must determine the Challenge Base (CB), and the Challenge Level (CL), the level of difficulty of the challenge involved.

CHALLENGE BASE

The first step in calculating challenge class is to determine the challenge base (CB). The challenge base is always either a 12 or an 18. Challenge base is dependent on whether or not the attribute being checked against is a character's prime attribute or secondary attribute. If the attribute is prime, the challenge base is 12. If the attribute is secondary, the challenge base is 18. Returning to our example, Bjorn the fighter has a strength

prime attribute. Thus, the challenge base for his action would be 12. If Bjorn were a wizard, and strength was a secondary attribute, his challenge base would be 18.

CHALLENGE LEVEL

The second step in calculating challenge class is determining the conflict's challenge level (CL). The Castle Keeper has vast discretion in determining challenge level. Although the task sounds difficult, it is actually fairly easy. Challenge level is nothing more than the level of difficulty of the action attempted or the reaction made.

The simplest way to determine challenge level is by referencing the level of the non-player character or monster to which the character making the check is acting against or reacting to. In such cases, challenge level is equal to the level of the non-player character or monster involved. A monster's CL is equal to its level; a spell's challenge level is equal to the level of its caster; a trap's challenge level is equal to the level of the person who set it. For instance, if an 8 level creature uses a paralyzing gaze ability on a character, the challenge level would be 8. If a 6th level wizard cast a spell on a character for which a saving throw is allowed, the challenge level would be 6. If a rogue attempts to deactivate a trap set by a 4th level rogue, the challenge level would be 4.

There are more arbitrary situations that require the Castle Keeper to create an adequate challenge level. If a character is attempting a task such as making an extraordinary jump or swinging on a rope to grab an object, the Castle Keeper needs to assign a difficulty to the task. A good way to assign such a challenge level is to think of the task's difficulty as if it were a monster, and then assign a challenge level equal to the level of the monster imagined. In this way, a level can be assigned tasks such as swimming a river, knocking down a door, jumping a pit or catching a falling object. For example, a character might wish to jump over a 6 foot wide pit. Assuming the character is unarmored and has room to run and jump, this is a fairly easy task that is perhaps equivalent to the degree of difficulty involved in a 1st level fighter combating a level 1 monster. Thus, the Castle Keeper assigns a challenge level of 1. However, if the character is heavily weighted down, leaping across the space could be deemed a 2 or higher.

DETERMINING THE CHALLENGE LEVEL

As a rule of thumb, a challenge level of 1 to 5 is adequate for easy tasks. For difficult tasks, a challenge level of 6 to 10 works well. For very difficult tasks, a challenge level of 11 to 15 suffices. Heroic actions require a challenge level of 15 to 20 or even higher. When in doubt, err on the low side since it never hurts a game to have a character succeed in something difficult.

After the challenge base and challenge level are determined, the Castle Keeper adds them together. The sum is the challenge class for the attribute check. The score is the number which the player must beat on the check.



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Let us return to Bjorn in the following example:

Example

Let us turn again to the example of Bjorn. He is a **5th level** fighter with strength as a prime attribute. His challenge base to topple the statue would be 12. Pushing over that statue is a simple to difficult task, so a challenge level of 4 is assigned to the action. Adding 12 and 4 results in a total challenge class of 16. Therefore, the player must roll a modified 16 or better to push the statue over and onto the kobold.

The player makes the attribute check by rolling a d20 and adding Bjorn's level and strength attribute modifier. For this example, let's assume Bjorn's player rolls an 11. Bjorn's level (5) and strength modifier (16 strength grants a +2) are added to the 11 for a total of 18. This beats the 16 challenge class, so the statue creaks and sways for a moment, then falls on the kobold war chief, squashing it.

In short, the process of the attribute check involves the player rolling a d20 and adding the character's level and the appropriate attribute modifier. That total number must be equal to or greater than the challenge class, as determined by the Castle Keeper.

CHALLENGE LEVEL: LESS THAN ZERO

As previously noted every activity does not require an attribute check. However, circumstances do arise where the Castle Keeper may want the character to make an attribute check, but have a greater chance to succeed. In other words they may want a CL of 0 or less. This is best resolved by setting the CL at 0 (zero) and informing the player that they receive an extra bonus, the amount being dictated by the Castle Keeper. The CK informs them of the bonus. This extra bonus is in addition to their roll, level, and attribute bonus. Alternatively the CK may assign a negative Challenge Level to the Challenge Base.

Example

Stark is a **1st level** ranger with a 15 dexterity. Rangers have the scale class ability allowing them to climb any "climbable" surface without a dexterity check. Difficult surfaces require a dexterity check. Stark finds himself in a bricked well, however the bricks are covered in slime. The CK does not want Stark to scale automatically, however, he wants him to have a decent chance of escaping. The Challenge Base is 12, because Stark has dexterity as a prime. The CK sets the Challenge Level at -4. The CB 12 + CL -4 is 8. Stark rolls a 6 on a d20, he adds his level bonus (+1) and his dexterity bonus (+1) for a total of 8. He climbs out of the well. The CK could alternatively set the CL at 0 and given Stark a bonus +4 to his roll.

Before concluding, it is recommended that the Castle Keeper keep the challenge class secret. By keeping it secret, anticipation and the unknown thrill of success or failure is maintained in the game. Simply telling the player that the attribute check is made against a prime attribute or secondary attribute conveys an idea of the base chance of success, and allows the player to make the attribute check roll. The player would then convey the total result to the Castle Keeper without knowing what score is needed to succeed. The Castle Keeper then narratively describes success or failure.

USING ATTRIBUTE CHECKS

One of the challenges of running a game is deciding when and how to use the rules of the game to enhance the game play experience. Knowing when and how to use the attribute check to the best advantage will make for a fun and exciting game. Misusing them will cause the game to become bogged down with trivialities. Saving throws and class ability checks are two uses of attribute checks that are self-explanatory. As noted above, the most difficult are those other circumstances requiring a general attribute check to be made.

Additionally, the concept of the primary attribute and secondary attribute plays a role as well. Just because a character has a high score in an attribute does not mean that the character has the ability to use it best. A fighter with a 15 strength, which is a prime attribute, knows better how to utilize their body's strength, whether through leverage, athletic ability or training, than does a wizard with a 15 strength that is a secondary attribute.

A character with a prime attribute of intelligence is grounded in the real and concrete, and is quite able at the art of deduction. They better separate illusion from reality. This is true even if the character has only an intelligence score of 11. There may be characters with higher intelligence scores, but as a secondary attribute. Those characters may be quick witted, or smarter, but they do not have the natural aptitude for methodological reasoning. Thus, the less intelligent character with intelligence as a prime attribute may be slower in reasoning, but ultimately the character has a better chance of successfully deducing a situation. Such should be kept in mind in reading the following discussion and examples of attribute checks as they relate to each of the six attributes.

STRENGTH

The strength check should be used sparingly and with a healthy dose of common sense. A boulder weighing over a ton cannot be lifted, even by a character with a strength score of 18. A rock for a sling stone can be lifted by anyone. This extreme example illustrates the potential downside of relying on attribute checks to resolve situations in a game. If done too often, the act of making a check can begin to replace the essential value of common sense when determining the outcome of events.

Strength checks are most useful when a character is attempting feat of strength beyond the norm. It often involves a situation

where a character is matched against another creature or character, or against a force of nature. Or it might involve a character attempting a physical maneuver of an object that involves more than just lifting.

Example One

Logmar the Black, a 6th level fighter, is attempting to lift a fallen ship's mast off his boon comrade while trying to avoid being swept overboard by a raging sea. The Castle Keeper rules that Logmar, with 16 strength (+2 modifier), would be able to lift the mast, but an attribute check is needed to determine if Logmar can succeed under the stress of the situation. Logmar's player rolls d20 and scores a 12. His level and strength modifier are added, giving a total of 20. The challenge base of the check is 12 because Logmar has strength as a prime attribute. The Castle Keeper has determined that the slipperiness of the deck and mast would equate to a challenge level of 8. This calculates to a total challenge class of 20. Because the attribute check equals the challenge class, Logmar succeeds in lifting the mast. If Logmar's Strength was 7, the Castle Keeper might decide that lifting the mast was impossible, and not even allow an attribute check.

Example Two

Two characters need to swim a raging river. The first character is a halfling barbarian from the desert who has never encountered a large body of water or a raging river. The second character is a human ranger who was raised on the banks of a large river. The halfling cannot swim, but the ranger can. Swimming a river is most closely associated with strength. In this case, the Castle Keeper might decide that the halfling cannot swim the river, or can attempt to swim the river but at a very difficult to heroic challenge level. Conversely, the Castle Keeper might determine that the ranger can automatically swim the river, or can attempt to swim the river at only a difficult challenge level. Thus, a character's background, or even class or experience from past adventures can play a role in determining success or failure.

DEXTERITY

Characters occasionally find themselves in situations where their reflexes and balance are tested. Dexterity checks should be used in those situations where the consequences are most dire, or dependent upon some deft maneuver to avoid a hazard. A dexterity check might also be required when a character

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attempts to throw an unusual object, make a difficult throw of a grappling hook, catch an object, retrieve an item quickly or any number of possibilities.

Example One

Climbing a large oak tree is easy for most reasonably fit people. A character climbing a tree in calm circumstances need not make a dexterity check. Climbing a tree while taking enemy fire from orcs is much more difficult. A character in this case might be required to make a dexterity check to avoid missteps or accidents due to the stress and added danger of the situation.

Example Two

A bard is walking down a dungeon corridor, banging their staff before them in an attempt to set off and avoid a pit trap. The Castle Keeper has determined that the force of the mere staff detection maneuver is not sufficient to actually set off a trap. But, the Castle Keeper might allow the bard a dexterity check to jump backwards and avoid the pit trap they just set off because the player was at least involved in role playing the precaution.

CONSTITUTION

There are plenty of situations in a game where a player might wish to push the limits of the character's health and stamina. For example, a character may need to run a mile, in full chainmail, without stopping. If a Castle Keeper needs to determine if a character can succeed at tasks such as this, a constitution check is used.

As with any check, common sense must be used. A contest of endurance between a character with a constitution of 4 and one with a constitution of 16 is really no contest at all. However, a contest between characters with 15 and 17 would be much closer, and constitution checks might be needed to determine how long each character could succeed at the task, such as holding a book in each hand with outstretched arms.

Example One

A fighter in a deadly battle suffers a heavy blow to his arm from a giant's club. The Castle Keeper decides that the force of the blow is so powerful, the fighter must make a successful constitution check or suffer a broken arm.

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Example Two

Elisa, an 8th level monk, is running a message to a nearby town while being pursued by orcs. She is faster than the orcs, as long as she can continue running. Her constitution is 15, and it is one of her prime attributes. The player wishes to push her monk beyond the normal limits to get the message to the town faster. The player decides that the monk will forgo rest during the run. The Castle Keeper might require a constitution check to determine if the monk is successful.

INTELLIGENCE

Characters often face daunting puzzles and tasks of mental discipline on their adventures. Intelligence checks are one way to help determine the success of a character at those tasks. Caution should be used, however, lest the roll of the dice be used to solve all of a player's problems. Part of the fun of the game is the sense of accomplishment gained when role playing, reasoning, and solving problems or recalling information. Getting the answers from rolling dice leaves that accomplishment empty.

Example One

A group of characters comes across an elaborate puzzle that must be solved to gain access to an ancient vault. After some time debating and trying various solutions, nothing seems to be working. To keep the game moving, the Castle Keeper allows the party's wizard the opportunity to make an intelligence attribute check. The attribute check is successful, and the Castle Keeper gives the wizard's player a hint for solving the puzzle.

Example Two

An elf enters an alchemist's laboratory and finds an ancient tome buried beneath a pile of equipment used for experiments. A rune on the tome's cover seems familiar to the elf. The rune is actually the personal symbol of an illusionist the elf battled years ago at the beginning of his career. The Castle Keeper decides to allow the elf an intelligence attribute check to recall the information.

WISDOM

Where a character, and not a player, has had an experience that could impact a present circumstance, a wisdom attribute check is often involved. Wisdom checks often help resolve unclear

circumstances through hunches or gut feeling. Wisdom is also used to determine surprise, or when allowed, to spot something not normal about a situation. Wisdom checks are a particularly useful device with new players that may be confused in such a circumstance. In the end, the ultimate determination of whether to allow a wisdom check or not lies in those circumstances where the fictional character's knowledge and experience would exceed the player's personal knowledge. The character's background and experiences play an important role in this.

However, wisdom checks should not always be used to help characters find hidden objects or gain intuitive insight. A player should pay attention to the Castle Keeper's narrative description, and the Castle Keeper should allow alert players to spot potential threats or find hidden items, especially if deftly roleplayed. Wisdom checks are not a replacement for alert and cautious play nor incautious play. Also, as detailed ahead, surprise is a special type of wisdom check with its own rules.

Example One

While a dwarf has a natural racial ability to detect unsafe walls, a human wizard does not. Suppose, however, that a wizard once had the unfortunate experience of falling victim to a wall trap in a dungeon. The wizard has now, unknown to him, chanced across a similar wall trap. The wizard's player does not immediately deduce the situation. The Castle Keeper, however, decides that the wizard character would have a chance to do so. The Castle Keeper allows the wizard's player to make a wisdom check. If successful, the Castle Keeper specifically describes the situation in detail to the player, or simply states that something about the passageway ahead reminds the wizard of the trap encountered years earlier.

Example Two

A ranger wants to fashion a makeshift raft to cross a river. The Castle Keeper determines that the ranger was trained in making rafts, or at least would have the general knowledge in how to go about doing so. The ranger's player happens to be a life long city dweller who has never even camped in the woods or floated in a canoe. In these circumstances, the Castle Keeper should allow the ranger a wisdom check, at an easy challenge level, to complete the task even though the player has no idea on how to describe his character's actions in making the raft.

CHARISMA

Feats of will between two creatures along with situations involving leadership, reaction, loyalty and negotiation are areas governed by charisma. As with intelligence checks, players should be given the opportunity to succeed through role play before checks are required. If the Castle Keeper deems an argument or negotiation persuasive, then success can be allowed without requiring a check. Under no circumstances should charisma checks replace the need for players to role play interactions. If the character wants a deal from a shopkeeper, the player should have to negotiate that deal. A charisma check might aid in the resolution of the task, but it should not determine it outright. A successful charisma check in the negotiation of a peace treaty, for example, might cause the opposing side to offer a small concession, but the ultimate success will depend on the player's role playing ability.

However, as with wisdom, sometimes a character's charisma will be greater than the player's ability to role play that charisma. The Castle Keeper should take that into account when making situational rulings. A paladin with 18 charisma would have some success in convincing a group of villagers to aid in hunting down an evil bandit in the region, even if the player cannot deliver a speech like Julius Caesar. If the player can give an adequate speech with a modicum of acting or oration ability, the Castle Keeper should allow some success.

Imposing one's will over another creature is one of the most difficult situations for the Castle Keeper to referee. In such cases, a character's charisma score is the primary determinative of success. In most cases, a roll may not even be required.

Example One

A hireling wishes to quit the party after a particularly dangerous fight. The Castle Keeper might allow a character, after some role playing a charisma check to determine whether or not the hireling changes his mind.

Example Two

Fagan, a druid, decides to mediate a deal between two feuding merchants. Fagan's charisma is a 17 and a prime attribute. After some role playing, the CK decides that Fagan's player has given the negotiations an honest try, and allows a charisma check. The check is successful, and the CK rules that one merchants settle.

ADDING CHARACTER LEVELS TO CHECKS

There will be times when a player will want a character to attempt an action that intrudes in the realm of the class ability of another character class. For example, a fighter might wish to open a lock, or a wizard might attempt to track. It is up to the Castle Keeper to decide if such an action is even possible. In general, it is recommended that a Castle Keeper should disallow a character a chance of success in attempting a non-class ability.

If a Castle Keeper, for whatever reason, does allow a character to attempt to use a class ability of another class, then the **SIEGE Engine™** attribute mechanic changes in one significant way. The character does not add their level to the attribute check roll. Instead, the character rolls a d20 and adds the appropriate attribute modifier only.

Example One

Arack, a **5th level** dwarf fighter, attempts to pick a pocket of a **6th level** NPC. His dexterity is 13, but it is a secondary attribute. He needs a 24 to succeed (18 for secondary attribute +6 for target's level). The CK allows the attempt. Arack rolls a 12 on a d20, adding the +1 dexterity modifier, for a total of 13. Arack fails.

Example Two

Deloria, a **5th level** fighter with a 12 dexterity. Dexterity is one of Deloria's prime attributes. She tries to sneak across a squeaky wooden floor without being heard by the sleeping wizard on the other end of the room. She scores 16 on her d20 roll, and adds nothing. Because 16 does not beat her challenge base of 12 (prime) plus the challenge level of 5, she causes the floor to squeak and wakes up the wizard. If Deloria were a rogue, she would be able to add her level, and would have succeeded at the task with a total of 21.

It is important to note that the abilities of each class have the best results when used by only that class. A rogue can move silently, with an absolute absence of sound. A fighter, therefore, should only be able to move very quietly, even with a successful roll.

A rogue moving silently in order to sneak up on a guard would not alert that guard with a successful check. However, a fighter moving quietly, even with a successful roll, should still stand a chance of being noticed by the guard. Thus, the Castle Keeper might allow the guard a wisdom check to notice the fighter moving quietly up behind.

SAVING THROWS

Many times during a game something occurs which requires an attribute check, such as when a dryad attempts to charm a character or a dragon breathes fiery breath upon a character, but the attribute associated with the event that causes the check is unclear. For example, what happens when a wight creeps up upon an unsuspecting foe and reaches its hand out to steal some part of a soul? This is called an energy drain and, if successful, the character whose energy is drained loses levels. In this case, the character is being acted on in a potentially harmful manner and must make an attribute check to avoid being harmed. This attribute check is called a saving throw. Often the Castle Keeper or new players are unsure as to which attribute a particular type of attack or event relates. Saving throws clarify this as many of the more common types of events are examined. In the case of the wight's energy drain, the saving throw relates to constitution.

A saving throw is simply an attribute check for a character to avoid damage or other unwanted alteration or harm caused by a creature's abilities and/or specific situations or effects. Saving throws are unique only in that the character is being acted on and the attacks or events causing it need clarification.

A saving throw is an attribute check. A player rolls a d20 and adds the character's level and the appropriate attribute modifier. If the attribute related to the saving throw is a primary attribute, the challenge base is 12. If the attribute related to the saving throw is a secondary attribute, the challenge base is 18. The Castle Keeper determines the challenge level by such factors as the monster's level, the spell caster's level or the level of the trap or poison. The Castle Keeper may also give bonuses or impose penalties due to circumstance and situation. The results of failed saving throws for a particular type are explained below.

Monsters, creatures and non-player characters are also often required to make saving throws when reacting to attacks by a character, especially spells cast by wizards, clerics and druids. Monster saving throws function in the same manner, with this caveat; monsters and creatures have lumped primary and secondary attributes such that they have either a physical or mental primary. If a monster has a physical primary, then all physical attributes (strength, dexterity and constitution) act as the primary while the mental attributes (intelligence, wisdom and charisma) act as secondary attributes.

TYPES OF SAVING THROWS

There are six different kinds of saving throws each corresponding to an attribute. The situations and effects that trigger a saving throw generally fall into one of the following categories. This list is not definitive but should provide a template for Castle Keepers to determine a saving throw category for something not listed here.

TABLE: SAVING THROWS

Save Type	Categories
STRENGTH	Paralysis, Constriction
DEXTERITY	Breath Weapon, Traps
CONSTITUTION	Disease, Energy Drain, Poison
INTELLIGENCE	Arcane Magic, Illusion
WISDOM	Divine Magic, Confusion, Gaze Attack, Polymorph, Petrification
CHARISMA	Death Attack, Charm, Fear
VARIABLE	Spells

Breath Weapon (Dexterity or Constitution): Anyone caught in a breath weapon's area of effect is allowed a saving throw. The type of saving throw necessary is described with the monster or spell which causes the saving throw. Generally, the character must dodge the effects of a breath weapon, so a dexterity check is appropriate, but on occasions gaseous clouds require a constitution saving throw.

Charm (Charisma): Charm spells or spell-like abilities allow a charisma saving throw to avoid being overcome by the charm. A failed save means the character suffers the effect of the charm spell.

Confusion (Wisdom): Confusion spells or spell-like abilities allow a wisdom saving throw to avoid being overcome by confusion. A failed save means the character becomes confused for an amount of time as specified by the spell or ability.

Roll a 1d10 to determine the confused character's reaction, re-rolled each round with the following results: 1 wander away (unless prevented) for 1 minute (and don't roll for another random action until the minute is up); 2-6 do nothing for one round; 7-9 attack the nearest creature for one round; 10 act normally for 1 round. A confused creature that is attacked, reacts by attacking their attacker in the next round.

Death Attacks (Charisma): Death attacks are rare and only a few monsters and the rare artifact have them. Most death attacks allow a charisma save, failure usually results in instant death.

Disease (Constitution): Characters exposed to a disease, whether from an attack from a monster such as a ghoul, an infected wound, exposure to some toxic substance, or some other method magical or mundane, make a constitution saving throw. The saving throw represents the body's ability to fight off the disease, a test of the immune system. A successful saving throw either alleviates the disease's impact or negates it entirely. A failed saving throw means the disease begins to ravage the body, either immediately or after an incubation period. Consult the [Castle Keepers Guide](#) for a guide to diseases. At times the Castle Keeper may roll the saving throw for the character.

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Energy Drain (Constitution): An energy drain attack takes away levels or attribute scores from the victim unless a successful saving throw is made. The full effect of an energy drain, such as the number of levels taken away, is specified in the monster, magic item, or spell description causing the drain. If it is not specified, one level is removed.

Characters who lose levels this way suffers the effects of the drain immediately. The character loses one level of hit points of the appropriate class, and all other class abilities are reduced to the new level. Any familiar or animal companion whose abilities are tied to a character who loses a level has their abilities adjusted to reflect the character's level loss. A victim of level loss adjusts their experience points to the midpoint of the new, lower level.

Characters drained below **1st level** becomes a **0 level** character with no class or abilities. A character drained below **0 level** is instantly slain. Depending on the creature that killed the character, the character may rise the next night as a monster of that kind. If not, the character rises as a wight.

Lost levels or attribute scores remain until removed by spell, such as *restoration*, or other means. Sometimes, level or attribute loss is temporary and will return to normal in a day's time.

A creature gains temporary hit points each time it successfully uses a natural energy drain ability. Unless specified otherwise,

the creature gains the amount of hit points that the victim loses. Energy drain through spell or magic item does not grant temporary hit points unless their description indicates otherwise.

Fear (Charisma): Spells, magic items and certain monsters can affect characters with fear. The character facing a monster who emanates fear or who has a spell cast on them makes a charisma saving throw to resist the effect. A failed roll means that the character is affected by the fear, as detailed in the spell or monster description.

Gaze Attack (Wisdom): Characters caught in a gaze attack are allowed a saving throw each round, at the beginning of their round. Generally the character can avoid the gaze with a successful wisdom check. In many instances, the situation is more appropriately handled without a saving throw through narrative and role playing. If necessary, the castle keeper may require a saving throw. Failure indicates the character was unable to avoid the gaze and suffers its effect.

Magic/Illusion (Intelligence or Wisdom): This category is for spells cast by creatures or from scrolls. It is a catch-all for magic not covered by one of the other saving throw categories.

Arcane or divine spells cast by a magic item or other object, or a spell-like ability possessed by a creature or item usually allow



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a saving throw to negate, lessen, avoid or resist their effect. If the type of magic is arcane, then an intelligence saving throw is made. If divine, then a wisdom saving throw is made.

In some cases, the specific effect of the spell calls for another type of saving throw. All charm spells, whether cast by creature, item or spell-like ability make a charisma saving throw (see above). Other saving throw categories not covered by this catch all would include paralysis, polymorph, energy drain, death attack and fear.

Paralysis/Constriction (Strength): Some monsters and spells have the supernatural or spell-like ability to paralyze or hold victims, immobilizing them through magical means. Paralysis works on a character's body, but a character can usually resist it with a strength saving throw. The effects of spell, monster constriction and/or paralysis are discussed above in the spell descriptions or in **Monsters & Treasure**.

Petrification/Polymorph (Wisdom): arcane and divine magics can cause creatures and characters to change

their shapes, sometimes against their will. The victim may make a wisdom saving throw to resist the polymorph. Polymorphed creatures retain their own minds, but have new physical forms.

A petrified character is not dead if a majority of the body is intact. No movement or actions of any kind can be made, not even mental ones while petrified. Strength and dexterity scores are effectively (but not actually) reduced to 0. There is no awareness of what is occurring since all of the senses have ceased operating. Any petrified creature that is broken while petrified, is mended if the broken pieces are joined as they are returned to flesh. They are unarmed and whole. Any broken pieces not joined upon returning to flesh are missing and the petrified creature suffers damage, loss of hit points, or limbs as the Castle Keeper determines.

Poison (Constitution): a character exposed to a poison, whether an attack from a monster, struck by contact poison, consuming food or drink, or any other method magical or mundane makes a constitution saving throw. A successful saving throw either alleviates the poison's impact or negates it entirely.



A failed saving throw means they suffer the adverse effects of the poison. Sometimes, the additional damage allows for another saving throw.

Spells (variable): arcane and divine spells sometimes allow a saving throw to negate, lessen, avoid, or resist the effect. Each spell description indicates the type of saving throw including those spells cast from scrolls, wands, rings or other magical devices.

Traps (Dexterity): when a character sets off a trap, a dexterity saving throw is allowed to avoid all or some of the effects of the trap. Each trap is unique and the effects of a successful or failed saving throw should be designated beforehand.

Example

A 5th level rogue sets a trap. A 7th level dwarf fighter with a 9 dexterity walks into the trap. A saving throw is required to determine whether or not the fighter sets off the trap and suffers the full effects of it. The dwarf's prime attributes are strength and constitution. Thus, the challenge base for the save is 18. In this instance, the trap was set by a 5th level rogue, so the fighter succeeds on a 23 or better.

The player rolls 1d20 and adds the dwarf's level 7 to the attribute modifier for traps (dexterity). The dwarf has no dexterity modifier. Thus, if the result of the d20 roll plus the character's level is 23 or higher, the dwarf makes his saving throw and dodges the trap.

COMBAT

Much of the excitement in playing **Castles & Crusades** occurs during the character's combat with monsters. Whether a knight battling a horde of blood-thirsty orcs, a rogue facing off with a nefarious pirate or a cleric turning a vampire, combat is often the climax of many role playing sessions. Combat is also the nexus of many rules in **Castles & Crusades**. Managing combat is often a challenging affair as the Castle Keeper must not only know the rules, but must also know how to apply the rules fluidly to maintain a sense of excitement through description and action.

To facilitate this, the rules for combat have been kept as simple as possible with much maneuver room left for the Castle Keeper. The rules are designed to organize the action of combat. Yet, as the essence of combat is its narrative, they also enable the Castle Keeper to manipulate the rules in support of the narrative. Narrative development is as equally important to the game as any combat's results. The rules of combat and its narrative development is discussed below.

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OUTLINE OF A COMBAT ROUND

When a combat occurs, each participant will want to take action. The most common action will be an attack on a foe, but might also include, for example, drinking a potion or casting a spell. To facilitate when a character or monster can act, combat is broken into a series of time measurements called rounds. Each participant in a combat generally gets one action each combat round.

Each participant acts during the round in an order established by the roll of a d10. This is called initiative. The character with the highest initiative acts first, and each character in turn performs an action until the last character with the lowest initiative roll has acted. If a character attacks during a combat round, the character's player rolls a d20 to determine if the character hits the opponent. If the resulting number, plus the character's class bonus to hit, plus any attribute modifiers, is equal to or greater than the opponent's armor class, the character has successfully hit the opponent. A successful hit results in damage to the opponent. Monsters and non-player characters follow the same procedure and rules as characters, but the Castle Keeper manages their actions. After all participants have acted once in the combat round, a new round begins.

SAMPLE OF A COMBAT ROUND

With a furious scream and battle axe in hand, Angthar, a barbarian war chief, charges a goblin scouting near his village. To resolve the combat, Angthar's player rolls initiative for Angthar, and the Castle Keeper rolls initiative for the goblin. Angthar rolls a 7, and the goblin rolls a 4. Thus, Angthar acts first.

Example

Angthar, a 5th level barbarian with 14 strength, attacks the goblin with his battle axe. The player rolls a d20 and the result is 12. Angthar adds his basic attack bonus (+4) and his strength bonus (+1) to get a total attack roll of 17. The goblin's scaly hide imparts an armor class of 12. Angthar's attack roll of 17 exceeds the goblin's armor class of 12, thus Angthar has successfully hit the goblin with his battle axe. A battle axe inflicts 1d8 hit points of damage, so Angthar's player rolls a d8 and adds Angthar's strength bonus (+1) to the roll. In this example, Angthar rolled a 6 for a total of 7 hit points of damage. The goblin only had 4 hit points, so Angthar has defeated it in one swing of his mighty axe.

If Angthar had only inflicted 2 hit points of damage, the goblin would have survived the attack. It then would get to perform an action, perhaps an attack on Angthar with its wicked, curved scimitar. If both Angthar and the goblin survived the first round of combat, then a new combat round would begin, started by a new initiative roll. This sequence would repeat until either Angthar or the goblin were victorious.

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COMBAT TERMS

Castles & Crusades uses a set terminology to describe combat. The following are the most common terms of which the Castle Keeper, and eventually the players, need to understand to successfully run a combat.

Action: During each combat round, a character or monster may either attack, cast a spell, move, use an ability, use an item, or simply perform some other non-lethal action such as talking or standing still.

Armor Class: This is an abstract representation of the difficulty in hitting a defender. An attacker's attack roll must be equal to or greater than a defender's armor class to cause damage. All creatures have an armor class. In most cases, it is determined by the type of armor being worn. Armor class normally ranges from 10 to 20, but can extend higher than 20.

Attack: Attacks generally refer to the use of a weapon, whether a melee weapon or a ranged weapon, or an unarmed attack. Weapon attacks are made by the attacker rolling a d20, adding or subtracting the appropriate modifiers, and comparing it to the defender's armor class. There are other forms of attack, like spells, class abilities such as turn undead, or magic items, but each of them are actions that generally have their own rules for determining the result of their attack.

Attacker: The term used to refer to the character or monster making an attack on their turn during a combat round.

Bonus To Hit: This feature is distinct for each class and is listed in the appropriate class table. The listed modifier is added to the attacker's die roll during combat. All monsters possess a bonus to hit equal to their level. For example a level 5 monster has a +5 bonus to hit in combat.

Combat Round: This is the amount of time it takes for all those involved in combat to take a single action. A combat round lasts approximately 10 seconds. Six consecutive combat rounds equal a turn, which is thus roughly equal to one minute.

Combat Maneuver: These are actions taken by characters during combat to avoid being hit. These usually result in armor class adjustments.

Damage: If an attack is successful, the defender takes damage, typically in the form of hit points. The amount of damage inflicted depends upon the weapon or attack used by the attacker. Weapon damage is listed next to the weapon in the equipment lists. Other attack damage is detailed in the class, spell, magic item or monster description.

Defender: The term used to refer to the character or monster being attacked.

Level: This term has dual meaning. First, it indicates the power of a character, monster or NPC. For example, a wizard gains 1d4 hit points for each level earned. Second, it indicates the level, and thus, the number of the type of die rolled to determine hit

points. A 5th level fighter will have rolled 5d10 over the course of the character's history to determine hit points. A monster's description details its level (**Monsters & Treasure**). A monster may have 5d8 levels. To determine the hit points the CK rolls a d8 five times, adding the numbers rolled together to get the monster's total hit points.

Hit Points: Hit points represent a body's ability to withstand damage. A creature's hit points equals the amount of damage it can take before being killed or knocked unconscious. An object's hit points equals the amount of damage it can take before being broken.

Initiative: This roll is used to determine the order of action in a combat round among the combat's participants. Initiative is determined by the roll of a d10 by each individual or each group in a combat, as determined by the Castle Keeper.

Proficiency: This refers to weapons a character is able to use without penalty. If they use a weapon that they are not proficient in, the character suffers a -4 penalty on all "to hit" rolls with that weapon. This includes improvised weapons that are drastically dissimilar from one they are proficient in.

Stunning: A stunned creature is one that is startled or compelled into inaction and catatonia. While stunned, they cannot move, nor make attempts to defend themselves. As a result, stunned creatures lose their dexterity bonus to AC, if they have one. Additionally, attack rolls made against stunned creatures gain a +2 bonus to hit. Lastly, anything carried in the hands of a stunned creature is dropped as their hands go limp.

Surprise: This is the act of one party or individual catching another party or individual unaware. The party gaining surprise gets one free combat round to act against the surprised party, who may do nothing.

COMBAT ROUND

One combat round is ten seconds long. During this round, all the characters, monsters and non-player characters should get a chance to act. Generally, only one action is allowed, such as making a melee attack or casting a spell. The types of actions are discussed ahead.

It is important to remember that each round is an abstract measurement. The actions and activities that occur in a round are not meant to take place during specific seconds or segments. It should be viewed as a short range of time during which many things happen. Although each character or monster must wait their turn to act as determined by initiative, they do not necessarily act in that same order in a narrative sense. The moment of occurrence is not necessarily equal to the initiative roll. Abstract consideration of the combat round allows for a more fluid and expansive narrative.

SURPRISE

Before combat begins, the CK determines if one or the other party is surprised. Surprise is a situation in which the adventuring party happens upon monsters and neither is aware nor expects the other. Surprise establishes who becomes aware first. The group that successfully surprises the other gains a free combat round in which to act. Those that are surprised get no action. After the surprise round, combat proceeds normally.

Surprise may involve a situation where two characters or groups are unaware of each other, or a situation where one group is attempting to surprise another. Before any surprise roll is made, the Castle Keeper must determine if surprise is possible. A group that is aware of another's presence cannot be surprised. Situations often arise in which one group is not able to surprise another, such as if they have to pass over a hallway strewn with dead leaves that crack and pop when stepped on, thus warning the inhabitants of the room down the hallway.

Even in those instances in which surprise is possible, there is always a chance something could go awry and the surprise fails to occur. If a party can be surprised, a wisdom attribute check is made by the individual in the group with the best chance of succeeding at it, or by each member of the group individually. If the check is successful, that party or individual is not surprised. Failure indicates surprise.

When two separate parties could be surprised, both groups or individuals in the groups must make the wisdom check. If both groups fail the check, they are both surprised and nothing occurs as they stare at one another in a moment of stunned silence. Initiative is then rolled as normal.

The chances for surprise can be mitigated by many circumstances. If a party is well hidden or camouflaged and awaiting a group of poorly perceptive orcs on a brightly lit road, the Castle Keeper may decide to penalize the wisdom check for the orcs. In general, the bonus or penalty should remain within a range of -5 to +5, although it might be greater in extraordinary situations.

Example

Returning to the example of Angthar and the goblin, suppose that Angthar came upon a group of goblins and they were unaware of his presence. He decides to leap off a narrow ledge into the goblins, landing amidst them, reigning blows left and right as they scratch and claw to get away from his deadly blade. In such an instance, the Castle Keeper would roll a wisdom check for the goblins to determine if they are surprised. If surprised, Angthar would get a free round to attack them. If not, Angthar and the goblins would roll initiative and combat would proceed.

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INITIATIVE

The order of action in a combat round is determined by an initiative roll. Every creature or character participating in the combat round rolls a d10 to determine their initiative each round. Those with the highest roll take their action first, and the actions of others descend from there. In the case of a tie, the one with the highest dexterity goes first. In the case of equal dexterity, a simultaneous action occurs.

This method of establishing initiative may seem chaotic at times, especially with large groups of creatures or characters. In those cases, the Castle Keeper may find it necessary to require a group initiative instead, with the winning party acting before anyone in the opponent party.

There is one exception to initiative: when a creature uses a weapon with a reach of greater than 10 feet against an opponent with a weapon with less than a 6 foot reach, or when a large creature is fighting a medium or smaller sized creature. In the first round only, the creature with the longer reach or larger size is allowed to attack first, even if the creature with the shorter reach or smaller size won the initiative roll. This rule only applies if the creature with the shorter reach or smaller creature approaches within ten feet. Such action counts as the action for that round for the larger creature or the one with the longer weapon.

Example

Hambone the halfling draws his short sword and charges a gnarly stone giant who just crushed his companion with a mighty oaken club. Screaming in a rage driven by revenge and loss, Hambone leaps forward to attack. Hambone rolls a 9 initiative, and the stone giant rolls a 3. The stone giant is large and Hambone is small. Thus, when Hambone moves within 10 feet of the stone giant, the stone giant is allowed to swing first even though Hambone won initiative. The stone giant, mirthless and fearless, sweeps his club around aiming at Hambone's head. Hambone ducks and dodges as he charges, and the stone giant's massive club glances off Hambone's shoulder, but inflicts no damage. Hambone manages to move in close and slices at the stone giant's leg, slashing a deep gash.

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COMBAT ACTIONS

In a combat round, characters can perform a wide variety of actions. Every possible action, however, can be categorized in one of the five types of actions that may be performed during combat, which all have a chance of failure. The five possible actions are attack, cast a spell, move, use an ability or use an item.

ATTACK

A character or monster is allowed one attack each round unless they possess a special ability allowing them to exceed the limitation. Attacks include melee attacks, either armed with a weapon or unarmed, and ranged attacks with a missile weapon. An attack allows a character or monster to move up to one-half their movement rate. Moving farther than one-half movement rate negates the ability to make an attack.

CAST A SPELL

A character or creature is allowed to cast one spell each round. Some spells require two or more rounds to cast, in which case the character must wait until the following round for the effect of the spell to take place. The magic section fully details how spells are cast and when they take effect. A character may not move any distance and cast a spell in the same round unless the spell description states otherwise.

MOVE

If no other action is taken, a character or monster can walk a distance equal to their full movement rate. Full movement also includes jogging (twice the normal move rate) and running (quadruple the normal move rate).

USE AN ABILITY

A character or monster may perform one class or racial ability each round. Some abilities, like spells, take more than one round to complete. Some monsters can perform more than one ability per round. Ability may involve movement, but in most cases the movement will not exceed the normal movement rate. Otherwise, the Castle Keeper retains discretion as to whether any ability use involves movement.

USE AN ITEM

An item that is carried and readied can be used. The most common actions in this category are using or activating a magic item or piece of equipment. Such actions include, but are not limited to, drinking a potion, using a wand, casting a spell from a scroll, or casting a grappling hook. In most cases, no movement will be involved or allowed when using an item. Readyng an item is not difficult, as long as it is easily accessed. Usually, the item must be on a belt or hanging from a pack, and readyng it should not take more than a few seconds. Whereas, if an item is in a backpack, it would take at least a round to take off the pack, dig through it, and retrieve the item. The Castle Keeper and players must use common sense in deciding whether an item is readily available. In some cases, the Castle Keeper may require

the players to indicate on their character sheets which items are readily available or how and where an item is being carried.

NON-LETHAL AND MULTIPLE ACTIONS

There is of course another broad category encompassing non-lethal or otherwise mundane actions such as talking, standing still and doing nothing or picking up an item. Such actions typically have no chance of failure, however, so they are not considered combat actions.

No matter the type of action attempted, it is up to the Castle Keeper to adjudicate how long any action takes and whether it can be performed in a single round. Most actions occur in a single round, or if they take longer, the rules for the specific action usually detail just how many rounds the action takes to complete. The Castle Keeper may allow more than one action per round under special circumstances, for example, if a character has a *haste* spell cast on them. Also, some non-combat actions a character may take might not consume a full round. This latter aspect is important and the Castle Keeper must use common sense and reason to determine if an action takes a full round. Drawing a sword would not take a full round. Tossing someone an item may not take a full round. As a rule of thumb, simply think of how long such an action would take in real life. If it takes just a couple of seconds to perform a non-combat action, then the character should be allowed another action, be it combat or non-combat in nature. The Castle Keeper can, and on occasion should, impose an initiative penalty for some of these actions.

MOVEMENT IN THE COMBAT ROUND

Once initiative or surprise is determined, each character or monster involved in combat is allowed an action. One allowed action is movement. Movement, like the combat round, is an abstraction. It is a manner of establishing the distance that can be moved in a given period of time. Movement can be in a straight line, a curve, or around a corner. Base movement rates are listed in each racial or monster description. The listed rate is the distance in feet that can be moved in one combat round. If encumbered, movement is reduced as described in the encumbrance section. Movement can be increased by jogging (double the movement rate) or running (quadruple the movement rate). Drop all fractions when figuring movement rates (minimum of 1 foot). To translate the movement rate into inches, hexes, or squares divide the movement rate by 5.

An attacker can move one-half their movement rate and still attack. No attack is allowed if a character exceeds one-half their movement rate. The only exception to this rule is when a charge is attempted. Charging allows for an attack and full movement, but the special rules for charging apply. The Castle Keeper has the option of reducing the movement rate due to terrain, obstacles, injuries or other circumstances. Generally, the movement rate should not be reduced by more than

three-fourths (0.75). The Castle Keeper should always allow a character to move at least 5 feet in a combat round, unless the character is restrained or otherwise unable to move.

CHARGING

Charging is a special, movement-based combat maneuver. When charging, a character precedes a melee attack by jogging or running, with the intent of using the gained leverage and momentum to inflict greater damage on a defender. A successful charge attack results in a +2 bonus to damage inflicted, but imposes a -4 penalty to the attacker's armor class for the entire combat round. The charge must be announced prior to the character moving and before initiative is rolled.

Example

Una the elf announces that she is going to charge an orc standing across the battlefield. Una's base movement is 30 feet, and thus, her jogging rate is 60 feet. As long as the orc is at least 30 feet away, but no more than 60 feet, Una may attempt the charge maneuver.

When charging, a character is considered to be jogging or running. The character must minimally move the full distance of their normal movement rate. The charge must be in a straight line. The total distance moved while charging cannot exceed the character's jogging or running movement rate.

When charging, the attacker suffers a -4 penalty to armor class for the combat round. The penalty applies even if the charge attack is not successful. The penalty also applies if the defender attacks first due to size or weapon length, or by ranged attack. If a defender scores a successful hit upon a charging character, the charge is negated. If a charge is negated, the attacker is still allowed their movement and attack, but a successful hit does not deal any extra damage.

MELEE COMBAT

Melee occurs when two creatures engage in hand-to-hand combat. The attacker rolls a d20 and adds their bonus to hit (BtH) plus any strength modifier. A monster's bonus to hit (BtH) is equal to its total number of levels (a 3d8 level creature adds a +3). If the total is greater than or equal to the defender's armor class, the attacker has successfully hit the defender and inflicts damage as determined by the weapon used. Unarmed combat is a type of melee attack, but it is addressed separately below.

It is important to note that a melee attack, like the combat round and movement, is also an abstraction. Though a character usually makes only one attack per round, it should not be considered a single swing. A melee attack involves a series of

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parries and thrusts, along with attack and defensive maneuvers that sometimes result in damage to the defender. The damage could be from one blow or could be representative of a series of blows or fatigue.

There are many other bonuses and penalties which may affect a melee attack to hit roll. These include, but are not limited to, racial modifiers, magic weapon bonuses, class ability modifiers, spell effect modifiers, and situational modifiers.

RANGED COMBAT

Ranged combat is much like melee combat except it occurs when an attack is made with a missile weapon against a defender some distance away. Dexterity is the attribute that modifies a ranged attack to hit roll. If the total of the d20 roll plus the character's basic to hit bonus and dexterity modifier is greater than or equal to the defender's armor class, the attacker has successfully hit the defender and inflicts damage as determined by the missile weapon used.

There are two types of ranged weapons: thrown and propelled. Thrown weapons are those whose momentum depends upon the strength of the character or monster throwing it. These include javelins, daggers, spears and the like. Propelled weapons are those whose momentum and thrust are dependent on the mechanism which propels them forward. This includes crossbows, sling stones, and similar devices. While a character's dexterity modifier is added to all ranged to hit rolls, a character's strength modifier is only added to the damage of thrown weapons, not propelled weapons.

Ranged weapons also have range increments, and they have a maximum effective distance equal to three times the listed range increment as detailed in the equipment list. The listed range increment is considered to be close range. Twice the range increment is medium range and three times the increment is long range. Medium range results in a -2 penalty to the ranged attack roll, and long range results in a -6 penalty to the attack roll.

Ranged weapons that miss their target continue on their path and can potentially hit another target within close range. If the target of the attack is missed, the projectile continues in a straight line and can hit anything in its path. For each ten feet traveled within close range, the archer should roll a to hit roll again, but the attacker accrues a -1 penalty for every 10 feet beyond the original target. The exception to this rule is that bolts fired from a crossbow continue up to long range, although the medium and long range modifiers still apply.

UNARMED COMBAT

Unarmed combat is similar to armed combat, only the attacker is not using a melee weapon, but natural weapons, such as claws, hands, fangs or even the whole body. Many monsters employ unarmed melee attacks, as do monk characters. In most cases, the success of these attacks are determined as with a normal melee attack. The attacker rolls a d20 and adds their bonus to hit

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(BtH) plus any strength modifier. A monster's bonus to hit bonus is equal to its total number of levels (a 3d8 level creature adds a +3). If the total is greater than or equal to the defender's armor class, the attacker has successfully hit the defender and inflicts damage as determined by the class ability or monster description.

There are also special unarmed attacks of an entirely different nature and effect: grappling, pummeling, overbearing and touch attacks. Each type follows the same basic principle but with different modifications to the to hit roll and damage inflicted.

GRAPPLING

Grappling involves grabbing and holding a defender, as with classical wrestling or a snake constricting its body around its prey. Grappling is directed at holding an opponent and subduing them.

The attacker makes a roll to hit against the defender's AC, adding all appropriate modifiers to their roll such as BtH, strength and others that might occur. Should an attack be successful, the defender is held and cannot act except to attempt to break the hold. The defender, considering the nature of the attack, is considered pinned or held. Unless they are already laying on the ground, a pinned defender is considered standing. Attempts to knock a pinned opponent down require a successful overbearing attack in the following round or rounds. Unless the CK determines otherwise, the attacker can take no action so long as they pin or hold the defender.

An attacker cannot grapple a defender that is two size categories larger than themselves. Some creatures cannot, by their nature, be grappled. Large dragons, green slime, etc. The Castle Keeper will determine if such a grappling attack is feasible. The defender can break the hold by making their own successful grappling attack against the holder on their action in initiative order.

PUMMELING

Much like boxers or martial artists, pummeling involves the use of fists, feet, knees, elbows or other body parts to inflict damage on an opponent with the intention of knocking them out or otherwise incapacitating them. The attacker rolls a d20 to hit, adding any strength modifier plus their BtH, and any other modifier the Castle Keeper deems appropriate. If the total equals or exceeds the defender's armor class, the pummeling inflicts 1-2 hit points of subdual damage. Damage is modified by strength.

OVERBEARING

This type of attack is used to knock an opponent down. This is a tactic used in wrestling and other types of hand-to-hand combat, as well as when an animal charges and knocks someone over. It may also follow a successful grapple attack. The attacker rolls a d20 to hit and adds any strength modifier or other modifier that the Castle Keeper deems fit.

An attacker cannot overbear a defender that is two size categories larger than themselves. Some creatures cannot, by

their nature, be overborne. Large dragons, green slime, etc. The Castle Keeper will determine if such an overbearing attack is feasible.

If the attacker previously made a successful grapple attack and still pins the defender they gain a +1 in their overbearing attack.

If more than one attacker attempts to overbear a single opponent, the attackers make a single combined roll to hit, and adds +1 to the attack for each individual attacker.

If a hit is successful, the defender is knocked prone for the remainder of that round and they take 1-2 points of damage. They are not considered pinned unless the attacker hits with a successful grapple check the following round, or already held them from the previous round.

Any action directed toward a pinned or held defender requires another successful attack, whether pushing, dragging, grappling, etc. Any such attack gains a +10 to the attack so long as they are prone. Defenders that are not pinned or held, but were knocked prone, can take the next round to stand back up. See the combat maneuver: trip for being prone and standing back up.

TOUCH ATTACK

A touch attack is one in which an attacker is simply trying to touch an opponent. This often occurs with spells that require a touch to be successful. With a touch attack, a standard armor class of 10 is used for all defenders, adjusted only by dexterity of the defender and special modifiers resulting from, for example, magic items or spells. Monsters use the base 10 AC, usually with no modifiers.

SITUATIONAL MODIFIERS

Situational modifiers are somewhat nebulous and, for the most part, those that the CK deems appropriate. There are often situations for which it is impossible to set a rule, or would involve such complex rules as to fill up an entire tome. In these instances, the CK must use reason, common sense or narrative development to determine what modifier is applied to the to hit roll. For example, should a fighter, after a long night of carousing, be swinging across a crowded tavern clinging to a fraying rope with one hand and a sword in the other, decide to take a swing at a plump gnome merchant, the CK must decide upon the appropriate modifier to the to hit roll (or an attribute check to determine if it is even possible to make the attack).

In general, combat to hit modifiers can be broken down into three categories: easy, difficult and heroic. For tasks that are easy, up to a +/- 5 modifier should be imposed. Difficult tasks would range from +/- 6 to 10, and heroic acts would range from +/- 11 or above. The instance described above may seem ridiculous, but players attempt all manner of actions with their characters - something which should be encouraged. However,

the Castle Keeper is left with the task of deciding the modifier to be applied to a situation. What the fighter in the example above is attempting is not heroic, but it most certainly is not easy. In this instance, the Castle Keeper should probably err on the high side of difficult since the fighter is inebriated. A -10 to the attack roll would not be unreasonable.

Some situational modifiers can be applied with regularity. These are listed below and can be used to help in making decisions about other unusual situations. **Concealment** includes those circumstances where nothing physically blocks an attack, but there is something that interferes with the attacker's accuracy. The other modifiers should be self explanatory. The modifiers are cumulative. In all instances, attackers must know of a defender's presence, though not their exact location. Also, the Castle Keeper should add to this list and keep track of decisions which are made in the game in order that they can be made with some regularity and consistency.

SITUATIONAL MODIFIERS

Situational Combat	Modifiers
Defender prone or blind	+5
Defender prone and defenseless	+10
Defender at lower elevation	+1
Defender stunned or cowering	+2
Defender invisible or attacker blind	10
Melee attack from mount or unstable platform	-2
Ranged attack from mount or unstable platform	-4
Defender 1/4 concealed (light fog)	-2
Defender 1/2 concealed (dense fog)	-4
Defender 3/4 concealed (near darkness)	-6
Defender completely concealed	-10

ARMOR CLASS

Armor class is representative of a defender's ability to avoid damage. Armor class results from a combination of armor and dexterous avoidance of attacks, and even an ability to absorb the shock of a damaging blow or roll with it. Armor class takes into account an active defense (awareness of the attacker), the armor worn and a general ability to withstand or avoid attacks. It does not represent armor alone. However, for game purposes, armor class is the primary determinate of armor class as it is the most easy to quantify.

Armor class begins at 10. A person wearing normal clothing has a 10 armor class. Armor class can increase as much as modifiers allow. In rare cases, modifiers can result in an armor class less than 10, though never below 1. The following rules should be taken into account when determining the armor class of a

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defender. It is not an exhaustive list and the Castle Keeper is encouraged to develop their own adjustments as needed.

ARMOR

Each armor's adjustment is described in the equipment list. Chain mail, for example, has a +5 adjustment to armor class. This gives the individual wearing it a 15 armor class (10+5).

SHIELDS

Every shield has a +1 modifier to armor class, but the size of the shield determines how many opponents the +1 modifier applies against. Small shields only offer the adjustment against one attacker, medium shields against two attackers and large shields against three attackers.

HELMS

Armor class adjustments for helmets apply to strikes against the head only, they do not otherwise adjust armor class. If there is an instance where the Castle Keeper determines that a blow lands on a head, either through the head being the only exposed target or some other circumstance. The AC of a head is 10 (+dexterity). Each helmet's adjustment is listed in the equipment list. A normal helm, for example, has a +5 adjustment to armor class. This gives the individual wearing that helm a 15 AC for their head. Other modifiers may apply, dexterity, called shot etc.

Some of the armors include helms at no additional cost: Scale Mail includes a Leather Coif; Chain Mail includes a Chain Mail Coif; Plate Mail includes a Normal Helm; Full Plate and Polish Hussar includes a Great Helm.

DEXTERITY

Dexterity modifies a character's armor class if that character can physically react to an attack. Characters lose their dexterity modifier when they are surprised, unaware of an attacker or when they are restrained or otherwise rendered immobile. Dexterity does not apply, for example, when a character is attacked from the rear.

COVER

Characters will often take cover behind objects such as tables, doors, chairs or other structures in order to gain some protection. Cover confers an armor class bonus to the character as follows:

COVER

Cover	Armor Class Adjustment
¼ cover	+2 AC
½ cover	+4 AC
¾ cover	+6 AC
Full cover	+10 AC

Although cover is primarily used as protection against missile or ranged weapons, it can also be used in melee combat.

Example

when the wizard Anaximorus finds her spells useless against a golem, she decides to jump behind a large column in an attempt to avoid being smashed by its massive fists. This action offers 3/4 cover from the golem's attacks for a +6 to her AC.

When cover is used in melee attacks though, the cover applies to both the attacker and defender until one or the other move out from behind it. In some cases, the Castle Keeper may rule that the character seeking cover may not attack.

MAGIC

There are numerous other modifiers that can be applied to armor class. Spells, magic armor and rings, or other unique items and situations can increase or decrease armor class. A character's condition, such as being stunned poisoned, or fatigued may affect the armor class. In general, magical rings, robes or other protective devices and spells affect armor class for touch attacks. Magical armors do not affect touch attacks.

SITUATION AND CIRCUMSTANCE

There are innumerable situational modifiers which can also adjust armor class. These are too numerous to list, but the Castle Keeper should always bear in mind the current situation or circumstances. For example, a rusted suit of armor may suffer a -1 to its overall armor class adjustment.

It is, as always, incumbent on the Castle Keeper to use common sense when making these adjustments. Always err on the side of safety. It is a game, after all.

COMBAT MANEUVERS

Players try all manner of inventive actions during combat, from using chairs as shields, trying to dodge an opponent's blows or running haphazardly away from some monstrous beast. It is impossible to enumerate and describe all the possibilities and it is unproductive to try and do so. These generally fall into a category of combat maneuvers.

Some of the more common combat maneuvers and their effects are listed and described below. These rules can be considered optional as they are not necessary to gameplay. They are provided to allow the Castle Keeper and players more options in combat and to introduce the concept of amending and adding rules to fit a group's style of play.

They should be introduced slowly and with practice to insure that they meld with the style and tempo of play desired by both the players and Castle Keeper.

COMBAT MANEUVERS

Maneuver	Effect
Called Shot	-8 to hit, Double Damage (or Critical Hit if allowed)
Charging	+2 Damage, -4 Attacker's AC
Close Supporting Fire	Attacker strikes allies on a roll of 2-4
Disarm	See description
Dodge	+2 AC against up to 3 opponents
Evade	No Initiative roll, +4 AC, no attack
Flank Attack	+1 bonus to hit
Offensive Focus	+3 to hit, -6 AC, announce before initiative
Parry	No Initiative roll, +4 AC, no attack
Push	Drives an enemy back 1-10 feet
Reach	Automatic Initiative
Rear Attack	+2 bonus to hit
Receiving Charge	Double Damage
Shield Blow	-6 to hit, no extra attack, Con save or stun 1d2 rounds
Shield Wall	4 or more form interlocking shield wall, +4 AC, +2 Str checks
Trip	Attack AC 18 to knock down
Two-Weapon Attack	-3 to hit Primary Hand, -6 Off Hand

Called Shot: This is when a combatant takes careful aim attempting to hit the target in a specific spot. The attacker suffers a -8 to their shot. If they hit, they automatically deal critical damage depending on the method used by the game group. If no method is used, allow the attack to deal double damage.

Example

Janna the half-elf ranger wants to make a called shot on an orc's helmeted head. The orc's armor class is a measly 13, but its helmet grants it a +2, and the head itself is difficult to hit granting the orc an additional +3 to base armor class. This gives Janna an Armor Class of 18 to hit prior to adding the -8 penalty for making the called shot. If Janna wants to hit the orc in the head she must make an attack roll of 26 or better. If she hits, she automatically deals critical damage or double damage, depending on the game group.

Charging: When charging, a character precedes a melee attack by rushing with the intent of using their momentum to inflict greater damage on a defender. A charge attack results in a +2 bonus to damage inflicted, but imposes a -4 penalty to the attacker's AC for the entire combat round. The charge must be announced prior to the character moving and before initiative is rolled.

Close Supporting Fire: When shooting an arrow or bolt into a crowded melee, the attacker may strike a friendly. On their normal to-hit roll a roll of 2-4 means they struck a friendly. A second roll is made against the victim's AC and if a successful hit is scored damage is recorded normally.

Disarm: A fighter, ranger, knight, rogue, assassin, cleric and paladin can disarm an opponent. The character must successfully hit an armor class equivalent of 18 plus the level of the defender to successfully disarm them. For example, a ranger would need to hit an armor class of 23 to disarm a level 5 creature or **5th level** opponent. The defender receives a dexterity bonus to this armor class, if applicable.

Dodge: In this case, a character can dodge up to three attacks in a round that originate from an attacker(s) which they are facing and are aware of. If dodging, the character sacrifices their action in that round. They do not need to roll initiative, but must announce their intention before the round begins. The character cannot attack, cast spells, move or use an ability or item. The character gains a +2 to their armor class while dodging. A character can dodge every round should they desire.

Evade: This maneuver is a desperate attempt to avoid being hit by trying to dodge and parry blows against a single opponent while remaining engaged in melee combat. If evading the character sacrifices their action in the round. They do not need to roll initiative, but must announce their intention before the round begins. The character cannot attack, cast spells, move or use an ability or item but gains a +4 bonus to their AC against the chosen opponent.

Flank Attack: The flank attack takes place to the left or right rear side of a defender. Flank attacks should be used consistently for monsters and characters alike. The defender may or may not be aware of the attack, but in any case, is less capable of defending against the flank attack than those from the front. A flank attack confers a +1 bonus to hit.

Offensive Focus: The attacker must announce this move before the round begins. During combat, they focus all their energy and attention on one concerted attack. They gain a +3 to hit but suffer -6 to their AC.

Parry: See Evade.

Push: With a successful push maneuver, the attack forces the defender to fall back 1-10 feet. To accomplish this, the attacker rolls initiative normally, and acts in order. This attack roll receives a -2 penalty to hit, but if successful forces the defender to make a strength check - failure results in the defender being forced back.

Reach: Polearms gain automatic initiative and attack first.

Rear Attack: An attack to the rear of an opponent gives the attacker a +2 bonus to hit. The rogue and assassin do not get this in addition to their back attack bonus, as it is already considered in their class abilities.

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Receiving Charge: Combatants may choose to ground their spear or pointed polearm by placing the butt of it in the ground and bracing it with their foot or other means. Upon a successful hit the grounded weapon inflicts double damage.

Shield Blow: Attacker can swing with their shield and attempt to stun the enemy. The attacker suffers a -6 to hit, and they cannot take any other action that round. The victim must make a successful constitution save or be stunned for 1d2 rounds.

Shield Wall: When four or more defenders interlock their shields they act together, granting each a +4 AC bonus. They also act together against any creature pushing them or attempting to break the wall and they gain a +2 on all strength checks.

Trip: To trip an opponent, make an attack roll against AC 18 plus the target's dexterity modifier and their level. If successful the target is knocked prone. A trip attack causes no damage regardless of the type of weapon used. Regaining one's feet is considered a half move, but if the prone individual also attempts to attack after getting up, they suffer a -2 to hit. If an opponent is standing over a prone individual, getting up requires their full action for the round in addition to a successful dexterity save to do so.

Two Weapon Fighting: When characters attempt to attack with two weapons they do so with the primary hand at -3 and the off hand at -6. This is a difficult skill to master, and it takes much experience to do it well. When using two weapons, the player must designate which hand is used for the primary attack and which is the off hand attack. Typically, this is determined by the handedness of the character, either right handed or left handed. These penalties are affected by the character's dexterity modifier. The character's strength modifier only applies to damage inflicted.

A monk may use the two-weapon fighting rule to gain a second hand-to-hand attack before the character reaches **6th level**. If the monk does so, both attacks suffer the penalties for two-weapon fighting and the secondary attack inflicts normal fist damage of 1d2 hit points. When a monk reaches **6th level**, the character gains a secondary hand-to-hand attack. A monk's secondary hand-to-hand attack ability does not suffer any penalty for two-weapon fighting and it inflicts the damage in the monk special ability chart. But, if a monk at any level fights with a weapon in one hand and attacks with their other hand, whether a primary or secondary attack, the monk suffers the standard penalties for two-weapon fighting and follows the preceding rules in this paragraph as to secondary attack damage.

DISENGAGING FROM COMBAT

Disengaging from combat is a dangerous maneuver since it exposes the character to attacks, but it automatically puts distance between the disengaging party and their opponent. The player must announce that they are disengaging at the beginning of the round. The act of disengaging takes place first in the round, before any initiative roll, or any other combatant's action. If disengaging

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a character can take no other action. The character is allowed a movement as defined below. Player characters, monsters and non-player characters can disengage from combat.

Hasty Disengagement: is one in which the character or monster attempts to leave combat and expends all effort to do so. A character disengaging hastily may move as far as possible up to their maximum running distance, but they suffer a -2 to armor class and their opponent gets an attack against them as they run away. This is a free attack and does not count against the opponent's other action in the round, although the opponent may not make a second attack against the fleeing character. The armor class adjustment lasts throughout the combat round and applies to every attack against the fleeing character.

Fighting Disengagement: This is a combatant's carefully executed withdrawal from combat. By performing a fighting disengagement, the character moves one-half their movement rate or less away from their opponent and they can disengage from combat. The character suffers no penalty to armor class, but they cannot take any other action in the round. In the round following the disengagement the character or monster has put distance between themselves and their opponent.

NARRATIVE OF COMBAT

A clear understanding of the rules is essential to running a smooth combat. A competent grasp of initiative, movement and allowed actions allows the Castle Keeper to react to circumstances, answer questions and resolve issues that arise during the course of any combat. But a technical understanding of combat does not necessarily create a successful combat.

Combat is an essential part of the **Castles & Crusades** experience. It is often that combat degenerates into rules manipulation, dice rolling and forays into number crunching that more resemble an economics course than a heroic encounter. Combat should be the heroic struggle between good and evil, law and chaos. Combat pits the paladin against the lich, locks the knight in deadly struggle with a dragon and aligns the wizard in magical opposition to abyssal creatures threatening the world. **Castles & Crusades** often revolves around such struggles, and it is the Castle Keeper's duty to make certain that combat resolution is balanced and challenging, but most of all fun. The Castle Keeper must engage the players, make them forget the rules and draw them into the whirling maelstrom of the bone crunching maw of the dragon. This is combat through narrative.

There are several ways to achieve a successful narrative in your game's battles. Vivid descriptions can capture a group of the most lackluster players and keep them engaged. There is a vast gulf between entering a room with "three goblins who have swords and shields, and are sitting at a table drinking," and entering a room where "three humanoids are ranged around a table drinking from large wooden tankards; they're a foul-looking lot, with mottled skin, spindly limbs, toes and

fingers, wide eyes and maws emitting a putrid breath; the creatures are armed for war with wickedly curved blades and iron rimmed shields."

Once the players are captured, the Castle Keeper must keep hold of them. Battle can be the most exciting part of the game, and the most memorable. Compare the following two descriptions of an attack in combat. "The goblin swings at you. He hits, and you take 3 points of damage" vs. "The goblin twists about, bringing his sword across your shin. There you have no armor, and the notched blade cuts the cloth of your leggings effortlessly to score through flesh and blood, biting to the bone for 3 hit points damage." Good descriptions help pace a combat, and keep players lively and excited.

It is important to note that characters should be allowed to participate in the narrative description. A Castle Keeper who spends 15 minutes describing or setting up a scene can easily lose a hard earned audience. Players should be allowed and encouraged to bring their own descriptive sub text to combat. The best and most common example of this is the called shot. If a character wants to strive for the heroic chance against all odds, they should be allowed to do so. Calling a shot, or any extraordinary act such as leaping onto the back of a flying dragon, generally throws out all the rules and the Castle Keeper must wing the encounter, allowing for chance, while seeking to achieve the most dramatic narrative possible.

Many factors must be considered, from the reasonable chance of success to the character's ability to do so, from the needs of the party to the game's need for realism, consistency and fun. This is where the art of running a good combat reaches its most demanding height, and where the rules are utterly subject to the narrative. The Castle Keeper must decide what is best for the game, the group and the individual player. A bored, frustrated player can be won back in seconds by a good call from the Castle Keeper. Even if Luther the paladin misses with his called shot, his blade may trip the enemy, casting them to the ground and thus buying precious time for the rest of the party to act. Leaping upon a dragon is no easy task and is perhaps the most deadly of maneuvers, but even if a character attempts such a thing and fails miserably, it may be the distraction needed for the rest of the party to retreat and survive to fight again another day.

It is important to note that the Castle Keeper must be careful not to run one-sided fights. Characters can do the same damage that monsters do. When Luther's blade strikes home it "cleaves the helm and skull of the hapless orc, making a red ruin of its head!" Running a combat in a narrative fashion is difficult, but fun. Engaging the players and keeping them such is one of the most rewarding experiences a Castle Keeper can have. But doing so means that the Castle Keeper must understand the rules and when to bend them. Achieving such mastery leads to every game being one where the iron of battle mingles with the fantasy of swords-and-sorcery adventure.

HIT POINTS

Hit points represent the amount of damage, physical and mental, a character, non-player character or monster can take before passing out or dying. A character's hit points are a mere abstraction and are not a numeration of the character's physical being. It is generally a representation of the overall health of the individual. The higher the hit points, the healthier the individual.

Hit points are determined by a character or monster's die types. There are several die types: **d4, d6, d8, d10, and d12**. Class descriptions list the type of dice for that class. Monsters have various dice types also. These are listed with the monster descriptions as given in the **Monsters & Treasure** book.

Hit points for the classes are acquired by level. At each level, the die type is rolled and added to the previous level's total. The constitution modifier is added or subtracted from this roll. At **10th level** and above, all classes acquire hit points at a specified rate. Constitution modifiers are added to or subtracted from this. In all cases, a character gains at least 1 hit point for each level advanced.

Monster hit points are specified in the monster description. Monsters receive a number of die types for hit points. Some rolls are adjusted. For example, 3d6 indicates that three 6-sided dice are rolled and added together for that monster's hit point total. 3d12+4 indicates that three 12 sided dice are rolled and 4 added to the total.

Temporary Hit Points: In some instances, such as with a bard's inspire ability, characters or monsters can gain temporary hit points. Temporary hit points are added to a character's current hit points. In combat, temporary hit points are the first to be reduced due to combat, spells or other instances in which damage occurs. When all temporary hit points are gone, they are removed from the character's normal hit points. For all intents and purposes, temporary hit points act as real hit points as long as the spell or ability is in effect. The only exception is that temporary hit points cannot be healed or cured.

Damage: Hit points can be reduced by weapons, magical spells, exhaustion, and poisons, amongst other things. These are detailed in the following section. Once damage is taken, it must be healed for the hit points to be restored to their maximum level. Hit points can never be healed beyond what they were before taking damage.

Healing: In general, hit points heal at a rate of one point per day and only if the character is resting, well fed, kept warm and the wounds being tended to. After seven days, the rate of healing increases to include the constitution bonus, if any. After 14 days, the rate of healing doubles and after thirty days, it triples. Rates of healing can be adjusted by magical healing, herbs, diet, level of care or other factors the Castle Keeper deems applicable.

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Zero Hit Points: In general, when 0 hit points is reached, the character or monster passes out. They are not dead, but rather incapable of acting while passed out due to blood loss and physical or mental damage. The character or monster is unable to act and is unconscious or gravely wounded. Those so wounded, if still conscious, can do little more than crawl from the battlefield or call out for help. Those with 0 hit points recover consciousness in 1d6 hours, after which they can move at ½ their normal move rate, but still cannot participate in combat, cast spells, turn undead or any strenuous or demanding action. The full effect of magical healing of characters reduced to 0 hit points is immediate.

At -1 to -6 hit points: the character or monster is rendered unconscious and grievously wounded. They require bed rest to recover. Unless magically healed a character so wounded must rest 24 hours before the process of healing begins. With most magical healing, the character's hit points can only be returned to 0, after which healing proceeds normally.

At -7 to -9 hit points: the character or monster is mortally wounded and loses one hit point per round after reaching -7 hit points. Aid administered to the wounds stops the hit point loss. This takes at least one full round, during which no hit point is lost. After 24 hours have passed, the normal healing process as described for -1 to -6 hit points begins.

At -10 hit points: to the stricken, death occurs immediately. Only *resurrection*, *reincarnation* or bribes to the Castle Keeper can remedy death.

Example

A knight is struck by a club wielded by an ettin and reduced to -1 hit points. Before healing begins, the knight must wait 24 hours. However, a cleric of goodly intent decides to share the grace of their deity with the knight and cast a *heal light wounds* on the knight. The cure is for 8 hit points, but the knight is only brought back up to 0 hit points. However, healing can proceed as normal thereafter.

DAMAGE

If a hit is successful, damage is assessed for the opponent and its hit points are reduced. Damage delivered from a blow by a weapon depends on the weapon being used or as described in the monsters description. Damage is applied immediately. If a character or monster dies as a result of damage inflicted, it gets no opportunity to swing, cast spells or anything else. There are several categories of damage that need examining. From this, the Castle Keeper should determine the type and nature of any damage inflicted on a character if not specifically described in the rules.

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Damage takes its toll in a variety of ways. A sword cutting an arm, a mace crashing into a shield and bruising an arm or simply physical exertion during the course of a difficult or long combat. The Castle Keeper should not automatically assume that damage causes flesh to be shorn from limbs and bones crushed. Four points of damage to a **3rd level** fighter could simply be bruising on the arm, a series of small cuts or exertion. Alternately, it could be a mortal blow that fells a character. In general, it is not wise to break bones, lop off limbs or inflict significant organ damage, as healing times for these types of wounds are significant and complete recovery often impossible. Being creative with the type of damage inflicted should enhance combat rather than detract from game play. Be sure to keep it that way.

WEAPON DAMAGE

The amount of damage inflicted is determined by the type of weapon being used or natural weapons such as the claws of a lion, the fist of a golem or the beak of a hippogriff. Weapon damages are listed in the equipment chart. Damage from melee weapons is adjusted by the strength modifier, magical weapon bonuses, and other factors or adjustments if applicable. Natural weapons and their effects are described in the appropriate monster description or combat rule. Any modifications to damage are noted in the descriptions.

MAGIC DAMAGE

Damage caused by spell effects are applied in the same manner as those by melee weapons or natural weapons. Special considerations are described in the appropriate spell. Of special note though, damage caused by illusions can be real. Though not real in a material sense, the viewer of the illusion believes the damage to be real and suffers psychic and mental shock as if it were real. The spell descriptions list the details of damage from illusions, but in general, it can be said that damage received from illusory attacks is, in reality, subdual damage and the characters follow all the rules for subdual damage with the following exception. Characters or monsters reduced to -10 hit points by illusory damage die from the psychic shock to the system, which is too great to withstand.

SUBDUAL DAMAGE

This type of damage is generally not fatal, though on occasion it can be. Subdual damage is more the bludgeoning one receives in a fist fight than the slashing, gashing bone breaking combat of swords and maces. It may hurt and even knock one unconscious, but rarely draws blood and usually results in damage that heals quickly.

Subdual damage is usually caused in unarmed combat with natural weapons. However, many monsters use natural weapons that cause normal damage. If a monster's attack causes subdual rather than normal damage, the monster description will note it. Otherwise, damage from monsters should be considered normal damage. A monk's unarmed attack is normal damage, unless the monk chooses to subdue as if using a weapon.

An attacker can use weapons to deliver subdual damage but it does so at varying rates. When being used for subdual, weapons inflict normal damage, but it is mostly temporary damage. Minimally, these weapons deliver one point of damage. All subdual damage delivers some normal damage. For every five points of subdual damage inflicted, one point is considered normal damage.

Subdual damage heals faster than normal damage as it is not usually fatal. It heals at a rate of 1 hit point per every 10 minutes. The normal damage inflicted as a part of subdual damage heals as previously described. At the Castle Keeper's discretion, when a character reaches -10 hit points or more of subdual damage, they have taken severe enough bludgeoning damage to an internal organ to cause death or permanent incapacitation. Otherwise, they should be considered unconscious for 24 hours and do not begin healing until gaining consciousness.

FALLING DAMAGE

Falling damage occurs when a character or monster falls from a height of five feet or more. Falling can be very deadly and players should be made aware of the potential hazards of a fall prior to beginning a climb.

If a character falls from a height of six to ten feet, a dexterity check must be made. If the check is successful, the person falling takes no damage. If the check is not successful, the person takes 1d6 points of damage. From heights greater than ten feet, damage accrues significantly. For every ten feet fallen, the number of d6 used for damage increases by one. The damage for each 10 feet fallen is cumulative.

Example

If a character falls 18 feet, they take 1d6 damage for the first ten feet and 2d6 damage for the next 10 feet for a total of 3d6 damage. If a character were to fall from a height of 45 feet, they would take 1d6 damage for the first 10 feet, 2d6 damage for the second 10 feet, 3d6 damage for the third 10 feet, and 4d6 damage for the last 10 feet, for a total 10d6 points of damage.

LIQUID AND GAS DAMAGE

Liquid damage occurs when dangerous liquids strike and splash onto a character or monster. The damage may be immediate or caused after the fact when ignited. It includes flammable and combustible liquids and gases. The source includes both monster and character attacks, sprung traps, or even natural obstacles. Liquid damage encompasses a wide variety of materials such as lamp oil splashed on a target or hurled from a burning lamp, acid in a vial, cooking grease, gases released from plants, etc. Consult the following table for damage and area of effect.

Damage from gas occurs when a character or monster runs afoul of it, underground or outside. Consult the following table:

EFFECTS OF GAS

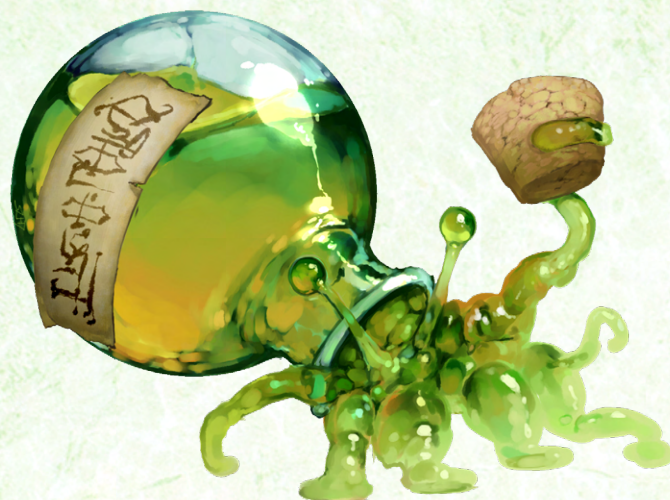
Gas	Effect	Secondary Effect	Save	Special
Methane	Nausea, Vomiting	Euphoria Confusion, Death	CL 5+1/rnd. of contact. Save each rnd.	Flammable: Open flame ignites gas for 6d6 damage to all within gas, save for ½.
Carbon Dioxide	Lethargy, Dizziness: -2 to Siege Checks.	Sleep, eventual death.	CL 4+1 per round of contact. Save checked every round.	Nonflammable: Squelches candles, torches/non-magical fires.
Sulfurous	Blisters skin, air passages dealing 1d6 damage/round. Con Save/Half.	Asphyxiation: 1d2 Con/Round Until Dead.	CL 4+1 per round of contact. Save checked every round.	Fog: -4 to Wisdom checks to observe locations, directions, foes.
Butane	Slowed to ½ normal speed unless immune to cold.	Asphyxiation/Death: 1d2 Con/round until dead.	CL 3+1 per round of contact. Save checked every round.	Flammable: Open flame ignites gas for 3d6 damage to all within gas, save for ½.

EFFECTS OF DANGEROUS LIQUID

Liquid	AoE ¹	DMG	Save
Acid	5 feet	2d6	Dex for half
Flammable gel	5 feet	2d6	Con for half
Flammable liquid (oil, greek fire, etc)	10 feet	1d8	Dex for half
Gas (poison, etc)	20 feet	2d4	Con for half
Holy Water/Unholy Water ²	2 feet	1d8	n/a

¹ The area of effect is calculated as diameter.

² Holy Water can only be used this way against undead and evil elementals and extraplanar creatures. Unholy water can only be used this way against paladins, lawful good clerics, and good elementals and extraplanar creatures.



TURNING UNDEAD

Clerics and paladins have the ability turn undead. This power allows them to channel divine power through the display of a holy symbol and invocation, prayer or song for the purpose of repelling, controlling or destroying undead monsters.

TURN UNDEAD (Wisdom): Turn undead requires a successful wisdom attribute check. The challenge level for the check is equal to the undead creature's level. A successful turn undead check results in the undead monster being turned or destroyed. Alternately, evil characters with this ability can attempt to control the undead or even paladins. In game terms, turning undead should be considered a special, ranged combat attack. The maximum range for turning undead is 60 feet. A cleric can attempt to turn one type of undead per round.

Example

A group of 6 skeletons, 4 zombies and a vampire approach a cleric, who decides to attempt a turning. The cleric can attempt to turn one type the first round. The cleric elects to attempt to turn the zombies. The cleric makes a turn undead check and succeeds. On the next round, the cleric can attempt to turn the skeletons or the vampire.

If the turn undead attempt fails, however, those specific individuals directly targeted are immune to that specific cleric's turn ability for a full day. Again, using the situation described above, if the cleric failed to turn the zombies, he could attempt to turn the skeletons or vampire in round two, but could not attempt to turn the zombies again for that combat. The only exception is that newly arrived creatures of the same type, or in a different group, can be turned. So, in the example situation, if a new group of zombies joins the combat, the cleric could attempt to turn the new group of zombies. Essentially, a cleric has one chance to turn each opponent in a combat or 24 hour period, with each opponent being composed of a group of undead of the same type.

NUMBER OF UNDEAD TURNED

The number of undead monsters that are turned is determined by special rules and depends on the undead monster's type: common, extraordinary or unique. The turn undead ability affects 1d12 common undead, 1d6 extraordinary undead, or 1 unique undead. For each type, the number turned is increased or decreased by the cleric or paladin's charisma modifier.



Common Undead: are non-sentient, automaton-like undead such as skeletons and zombies.

Extraordinary Undead: are semi-sentient undead of great power that usually have special abilities. They typically are trapped between the material and spirit worlds, and include such monsters as wraiths and ghosts.

Unique Undead: are those rare and powerful creatures of strong will and intelligence such as vampires and liches.

TURNED UNDEAD

Turned undead flee at their full movement rate for ten rounds. If unable to flee, they will cower. A +2 bonus to hit is awarded on all attacks versus cowering undead. If the cleric approaches within ten feet, or attacks a cowering undead monster, the turning is broken and the undead creature will attack. Others may attack the cowering creature without breaking the turning effect. Turned undead will not automatically flee evil clerics. Instead, they are rebuked and will cower in awe.

DESTROYING UNDEAD

If the cleric or paladin is five levels higher than the level of the type of undead being turned, the character destroys the undead instead of turning them. The number destroyed is the same as the number of undead that the character would normally turn. If a cleric or paladin is ten levels higher than the level of the undead being turned, the character automatically destroys the maximum possible number of undead.

Example

A 12th level cleric making a successful turn undead check against level 1 skeletons automatically destroys an amount of skeletons equal to 12 plus the character's charisma modifier.

EVIL CLERICS

Evil clerics can assume control of undead instead of turning or destroying them, and can also turn paladins as if the paladins were unique undead. The evil cleric makes a normal turn undead check to do so. If the check is a success, and the cleric is five levels higher than the level of the type of undead being turned or destroyed, the cleric may control the undead instead of turning or destroying them. The number controlled is equal to the number of undead that the cleric would normally turn/destroy. If an evil cleric is ten levels higher than the level of the type of undead sought to be controlled, the character automatically controls the maximum possible number of undead.

Controlled undead become permanent servants under the evil cleric's mental command unless released. The cleric must take an action to give mental orders to controlled undead. Control can be freely passed from one evil cleric to another if the recipient cleric passes a turn check of his own. At no time, however, may an evil cleric control a

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number of undead whose total level is greater than 5 times the cleric's level. Thus, a 5th level evil cleric could control a maximum of 25 skeletons.

PALADINS

Paladins turn undead as a cleric of two levels lower than the paladin's level. That means a paladin can't turn undead until 3rd level, at which point the paladin may turn undead as a 1st level cleric. Paladins themselves can be turned by evil clerics.

REWARDS

After defeating fearsome foes in deadly combat and gathering long lost treasures from dark caverns, the characters should have garnered some little experience in the arts of mortal combat, the capacity to withstand the rigors of a harsh world, the senses to avoid trouble and not some small amount of wisdom. Considering the gold, gems, jewelry and magical treasures acquired, the real experience gained is that of knowledge. The characters end their adventures stronger, wiser and more capable.

Experience points are awarded by the Castle Keeper to the players either on an individual basis or collectively. The experience points awarded are for monsters killed or overcome, treasure acquired, good role playing and successful adventuring.

EXPERIENCE POINTS

After characters defeat monsters or acquire treasure, they earn experience points (XP). The Castle Keeper is free to award experience points in whatever manner desired, but the following is a recommended general method.

Monsters: The Castle Keeper adds the value of all monsters defeated or overcome on the adventure. Each monster has a base XP value, and a bonus can be given if a specific monster was greater than normal for its type. The total XP are then divided by the number of characters that defeated the monsters.

Money: Although not all Castle Keepers do so, some award XP for non-magical treasure. The Castle Keeper should award 1xp to the party for every 1gp value of non-magical treasure such as money, gems, art and other items acquired during the adventure.

Magic Items: Like monsters, magic items have a XP value. The Castle Keeper should award a magic item's XP value to a character who possesses and uses the item for a period of time.

Story: The Castle Keeper should assign an XP value to each adventure and award that total to each character who completed the adventure successfully. An easy way to determine the story XP value is to compare the adventure to a monster of a level that is challenging to the party. The Castle Keeper can then award XP as if the party overcame that monster.

Role playing: The CK can also award specific characters XP bonuses for good role playing (or penalties for bad) in a specific

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situation or over the course of an adventure. A good range to award is 25 to 250 XP, depending on the level of the character.

GAINING LEVELS

Characters gain levels as they adventure. Gaining levels equates to becoming better and more experienced at one's chosen profession. With new levels, the character gains more abilities and greater chances of performing abilities successfully. Hit points increase as does bonus to hit.

To gain a level, the character must accumulate enough experience points to meet the next level's experience point progression (EPP). The EPP for each class are located in the appropriate class description. Experience points are gained by successfully completing an adventure, killing foes, successfully performing actions, collecting treasure and as rewards for good role playing. The Castle Keeper awards experience points as described in the rules but always has the right to add or subtract experience points for whatever reason.

Monster experience points are located in **Monsters & Treasure**. Experience points awarded for treasure acquired is equal to the gold piece value of all the treasure picked up in the course of adventuring. Optionally, the Castle Keeper may not allow this or only some percentage of the treasure's value, as this may speed up the rate of level progression depending on the amount of treasure acquired. Bear in mind that the Castle Keeper does not have to award this amount if the player did a poor job of role playing, but can if they want to. For more on awarding experience points see the **Castle Keepers Guide**.

Once enough experience points are acquired to advance a level, the character must train for the number of weeks equal to the level reached before receiving the benefits of that level.

Example

A 6th level cleric, upon acquiring the experience points necessary to reach 7th level, must train for 7 weeks before receiving the benefits of that level. Once training is completed, the character gains the extra hit points, spells or abilities which that level confers upon the class.

TREASURE

Treasure can consist of any, or all of the following: coins, gems, jewels, art objects, mundane items, treasure maps, spellbooks and magic items. Treasure can be found in lost dungeons, hidden in a merchant's pocket or serve as the bed for an ancient red dragon.

Treasure reflects the wealth that a character or monster owns or has acquired in a lair. In most cases, a creature keeps valuables in its home or lair, and carries little or no treasure when it travels. Intelligent creatures that own useful, portable treasure

such as magic items tend to carry and use them, leaving bulky and valuable monies and gems in their lair.

MOVEMENT

Movement is a fairly abstract necessity in any game. The movement rates listed for characters, monsters and NPCs is an estimation of how far that creature can move at a normal pace in a round. In general, jogging is twice that movement rate, while running is four times the movement rate. As this is a ten second movement rate, a full minute would be six times the movement rate. Movement outdoors equates to movement indoors. For movement outdoors, it should be noted that at an average walking pace for an unencumbered person is about 2 miles an hour.

Moving silently occurs as per the class descriptions. Moving silently does not mean that the character is moving without making a sound. Moving silently means that the character is attempting to move and make as little noise as possible. If successful, this means that the character has moved in such a manner that no one within hearing range has heard them. Some creatures have a more acute sense of hearing so adjustments to the roll might be necessary. For instance, a wolf can hear better than a human, so the Castle Keeper may want to adjust the challenge level by +2 or more. Further, it is easier to move silently in certain areas. Moving silently across a carpet is much easier than moving silently across a dry forest bed full of leaves and twigs, so adjustments can be made for this environment also if the Castle Keeper chooses.

In much the same manner, moving while invisible does not mean the character cannot be detected. If the character makes noise, this can be heard. Further, all creatures smell and the odor of a sweating body can be detected. Bear in mind, many creatures use sonar or other abilities to determine the location of prey and this can reveal the presence of an invisible creature. An invisible creature does not leave a heat signature.

SPELL RESISTANCE

Spell resistance is a special defensive ability. A defender's spell resistance is like an armor class against magical attacks. If a spell is being resisted by a defender with spell resistance, the caster of the spell must make a check (1d20) at least equal to or greater than the creature's SR for the spell to effect that creature. Spell resistance applies even if a given spell also allows a creature a saving throw. The effects of spell resistance, if any, are applied first, and then the creature may also make a saving throw. In most cases, spell resistance applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place, such as a *wall of resilient alloy*. Note, all creatures have an inherent SR of 1.

VISION

The distance one can see depends upon the amount of light there is available as well as the type of vision one has. Some creatures have the ability to see in the dark or in spaces where normal human vision does not work. There are five gradations of vision: normal, deep vision, twilight vision, dark vision and dusk vision.

NORMAL VISION

If there are no physical obstructions a normal human, on a flat plain, can see as far as the horizon. On a normal plane, like earth, that is roughly 3 miles. Discerning details depends on brightness and air temperature.

DEEP VISION

Ages spent beneath the earth, and in the dark and quiet places of the world have imbued certain creatures with the ability to see into darkness that a human would find impenetrable with the naked eye. This vision extends up to 120 feet in even the darkest of nights and deepest of tunnels. Colors tend to erode with deep vision, and objects appear in many shades of gray. It is otherwise like normal sight, and creatures can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil deep vision. A creature requires one minute to adjust their eyes when a light source is extinguished before gaining full use of deep vision.

TWILIGHT VISION

Even under starlight, moonlight or low light conditions these creatures have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile when outside.

DARK VISION

In a similar manner to deep vision, some creatures can see in complete darkness for up to 60 feet. Dark vision produces images that are in shades of gray, but it is otherwise like normal sight. These creatures can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil dark vision. A creature requires one minute to adjust their eyes when a light source is extinguished before gaining full use of dark vision.

DUSK VISION

Halflings, with their large and piercing eyes, can see in starlight and moonlight just as a human can at dusk. They retain the ability to distinguish color and some detail under these conditions, though everything is cast in shadows. They have no enhanced vision underground, under torchlight or in similar conditions of poor illumination.

LIGHT SOURCE

Light sources provide vision for creatures unable to see in the dark. The radius of vision depends on the light source.

LIGHT (IN RADIUS)

Source	Clear To	Ambient To	Duration
Brazier/Cresset	50 feet	100 feet	4 hours
Burning Flames	10 feet	20 feet	Spell
Camp fire, small	30 feet	75 feet	2 hours
Camp fire, large	60 feet	150 feet	3 hours
Candle	5 feet	15 feet	1 hour
Lamp/Lantern	30 feet	60 feet	4 hours
Lantern, Bullseye *	60 foot	120 foot	4 hours
Lava source	500 feet	1000 feet	N/A
Lichen	1-5 feet	2-8 feet	N/A
Light spell	40 feet	60 feet	Spell
Magical dagger	10 feet	10 feet	Unending
Magical sword	20 feet	20 feet	Unending
Magical weapon	20 feet	20 feet	Unending
Torch	40 feet	60 feet	1 hour

* The bullseye lantern sends a cone of light out.



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TIME

In **Castles & Crusades**, time is represented in two simple equations: a round is 10 seconds and a minute is six rounds. This allows the Castle Keeper a logical solution to the unfolding of events in combat or roleplay. That said, the Castle Keeper should be flexible in interpreting the round. In normal circumstances, actions are pretty simple.

Example

Grog the fighter attacks Nard the ranger. Grog wins initiative and swings. Nard takes his swing. Both being high rollers they crack each other on the head. But throw in the use of shields, parrying, dodging, other combatants, the ringing of axe on shield, spells and magical devices; not to mention the shouting that innovative players do, the calls for help or curses upon the unlucky blade, the wounded and dying and it all adds up to one chaotic ball of action, consequence and inaction. The CK has to be very flexible and willing to move with events and the actions of their players. Tracking off seconds of the round can slow the pace of a well run combat and disconcert players who are immersed in the cacophony of sound and sight described by the CK. Grog is struck hard by Nard, with what appears to be a mortal blow. On the next round, Grog tries to heal himself, swing his sword and trip Nard. Needless to say this is far too many actions. But if Grog wants to roll and throw up his shield at the same time, though he's lost initiative, such an action would not be impossible and earn him some bonus XP points from the Castle Keeper.

same references as do human and demi-human languages. The gnome who speaks to the mole is going to find himself trying to understand a language that has little relation to his own. The mole has different points of reference for simple things such as distance, smell etc. Languages can be an important part of the game and can offer very challenging role playing obstacles if the Castle Keeper is not overly generous in handing them out and the player is intrigued enough to unravel ancient societies' customs with halting words and hand gestures.



LANGUAGES

Every character begins play with the ability to speak a vulgate language. That is, a language that is common to many inhabitants of the region in which the adventure begins.

Each race gets a certain number of racial languages. Beyond this characters receive language bonuses equivalent to their intelligence bonus. Learning languages is not something that can normally be done over night. Characters should be encouraged to choose those extra languages they want to learn, but unless they retire for a year or so to study it, they should not be allowed to read, write and speak the language immediately. For instance, Quintus, who speaks only the common tongue, travels with Zarious the Mage, who speaks an ancient language fluently. The player tells the Castle Keeper that Quintus is going to study the language while they travel, thus the Castle Keeper may allow them to get by with the new language within a few months, but to not become fluent for several years of travel. Further, learning other species languages, like those spoken by dragons, should be approached cautiously, and short of magic, perhaps impossible. Some languages do not have the

ADVENTURING PARTIES

It is a challenge to create a well-balanced party, but a well-balanced party improves the survival rate of all characters. Almost all parties benefit from the presence of the four basic classes: fighter, rogue, wizard and cleric. These four classes supply the basic abilities of fighting, scouting, magic and healing. These classes are almost indispensable for the composition of a well-rounded party. Yet, players are not limited to those four classes because other classes are similar and expand upon the four classic archetypes.

The four basic classes embody specific roles in the adventuring party, and those roles can be broadened to allow the play of classes that may be better for specific campaigns. The four basic class archetypes can be described as warrior (fighter, ranger, barbarian, knight, paladin), rogue (rogue, assassin), divine spell caster (cleric, druid) and arcane spell caster (wizard, illusionist). Some of these classes have aspects that cross the boundaries between archetypes, such as the paladin, a fighter who possesses some of the cleric's worthy traits. And the remaining two classes, monk and bard, provide even more of a mix of different archetypal roles. They can fill one of the classic roles, or greatly enhance and round out a party, especially in certain types of campaigns.

Care must be taken, however, that characters are not too tailored for certain encounter types. This leads to a superfluous character and bored players. Designing an assassin to join a party that is undergoing a lengthy overland trek through a trackless wilderness is bound to prove fruitless for the character and frustrating for the player.

Racial diversity is also important to party composition, and can sometimes make up for a weakness in one area. For example, a party without a rogue may still have excellent scouting ability if it has an elf or halfling in it.

Overall, it should be remembered that one class's weakness can be compensated for by another's strength. Each party member can play off of another, and depend on each other for success. Cooperation is essential to overcoming obstacles and achieving success in any given adventure, as well as for providing fun to all. Below is a brief explanation of the purpose and role of each class.

BARBARIAN: The barbarian is a warrior, but one that can take even more damage than the typical fighter. Their unique abilities provide a reserve of strength that many a party may need to survive the day. Their backgrounds lend excellent role playing skills to outdoor adventures, and provide nice contrast when role playing more civilized encounters.

BARD: The bard provides leadership and inspiration, but often in support as opposed to direct leadership. Their ability also lends itself to information gathering, influencing others and even spying, often in a subtle way given its best effect through role playing. Additionally, their hit points, armor and weapon choices make them good fighters.

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CLERIC: Adventuring parties covet and protect their clerical members for good reason. A cleric's combat and spell capability, along with the divine power to combat undead, constitute an irreplaceable foundational stone to a party. Clerics are especially adept at protection, guidance and healing. Indeed, the well-played cleric can occupy all four classic archetypal roles at some point in their career.

DRUID: Druids are similar to clerics, but their strength lies in support and guidance, especially in wilderness settings. Druids have their own unique combat and information gathering abilities that make up for any lack of ability to combat undead.

FIGHTER: Fighters combat and defeat opponents, thus helping to ensure the party's survival. Fighters lead the party, defending it and taking the brunt of any attack. Fighters protect the weaker members of a party and supply strategic knowledge and strategic expertise.

ILLUSIONIST: Like wizards, illusionists play offensive, defensive and informational roles in an adventuring party. The unique nature of their magic can often effectively combat odd and unique creatures that a arcane or divine spell caster's magic has no effect on at all. Even more than the wizard, the breadth of an illusionist's magic is limited only by the player's imagination.

KNIGHT: The quintessential leader of the party, the knight's social standing and natural charisma lend them the abilities to lead the party in all settings. They are adept fighters, especially from horseback, and they can form the backbone of any adventuring party.

MONK: The monk should not be underestimated for its ability to act as the party's fighter. Their ability to withstand damage, and as they gain in experience, to deal damage, is potent. Further, their unique non-combat abilities provide an added resource to any party. The monk often plays many roles in a party.

PALADIN: The paladin is a unique warrior, divinely inspired and is especially adept at combating evil and protecting the party against it. They possess a potent combination of strength-of-arms, leadership and divine magical ability, including healing and turning undead.

RANGER: Like a fighter, a ranger's primary purpose is to fight monsters. Additionally, a ranger's special knowledge and tracking ability enhances a party's ability to survive in the wilderness and to achieve success in the goals of an outdoor adventure. It also provides some of the scouting ability typically covered by the party's rogue.

ROGUE: The rogue serves as the eyes and ears of an adventuring party. Their ability to hide, move silently and strike from behind makes them perfect scouts in both dungeon and outdoor settings. Their ability to find and disarm traps, open locks and decipher scripts provides invaluable skills necessary to a party's survival.

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WIZARD: Wizards utilize their spells and knowledge in a variety of ways to benefit an adventuring party. Indeed, a wizard's role may change during an adventure and over the course of a series of quests. A wizard may provide combat support one moment, decipher a riddle the next, and then cast a defensive shield against a fearsome monster allowing a companion the opportunity to strike a deadly blow. A wizard's imaginative use of spells provides a party with an ever-changing and valuable resource.

ASSASSIN: The assassin is less useful in outdoor settings, they are more at home in cities, towns and even dungeons. The assassin's ability to evaluate and specifically target individual foes, and use disguises, make them dangerous and capable spies and able to launch unexpected attacks.

EXAMPLE OF PLAY

For the novice Castle Keeper the following examples are included in this edition of the *Players Handbook* in order to supply a better understanding of how conflict and resolution plays out in the game. Monsters are introduced in stat blocks.

The abbreviations and definitions are as follows:

LEVEL (LVL): The level represents the number (and type) of die rolled for the creature's hit points. In addition, the number of levels is also the bonus to hit for this enemy to strike others in melee or ranged combat.

HIT POINTS (HP): The number of hit points each monster possesses.

ARMOR CLASS (AC): The creature's armor class.

MOVE (MV): The creature's movement rate.

ATTRIBUTES: Abilities for monsters are expressed as primary for physical or mental attributes.

Goblin (These creatures' vital stats are Lvl 1d6, HP 3, AC 15, MV 20 ft. Their disposition is law/evil. Their primary attributes are physical. They attack with a short sword for 1d6 damage. They have dark vision that allows them to see in the dark up to 60 feet. They are worth 5+1 experience points.)

Hobgoblin (These creatures' vital stats are Lvl 1d10, HP 5, AC 15, MV 30 ft. Their disposition is law/evil. Their primary attributes are physical. They attack with a Halberd for 1d10 damage. They have dark vision that allows them to see in the dark up to 60 feet. They are worth 7+1 experience points.)

Worg (These creatures' vital stat are Lvl 4d8, HP 16, AC 14, MV 50 ft. Their disposition is neutral. Their primary attributes are physical. They attack with a bite for 2d4 points of damage. They have the ability to trip victims by pulling them to the ground after the victim fails their dexterity check. They have dark vision and twilight vision. They can track as 2nd level rangers. They are worth 60+4 experience points.)

Suryc (She is a 7th level, half-elf, wizard. Her vital stats are Lvl 7, HP 16, AC 11, MV 30 ft. Her primary attributes are dexterity and intelligence. Her disposition is neutral/good.

Her attributes are strength 13, dexterity 15, constitution 9, intelligence 17, wisdom 15 and charisma 12. Her basic attack bonus is +2. Her spells are as follows: 0th Level 5, 1st Level 5, 2nd Level 4, 3rd Level 2. She has the following racial abilities: empathy, move silently, spot hidden doors, attribute modification, enhanced senses and spell resistance. She wields a staff for 1d6+1 points of damage.)

Bjorn (He is a 5th level, human fighter. His vital stats are Lvl 5, HP 32, AC 17, MV 30 ft. His disposition is law/neutral. His primary attributes are strength, dexterity and wisdom. His basic attack bonus is +5 (+6 with flail). His attributes are strength 16, dexterity 15, constitution 13, intelligence 12, wisdom 9 and charisma 10. His special abilities are weapon specialization (flail) and combat dominance. He carries a breastplate and small shield and wields a heavy flail for 1d10 points of damage.)

Una (She is a 6th level, elven rogue. Her vital stats are Lvl 6, HP 24, AC 16, MV 30 ft. Her disposition is neutral/good. Her primary abilities are dexterity and charisma. Her abilities are strength 9, dexterity 19, constitution 12, intelligence 16, wisdom 12 and charisma 15. Her special abilities are back attack, cant, climb, decipher script, listen, move silently, open lock, pick pocket, traps, sneak attack, enhanced senses, twilight vision, move silently, spell resistance, spot hidden doors, weapon training in composite short bow. She has leather armor and a small shield and wields a short sword for 1d6 or a composite short bow for 1d8 damage.)

It is near twilight when Una, while trying to scout out a suitable campsite, discovers a small band of goblins lead by a hobgoblin mounted on a worg. Not having time to go back and warn her companions, Una scrambles into the lengthening shadows and tries to hide from her foes. The worg sniffs the air, as if she smells something. The Castle Keeper tells Una's player to make a hide check to conceal her effectively. The CK decides to use the worg's Lvl of 4 as the challenge level, modified by +2 for the scent ability. He does not tell Una's player this, though. Una's player rolls a d20 and adds her dexterity bonus as well as rogue level. She rolls an 11 on the die, giving her a total of 20. Since dexterity is a prime attribute for her, she beats the challenge base of 12 by 8 with her roll. The CK notes that this is more than the challenge level of 6, so Una is successfully hidden.

Just as the worg settles down, however, they hear Suryc and Bjorn bumbling through the woods. The goblins also hear them coming and prepare a hasty ambush. A few moments later, Bjorn and Suryc come to the clearing. The Castle Keeper tells the players to check for surprise as the goblins, hobgoblins, and worg are waiting for them. The two players make wisdom checks for their characters. Suryc's player rolls a 10, which gives him a 17, which isn't quite enough to beat his non-prime challenge base of 18, so he is surprised. A 12 comes up on Bjorn's player's die, but that is enough to beat his prime challenge base of 12, meaning that the seasoned warrior was not caught unaware by his foes. Una's player declares she will use her sneak attack ability on one of the hobgoblins this round. The CK makes a wisdom check for the hobgoblin to see if he is surprised. Since the hobgoblin has his saves listed as P, physical, his challenge base is 18. The CK rolls a 7 for the hobgoblin, so he is surprised by Una's attack.

The players and CK now roll a d10 for their initiative this round. Suryc's player doesn't roll since he is surprised this round. Bjorn's player rolls a 4, Una's player rolls a 5 and the Castle Keeper rolls a 5 for the enemies. He chose to roll the enemies as a group to speed things along. The Castle Keeper also decides to give Una a +2 initiative boost this round for being so well hidden.

Following initiative, the Castle Keeper first lets Una's surprise attack happen. Una will be firing her bow at the hobgoblin this round. Her player rolls a d20 and gets a 9 which is then added to her dexterity bonus and basic attack bonus, giving her a total of 14. Una also gets a +2 bonus for her sneak attack ability, resulting in a final to hit roll of 16. This is more than the hobgoblin's AC of 15, so she hits. Una's player rolls the d8 damage for the composite short bow and gets a 4. Her sneak attack ability allows her to add four to her damage, so she does a total of 8 damage to the hobgoblin. That is enough damage to drop him (he only had 7 hit points). Her arrow sinks deeply into the hobgoblin's neck, and he falls limp from the worg's back.

Next the goblins and worg can attack. The goblins are surprised by their leader's sudden collapse, but are still heartened by the worg's presence. The worg leaps at the smaller, unarmed half-elf, thinking her quick prey. The goblins choose to charge Bjorn. First the worg's attack is resolved. The CK rolls a 7 for the worg's attack roll and adds the worg's level total to the attack for its basic attack bonus. This gives the worg a total of 11 to hit, which just beats Suryc's 11 AC. The CK rolls 2d4 damage for the worg's bite, and gets a 6, reducing Suryc's hit points to 10 as the worg bites deeply into Suryc's leg. The CK then decides to use the worg's trip ability, allowing her to automatically force her opponent to the ground on a successful bite attack. Suryc is allowed a dexterity save to prevent this. Suryc's player rolls a d20 and gets an 11. He gets to add his wizard levels and dexterity bonus to this, giving him a total of 19. This easily beats his prime challenge base of 12, so Suryc is not knocked down.

The goblins charge Bjorn. Since they are charging they take a -4 to their AC but gain +2 damage against the human. The Castle Keeper rolls five d20s and gets a 4, 10, 15, 17, and 20 which are all modified by +1 (the level of the goblins). That means two of the goblins hit Bjorn. The CK rolls their d6 damage and get a 3 and a 4, meaning that Bjorn loses 11 hit points total, including the charge damage bonus. This reduces Bjorn down to 25 hit points, which still leaves him in pretty good shape.

Finally, Bjorn makes his attack during the surprise round. His player declares that Bjorn will be using his combat dominance ability and attack two goblins this round. Since the goblins are all of 1d6 levels, he can do this. Bjorn's player makes two attack rolls, rolling a 3 and an 18. Adding his Strength bonus and basic attack bonus, this means Bjorn hits AC 11 through 26. The goblins normally have an AC of 15, but since they charged, it is an 11 this round, so he hits two goblins. He rolls his heavy flail's damage and rolls a 4 and a 9. This is modified by his strength and his weapon specialization bonus, meaning he does 7 damage to one goblin and 12 damage to the second, which is enough damage to kill both goblins.

Now the surprise round is over and the players and CK roll initiative again. Suryc's player can roll initiative this round since he is no longer surprised. Una rolls a 4, Suryc a 10, Bjorn a 2, and the goblins and worg get a 5. So the turn order this round is Suryc, the goblins and the worg, Una and then Bjorn.

Suryc knows he is in trouble, since the worg is a killing machine. His player quickly checks his prepared spells and decides that his *fear* spell will do the trick. He casts the spell on the worg, forcing it to make a charisma save or flee in panic. The worg's saves are listed as physical only, so that means its challenge base is 18. This is modified by Suryc's casting level of 7, which means the worg must beat a 25 on his roll. The CK notes that the worg cannot possibly beat a 25, so the worg panics and flees the combat. The worg runs at his full run speed of 200 feet away from Suryc.

The worg's panicked departure greatly shakes the goblins. The CK determines that they will try to escape combat. Two of them decide to flee as well, using the hasty disengage option while the third, more wisely, chooses the fighting disengage. The two that make the hasty disengagement may move their maximum running distance (80 ft), but Bjorn gets a free attack on both of them. Moreover, their AC are lowered to 13 for these attacks due to their hasty departure. Bjorn's player rolls for his attacks and gets a 2 and a 6, which means he hits AC 10 and AC 14. Bjorn misses one of the fleeing goblins but hits the other for 6 points of damage, cutting it down as well. The fleeing goblin moves 80 feet away. The other goblin, making a fighting withdrawal only moves 10 feet away, but does not provoke a free attack, nor is his AC lowered.

Una's turn comes up and she chooses to take a shot at the worg as it is fleeing. The CK tells her the worg is about 180 feet away, which puts it at long range for her composite short bow. This means she is at a -6 to her attack roll due to the range. Una's player rolls and gets a 15, which leaves her with a final to hit roll of 14. This is exactly the same as the worg's AC so she just barely hits the beast. Una's player curses that she only rolled a 2 on her 1d8 damage die, barely damaging the fleeing creature.

Finally Bjorn decides to give chase to the retreating goblins. He cannot reach the goblin that fled last round, but he can move and attack the one that made a fighting disengagement. Moving 10 feet and then attacking again, Bjorn can make two attacks on this goblin due to his combat dominance ability and he chooses to do so. His first attack roll is a 1, which means he hits AC 9, which is a miss. His second roll, however, is an 18, which hits AC 26, meaning he soundly hit the goblin's AC of 15. The flail crashes heavily into the goblin for 12 points of damage, crushing its skull.

This round of combat is over and the players decide to let the goblin and worg flee. The worg won't come out from the effects of the spell for another five rounds, and it will think better of doubling back to attack the party. The goblin runs away and tries to find its way back to its war party to inform them of the adventurers in the woods.

SPELL REFERENCE TABLE

NAME	CT	RANGE	AoE	DURATION	SAVE	SR	COMP.
ACIDIC BOLT	1 rd.	450 ft.	N/A	1rd. + 1rd./2lvl.	None	Yes	SW,HG,M
AID	1 rd.	Touch	N/A	1 min./lvl.	None	Yes (h)	HS
AIR/WATER STRIDE	1 rd.	Touch	N/A	10 min./lvl.	Wis Negates (h)	Yes (h)	SW,HG,HS
ALARM	1 rd.	50 ft.	60 ft. diameter	2 hrs./lvl.	None	N/A	SW,HG,F,HS
ALTER ONE'S PERSON GREATER	1 rd.	Personal	N/A	10 min./lvl.	None	No	SW,HG
ALTER ONE'S PERSON LESSER	1 rd.	Personal	N/A	10 min./lvl.	Int Negates	No	SW,HG
ALTER SIZE	1 rd.	50 ft.	N/A	1 min./lvl.	Con Negates	Yes	SW,HG
ANGELIC IMAGE	1 rd.	50 ft.	N/A	1 rd./lvl.	Cha Negates	Yes	SW,HG
ANIMAL ALTERATION	1 rd.	150 ft.	25 ft. x 25 ft.	1 min./lvl.	None	Yes	HS
ANIMAL BOND	1 rd.	50 ft.	N/A	Until Betrayed	Cha Negates	No	SW,HG,M
ANIMAL COURIER	1 rd.	Touch	N/A	1 day/lvl.	None	Yes	SW,HG,M
ANIMAL FORM	1 rd.	50 ft.	25 ft. x 25 ft.	1 hr./lvl.	None	Yes (h)	SW,HG
ANIMATE CORPSE	1 rd.	50 ft.	25 ft. x 25 ft.	Permanent	None	No	SW,HG,M
ANTI-ILLUSION SPHERE	1 rd.	Personal	20 ft. diameter	1 min./lvl.	None	No	SW,HG
ANTI-LIFE SPHERE	1 rd.	Personal	20 ft. diameter	1 min./lvl.	None	Yes	SW,HG,HS
ANTI-MAGIC SPHERE	1 rd.	Personal	20 ft. diameter	1 min./lvl.	None	Yes	SW,HG
ANTIPATHY	1 hr.	50 ft.	10 ft. x 10 ft.	2 hrs./lvl.	Cha Negates	Yes	SW,HG,M,HS
ANTI-PLANT SPHERE	1 rd.	Personal	20 ft. diameter	1 min./lvl.	None	Yes	SW,HG,HS
ARCANE ARMOR	1 rd.	Touch	N/A	10 min./lvl.	None	Yes	SW,HG,M
ARCANE RUNE	1 rd.	Touch	N/A	Permanent	Cha Negates (h)	Yes	SW,HG
ARCANE VISION	1 rd.	Unlimited	N/A	1 min./lvl.	None	No	SW,HG,M
ASTRAL TRAVEL	30 min.	Touch	N/A	Until Dispelled	None	Yes (h)	SW,HG
ATONEMENT	1 hr. + 1 hr./lvl. of target	Touch	N/A	Permanent	None	Yes (h)	SW,HG,F,HS
AUGURY	1 rd.	Personal	N/A	Instant	None	Yes	SW,HG,M,HS
AWAKEN	1 day	Touch	N/A	Permanent	Wis Negates	Yes	SW,HG,HS
AWE	2 rds.	Personal	N/A	Combat	Cha Negates after 3 rds.	Yes	SW,HG
BANISHMENT	1 rd.	50 ft.	25 ft. x 25 ft.	Permanent	Cha Negates	Yes	SW,HG,F,HS
BARKFORM	1 rd.	Personal	N/A	10 min./lvl.	None	Yes (h)	SW,HG,M,HS
BIND	1 min.	50 ft.	N/A	Variable	Cha Negates	Yes	SW,HG,M
BIND ELEMENTAL	10 min.	50 ft.	N/A	10 min./lvl.	None	No	SW,HG,M
BLADE BLOCKADE	1 rd.	150 ft.	30 ft. x 60 ft. x 5 ft.	3 rds./lvl.	Dex Negates	Yes	SW,HG,HS
BLESS	1 rd.	50 ft.	N/A	1 min./lvl.	None	Yes (h)	SW,HG,HS

NAME	CT	RANGE	AoE	DURATION	SAVE	SR	COMP.
BLESSING WATER	1 min.	Touch	N/A	Permanent	None	No	SW,HG,M,HS
BLINK	1 rd.	Personal	N/A	1 rd./lvl.	None	No	SW
BLUR	1 rd.	Touch	N/A	1 min./lvl.	Wis Negates (h)	Yes	SW
BURNING FLAMES	1 rd.	5 ft.	5 ft. x 10 ft. semicircle	Instant	None	Yes	SW,HG
CALM ANIMALS	1 rd.	50 ft.	25 ft. x 25 ft.	1 min./lvl.	Cha Negates	Yes	SW,HG
CHAIN LIGHTNING	1 rd.	450 ft.	100 ft. diameter	Instant	Dex Negates	Yes	SW,HG
CHANGE STAVE TO TREANT	1 min.	Touch	N/A	1 hr./lvl.	None	No	SW,HG,M
CHARM AREA	1 rd.	50 ft.	50 ft. x 50 ft.	1 day/lvl.	Cha Negates	Yes	SW,HG
CHARM HUMANOID	1 rd.	50 ft.	N/A	1 hr./lvl.	Cha Negates	Yes	SW,HG
CHARM HUMANOID OR ANIMAL	1 rd.	50 ft.	N/A	1 hr./lvl.	Cha Negates	Yes	SW,HG
CHARM MONSTER	1 rd.	50 ft.	N/A	1 day/lvl.	Cha Negates	Yes	SW,HG
CLAIRAUDIENCE/CLAIRVOYANCE	1 rd.	Anywhere Caster Knows	N/A	1 min./lvl.	None	No	SW,HG
CLOAK OF SMOKE AND DARKNESS	5 rds.	Personal	N/A	5 rds.	Int Negates	Yes	SW,HG
CLONE	1 hr.	Touch	N/A	Permanent	None	No	SW,HG,M
CLOUD OF PESTILENCE	1 rd.	150 ft.	20 ft. x 30 ft. x 20 ft.	1 min./lvl.	Con Negates	Yes	SW,HG
COLORS	1 rd.	25 ft.	25 x 25 ft. cone	Instant	Wis Negates	Yes	SW,HG,M
COMMAND	1 rd.	25 ft.	N/A	1 rd.	Cha Negates	Yes	SW
COMMAND PLANTS	1 rd.	150 ft.	50 ft. diameter	1 day/lvl.	Variable	No	SW,HS
COMMUNE	10 min.	Unlimited	N/A	Conversation	None	No	SW,HG,M,HS
COMMUNE WITH THE NATURAL WORLD	10 min.	1 mile/lvl. OR 100 ft./lvl.	N/A	Permanent	None	No	SW,HG,HS
COMPREHENSION	1 rd.	Personal	N/A	10 min./lvl.	None	No	SW,HG
CONE OF WINTER'S BLAST	1 rd.	Personal	50 ft. x 50 ft. cone	1 rd.	Dex for Half	Yes	SW,HG,M
CONFUSION	1 rd.	150 ft.	50 ft. x 50 ft.	1rd./lvl	Wis Negates	Yes	SW,HG
CONJURE LIGHTNING	10 min. + 1 rd./bolt	450 ft.	20 ft. diameter	10 min./lvl.	Dex for Half	Yes	SW,HG
CONJURE PHANTASM	1 rd.	150 ft.	N/A	10 min./lvl.	Int to Disbelieve	No	SW,HG
CONSECRATE	3 rds.	50 ft.	50 ft. x 50 ft.	2 hrs./lvl.	None	No	SW,HG,M
CONTACT OTHER WORLDS	10 min.	Unlimited	N/A	1 rd./2 lvls.	None	No	SW,HG
CONTINUAL FIRE	1 rd.	5 ft.	N/A	Permanent	None	No	SW,HG
CONTROL ATMOSPHERE	10 min.	Personal	2 miles x 2 miles	4d12 hrs.	None	No	SW,HG,M,HS

SPELL REFERENCE

NAME	CT	RANGE	AoE	DURATION	SAVE	SR	Comp.
CONTROL GALES	1 rd.	Personal	500 ft. diameter + 50 ft./lvl.	10 min./lvl.	None	No	SW,HG
CONTROL LIQUIDS	1 rd.	450 ft.	2 ft./lvl. x 10 ft./lvl x 10 ft./lvl	10 min./lvl.	None	No	SW,HG,M,HS
CONTROL PLANTS	1 rd.	50 ft.	25 ft. x 25 ft.	1 min./lvl.	Cha Negates	Yes	SW,HG
CREATE COMMON & EXTRAORDINARY UNDEAD	1 hour	50 ft.	N/A	Permanent	None	No	SW,HG,M,HS
CREATE SUSTENANCE	10 min.	50 ft.	N/A	Permanent	None	No	SW,HG,HS
CREATE WATER*	1 rd.	50 ft.	2 gallons/lvl.	Permanent	None	No	SW,HG
CREATRE UNIQUE UNDEAD	1 hour	50 ft.	N/A	Permanent	None	No	SW,HG,M,HS
CREEPING SWARM	1 rd.	150 ft.	40 ft. x 40 ft. x 20 ft.	1 min./lvl.	None	No	SW,HG
DANCING ORBS	1 rd.	150 ft.	N/A	1 min.	Wis to Disbelieve	No	SW,HG
DARK WHIPS	1 rd.	10 ft.	N/A	2 rds.	Int Negates	Yes	SW,HG
DARKNESS	1 rd.	50 ft.	40 ft. diameter	10 min./lvl.	None	No	SW,HG,M,HS
DAZE	1 rd.	25 ft.	N/A	1 rd.	Int Negates	Yes	SW,HG,M
DEATH MASK	1 rd.	Touch	N/A	1 rd./lvl.	None	Yes	SW,HG,HS
DELAY TOXIN	1 rd.	Touch	N/A	1 hr./lvl.	Con Negates (h)	Yes (h)	SW,HG,HS
DELAYED FIREBALL	1 rd.	450 ft.	40 ft. diameter	5 rds.	Dex for Half	Yes	SW,HG,M
DETECT DISPOSITION	1 rd.	150 ft.	150 ft. arc	10 min./lvl.	None	No	SW,HG,HS
DIMENSIONAL LEAP	1 rd.	450 ft.	N/A	Instant	None	No	SW
DISCERN FALSEHOOD	1 rd.	50 ft.	N/A	1 rd./lvl.	Cha Negates	Yes	SW,HG,HS
DISCERN ILLUSION	1 rd.	Personal or Touch	10 ft. x 150 ft.	1 min./lvl.	None	No	SW,HG
DISCERN MAGIC	1 rd.	Personal	10 ft. x 150 ft.	1 min./lvl.	None	No	SW,HG
DISCERN SCRYING	1 rd.	Unlimited	N/A	1 day	None	No	SW,HG
DISCERN THOUGHTS	1 rd.	Personal	10 ft. x 150 ft.	10 min./lvl.	None	Yes	SW,HG,F
DISCOVER LOCATION	10 rds.	Unlimited	N/A	Instant	None	No	SW,HG,HS
DISCOVER POISON	1 rd.	50 ft.	N/A	10 min./lvl.	None	No	SW,HG
DISCOVER SECRET DOORS	1 rd.	60 ft.	N/A	1 min./lvl.	None	No	SW,HG
DISCOVER SNARES AND PITS	1 rd.	Personal	10 ft. x 150 ft.	10 min./lvl.	None	No	SW,HG
DISCOVER TRAPS	1 rd.	Personal	10 ft. x 150 ft.	1 min./lvl.	None	No	SW,HG
DISCOVER UNDEAD	1 rd.	Personal	10 ft. x 150 ft.	1 min./lvl.	None	No	SW,HG,HS

NAME	CT	RANGE	AoE	DURATION	SAVE	SR	COMP.
DISINTEGRATE	1 rd.	150 ft.	N/A	Instant	Cha Negates Death	Yes	SW,HG,M
DISJUNCTION	1 rd.	50 ft.	25 ft. x 25 ft.	1 rd./lvl.	Breakage Negates	No	SW
DISMISSAL	1 rd.	50 ft.	N/A	Instant	Cha Negates	Yes	SW,HG,F,HS
DISPEL DISPOSITION	1 rd.	Personal	N/A	1 rd./lvl.	None	No	SW,HG,HS
DISPEL ILLUSION	1 rd.	150 ft.	30 ft. x 30 ft. x 30 ft.	1 rd./Illusion	None	Yes	SW,HG
DISPEL MAGIC	1 rd.	150 ft.	30 ft. x 30 ft. x 30 ft.	1d4 rds.	None	Yes	SW,HG
DISPLACE	1 rd.	50 ft.	N/A	1 rd./lvl.	Int Negates	Yes	SW,HG
DISTORT REALITY	5 rds.	50 ft.	30 ft. x 30 ft. x 30 ft. + 10 ft./lvl.	1 rd./lvl.	Int to Disbelieve	No	SW
DIVINATION	10 min.	Personal	N/A	Instant	None	No	SW,HG,M
DOUBLE TREASURE	2 rd.	Touch	N/A	1 day/lvl.	Int to Disbelieve	Yes	SW,HG
DRAGON ARMOR	1 rd.	Touch	N/A	1 min./lvl.	Int to Disbelieve	Yes	SW,HG
DRAGON BITE	1 rd.	25 ft.	N/A	Instant	Int Negates	Yes	SW,HG
DRAGON BREATH	1 rd.	25 ft.	50 ft. x 20 ft. cone	Instant	Int Negates	Yes	SW,HG,M
DRAGON IMAGE	1 rd.	25 ft.	25 ft. x 10 ft. cone	1 rd.	Int Negates	Yes	SW,HG
DRAGON MARK	1 rd.	Touch	10 ft. radius	1 day/lvl.	Int Negates	Yes	SW,HG
DRAGON MOUNT	2 rds.	Touch	N/A	1 min./lvl.	Int Negates	Yes	SW,HG,M
DRAGON SCALES	2 rds.	50 ft.	30 ft. diameter	1 day/lvl.	Int Negates	Yes	SW,HG,M
DRAGON SHADOW	1 rd.	450 ft.	N/A	1 rd./lvl.	Int Negates	Yes	SW,HG,M
DREAM	1 rd.	Unlimited	N/A	Instant	None	Yes (h)	SW,HG
DREAMING	1 rd.	Touch	N/A	1 rd./lvl.	None	Yes	SW,HG,M
EARTHQUAKE	10 min.	450 ft.	50 ft. diameter	1 rd.	Dex for Half	No	SW,HG,M,HS
EMOTION	1 rd.	150 ft.	25 ft. x 25 ft.	Concentration	Cha Negates	Yes	SW,HG
ENDURE COLD/HEAT	1 rd.	Personal	N/A	24 hrs.	None	Yes	SW,HG,HS
ENERGY LEVEL DRAIN	1 rd.	50 ft.	N/A	Instant	Con Negates	Yes	SW,HG,HS
ENHANCE AN ATTRIBUTE	1 rd.	Touch	N/A	1 rd./lvl.	Con Negates	Yes	SW,HG,M
ENTANGLING VEGETATION	1 rd.	450 ft.	50 ft. diameter	1 min./lvl.	Dex Negates	No	SW,HG,HS
ERASE	1 rd.	50 ft.	N/A	Permanent	None	No	SW,HG
ETHEREAL JUMP	1 rd.	Personal	N/A	1 rd./lvl.	None	No	SW,HG
EVOKE ARCANE PHANTASM	1 rd.	Per Spell	Per Spell	Per Spell	Int to Disbelieve	Yes	SW,HG
EXPLOSIVE MARK	1 min.	Touch	20 ft. diameter	Until Detonated	Dex for Half	Yes	SW,HG,M
EYES OF CHAOS	1 rd.	Personal	10 ft. x 20 ft.	1 rd./lvl.	Int to Disbelieve	No	SW,HG

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NAME	CT	RANGE	AoE	DURATION	SAVE	SR	Comp.
FAERIE AURA	1 rd.	50 ft.	10 ft. x 10 ft.	1 min./lvl.	None	Yes	SW
FAERIE REFLECTION	1 rd.	Touch	N/A	2 rds./lvl.	Int Negates (h)	Yes (h)	SW,HG
FAITHFUL WATCHDOG	2 rds.	50 ft.	100 ft. diameter	1 hr./lvl.	None	No	SW,HG,M
FALSE SCRYING	1 rd.	50 ft.	25 ft. x 25 ft.	1 min./lvl.	None	No	SW,HG,M
FALSE SNARE OR TRAP	1 rd.	50 ft.	25 ft. x 25 ft.	1 min./lvl.	Int Negates	No	SW,HG,M
FATAL GESTURE	1 rd.	50 ft.	N/A	Permanent	Cha Negates Death	Yes	SW,HG
FEAR	1 rd.	50 ft.	25 ft. x 25 ft.	1 rd./lvl.	Cha Negates	Yes	SW,HG
FEATHER LIGHT	1 rd.	150 ft.	20 ft. diameter sphere	1 rd./lvl.	None	Yes (h)	SW
FEEBLEMIND	1 rd.	150 ft.	N/A	1 rd./lvl.	Cha Negates	Yes	SW,HG
FINDING TRAILS	3 rds.	Personal	N/A	10 min./lvl.	None	Yes (h)	SW,HG,F
FIREBALL	1 rd.	450 ft.	40 ft. diameter	Instant	Dex for Half	Yes	SW,HG,M
FIRST AID	1 rd.	Touch	N/A	Permanent	None	Yes (h)	SW,HG
FLAME OF THE DIVINE	1 rd.	150 ft.	10 ft. diameter 40 ft. high cone	Instant	Dex for Half	Yes	SW,HG,HS
FLAME SEEDS	1 rd./seed	25-50 ft.	10 ft. diameter	1 min./lvl.	Dex for Half	Yes	SW,HG,HS
FLAME SHIELD	1 rd.	Personal	N/A	1 rd./lvl.	None	Yes	SW,HG,M
FLAME SNARE	10 min.	Touch	10 ft. diameter	Until Opened	Dex for Half	Yes	SW,HG,M
FLAMING TEMPEST	1 rd.	150 ft.	10 ft x 10 ft. x 10 ft./lvl.	Instant	Dex for Half	Yes	SW,HG
FLYING SAUCER	1 rd.	10 ft.	N/A	1 hr./lvl.	None	No	SW,HG,M
FLY	1 rd.	Touch	N/A	1 min./lvl.	None	Yes (h)	SW,HG,M
FOG	rd.	150 ft.	50 ft. x 20 ft. x 20 ft.	10 min./lvl.	None	No	SW,HG
FREE MOTION	1 rd.	Touch	N/A	10 min./lvl.	None	Yes (h)	SW,HG,HS
GAS FORM	1 rd.	Touch	N/A	1 min./lvl.	Int Negates	Yes (h)	HG
GATE	2 rds.	50 ft.	N/A	1 rd./lvl. Concentrating	None	No	SW,HG
GEAS	1 rd.	10 ft.	N/A	Permanent	Cha Negates	Yes	SW,HG,HS
GHOSTLY NOISE	1 rd.	150 ft.	N/A	1 rd./lvl.	Int Negates	Yes	SW,HG,M
GLOBE OF SPELL PROTECTION	1 rd.	Personal	10 ft. diameter	1 rd./lvl.	None	No	SW,HG,M
GLYPHS	10 min.	Touch	25 ft. x 25 ft.	Until Triggered	Variable	Yes	SW,HG,M
GOOD FRUIT	1 rd.	Touch	2d4 berries or 1 fruit	1 day/lvl.	None	No	SW,HG,HS
GUARD WITH WARDS	30 min.	450 ft.	20 ft./lvl diameter	1 hr./lvl.	Variable	Variable	SW,HG,M
GUST	1 rd.	Personal	150 ft. x 10 ft. x 10 ft.	1 rd.	Str Negates	No	SW,HG
HALLOW	1 day	Touch	150 ft. radius	1 year	None	Yes	SW,HG,M,HS

NAME	CT	RANGE	AoE	DURATION	SAVE	SR	Comp.
HALLUCINATORY GROUND	10 min.	150 ft.	10 ft. x 10 ft.	1 rd./lvl.	Int Negates	No	SW,HG,M
HARROW THE EARTH	3 min./10 ft. x 10 ft. plot	450 ft.	10 x 10 ft. to 800 ft. x 800 ft.	Permanent	None	No	SW,HG,M,F
HASTE	1 rd.	50 ft.	N/A	1 rd./lvl.	Con Negates (h)	Yes (h)	SW,HG,M
HEAD FOG	1 rd.	50 ft.	N/A	1d4 rds./lvl.	Int Negates	Yes	SW,HG
HEAL	1 rd.	Touch	N/A	Permanent	None	Yes (h)	SW,HG,HS
HEAL CRITICAL WOUNDS	1 rd.	Touch	N/A	Permanent	None	Yes (h)	SW,HG,HS
HEAL IN AREA	1 rd.	25 ft.	25 ft. x 25 ft.	Permanent	None	Yes (h)	SW,HG,HS
HEAL LIGHT WOUNDS	1 rd.	Touch	N/A	Permanent	None	Yes (h)	SW,HG,HS
HEAL SERIOUS WOUNDS	1 rd.	Touch	N/A	Permanent	None	Yes (h)	SW,HG,HS
HEALING SPHERE	1 rd.	Personal	40 ft. diameter	Permanent	Wis for Half (harm)	Yes (h)	SW,HG
HEAT ANY ALLOY	1 rd.	50 ft.	2 ft. x 2 ft./2 lvls.	7 rds.	None	No	SW,HG
HOLD & BAR GATE	1 rd.	50 ft.	N/A	1 rd./lvl.	None	No	SW,HG
HOLD ANIMALS AND PLANTS	1 rd.	50 ft.	N/A	1 rd./lvl.	Wis Negates	Yes	SW,HG,M
HOLD CREATURE	1 rd.	50 ft.	N/A	1 rd./lvl.	Int Negates	Yes	SW,HG,M
HOLD HUMANOID	1 rd.	50 ft.	N/A	1 rd./lvl.	Wis Negates	Yes	SW,HG,M
HOLY GLAMOUR	1 rd.	Personal	50 ft. diameter	1 rd./lvl.	Int Negates Blinding	No	SW,HG,HS
HOLY UTTERANCE	1 rd.	Personal	50 ft. diameter	Variable	None	Yes	SW
HUMANOID FINDING	3 rd.	1 mile	N/A	1 rd./lvl.	Int to Disbelieve	Yes	SW,HG,M
HYPNOTIC IMAGERY	1 rd.	50 ft.	25 ft. x 25 ft.	Concentration	Int Negates	Yes	HG
HYPNOTISM	1 rd.	25 ft.	25 ft. x 25 ft.	1d2 rds. + 1 rd./lvl.	Int Negates	Yes	SW,HG
ICE STORM	1 rd.	150 ft.	50 ft. x 50 ft. cylinder	1 rd./lvl.	None	Yes	SW,HG,M
IDENTIFY	10 min.	5 ft.	N/A	1 rd./lvl.	None	No	SW,HG,M
IDOL OF DEATH	1 rd.	Touch	N/A	1 min./lvl.	None	No	SW,HG,M
ILLUSION	1 rd.	450 ft.	40 ft. cube + 10 ft. cube/lvl.	Concentration + 2 rds. + 1 rd./lvl.	Int Negates	No	SW,HG
ILLUSIONARY HELP	1 rd.	200 ft.	N/A	1 rd./lvl.	Int Negates	Yes (h)	SW,HG
ILLUSIONARY HOUNDS	1 rd.	20 ft.	N/A	1 min./lvl.	Int Negates	Yes	SW,HG
ILLUSIONARY LIONS	2 rds.	40 ft.	N/A	1 min./lvl.	Int Negates	Yes	SW,HG
ILLUSORY BARRIER	1 min.	50 ft.	10 ft. x 10 ft. x 1 ft.	Permanent	Int to Disbelieve	No	SW,HG
ILLUSORY WRITING	1 min.	Touch	N/A	Permanent	None	No	SW,HG,M
IMPRISON	1 rd.	Touch	N/A	Permanent	None	Yes	SW,HG

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NAME	CT	RANGE	AoE	DURATION	SAVE	SR	Comp.
INCENDAIRY FLOW	1 rd.	150 ft.	20 ft. x 30 ft. x 30 ft.	1 rd./2 lvl.	Dex for Half	Yes	SW,HG
INFLUENCE	1 rd.	25 ft.	N/A	3 rds.	Cha Negates	Yes	SW,HG
INSANITY	1 rd.	50 ft.	N/A	Permanent	Int Negates	Yes	SW,HG
INSECT SWARM	1 rd.	450 ft.	180 ft. diameter hemisphere	1 min./lvl.	None	No	SW,HG,HS
INSTANT ITEM	1 min.	Unlimited	N/A	1 rd./lvl.	None	Yes	SW,HG,M
INVISIBILITY	1 rd.	Touch	N/A	Indefinite	None	Yes	SW,HG,M
INVISIBILITY HEIGHTENED	1 rd.	Touch	N/A	1 min./lvl.	None	Yes	SW,HG,M
INVISIBILITY IN AREA	1 rd.	50 ft.	25 ft. x 25 ft.	Indefinite	Int (h)	Yes (h)	SW,HG,M
INVISIBILITY ORB	1 rd.	Touch	20 ft. diameter	Indefinite	None	Yes	SW,HG,M
INVISIBILITY TO ANIMALS	1 rd.	Touch	N/A	10 min./lvl.	None	Yes	SW,HS
INVISIBLE COAK OF THE UNDEAD	1 rd.	Touch	N/A	10 min./lvl.	None	Yes	SW,HS
IRONBARK	10 min. + 1 min./lb	Touch	5 lb/lvl.	Permanent	None	No	SW,HG,M
JUMP	1 rd.	Touch	N/A	1 min./lvl.	None	Yes	SW,HG,M
KNOCK	1 rd.	50 ft.	N/A	Permanent	None	No	SW
KNOW THE PATH	1 rd.	Personal	N/A	1 day	None	No	SW
LEGENDARY TALES	Variable	Unlimited	N/A	Permanent	None	No	SW,HG,M,F
LEVITATE	1 rd.	Touch	N/A	10 min./lvl.	Int Negates	Yes	SW,HG,M
LIGHT	1 rd.	150 ft.	N/A	10 min./lvl.	None	No	SW,HG,F
LIGHTNING	1 rd.	Personal	10 ft. x 50 ft. or 5 ft. x 100 ft.	Instant	Dex for Half	Yes	SW,HG,M
LOCATE ITEM	1 rd.	450 ft. + 450 ft./lvl	N/A	10 min./lvl.	None	No	SW,HG,M,HS
LOCATE OTHER	1 rd.	450 ft. + 450 ft./lvl	N/A	10 min./lvl.	None	No	SW,HG,M
MAGIC CIRCLE	1 rd.	Touch	20 ft. x 20 ft. cylinder	3 rd./lvl.	None	Yes (h)	SW,HG,M,HS
MAGIC SLING	1 min./lvl.	Touch	3 Stones	Instant	None	No	SW,HG,M
MAGI'S CONJURING	10 min.	10 ft.	N/A	1 hr./lvl.	None	No	SW,HG,M
MAGI'S GLAMOUR	1 rd.	Touch	5 lb/lvl.	Permanent	None	Yes (h)	SW,HG
MAGI'S MISSILE	1 rd.	150 ft.	25 ft. diameter	Instant	None	Yes	SW,HG
MAGI'S REACH	1 rd.	25 ft.	N/A	Concentration	None	No	SW,HG
MAGI'S VESSEL	1 rd.	150 ft.	10 ft. + 10 ft./ lvl. radius	Until Dispelled	Cha Negates	Yes	SW,HG,M
MAGI'S VISAGE	1 rd.	Touch	5 ft. + 5 ft./ lvl. radius	Permanent	None	Yes (h)	SW,HG,M
MAJOR DARK WHIPS	3 rds.	15 ft.	N/A	2 rds.	Int Negates	Yes	SW,HG
MAZE	1 rd.	25 ft.	N/A	Variable	None	Yes	SW,HG

NAME	CT	RANGE	AoE	DURATION	SAVE	SR	Comp.
MELD	1 rd.	Personal	N/A	10 min./lvl.	None	No	SW,HG,HS
MENDING	1 rd.	25 ft.	5 lb	Permanent	None	No	SW,HG
MESSAGE	1 rd.	450 ft.	N/A	1 rd./lvl.	None	No	SW,HG
METEOR SHOWER	1 rd.	450 ft.	30 ft. diameter/15 ft. diameter	Instant	Dex for Half	Yes	SW,HG
MIND WARD	1 rd.	25 ft.	N/A	1 day	Cha Negates (h)	Yes (h)	SW,HG
MINOR CONCOCTION	1 min.	10 ft.	2 pecks/lvl.	1 hr./lvl.	None	No	SW,HG,M
MINOR DARK WHIPS	3 rds.	5 ft.	N/A	2 rds.	Int Negates	Yes	SW,HG
MINOR GLOBE OF SPELL PROTECTION	1 rd.	Personal	10 ft. diameter	1 rd./lvl.	None	No	SW,HG,M
MIRAGE	5 min.	150 ft.	10 ft. x 10 ft./ lvl.	Until Dispelled	Int to Disbelieve	No	SW,HG,M
MIRROR WALL	1 rd.	50 ft.	5 ft. x 5 ft./ lvl.	2 rds.	Int Negates	Yes	SW,HG
MIRRORED SELF	1 rd.	Personal	N/A	3 rds./lvl.	None	No	SW,HG
MISDIRECTION	1 rd.	50 ft.	N/A	1 hr./lvl.	Wis Negates	Yes	SW
MISGUIDE	1 rd.	N/A	25 ft. + 5 ft./ lvl.	1 rd./lvl.	Int Negates	No	SW
MNEMONIC ENHANCEMENT	10 min.	Personal	N/A	24 hrs. or until spell is cast	None	No	SW,HG,M
NEUTRALIZE TOXINS	1 rd.	Touch	N/A	Permanent	Con Negates (h)	Yes (h)	SW,HG,HS
NIGHTMARE	10 min.	Unlimited	N/A	Instant	Cha Negates	Yes	SW,HG
NONDETECTION	1 rd.	25 ft.	N/A	1 hr./lvl.	None	Yes (h)	SW,HG,M
OBSCURE WITH MIST	1 rd.	Personal	20 ft. x 50 ft. diameter cylidner	1 min./lvl.	None	No	SW,HG
OPEN/CLOSE	1 rd.	25 ft.	N/A	Instant	None	No	SW,HG
PASS WITH WOODLAND STRIDE	1 rd.	Touch	N/A	10 min./lvl.	N one	No	SW,HG
PASSAGE	1 rd.	50 ft.	5 ft. x 8 ft. x 10 ft.	1 hr./lvl.	None	No	SW,HG,M
PERMANENCY	2 rds.	Touch	N/A	Permanent	None	No	SW,HG
PERPETUAL ILLUSION	1 rd.	150 ft.	20 ft. cube + 10 ft. cube/ lvl.	Permanent	Int to Disbelieve	No	SW,HG,M
PERSEVERING ILLUSION	1 rd.	150 ft.	20 ft. cube + 10 ft. cube/ lvl.	1 min./lvl. Concentrating	Int to Disbelieve	No	SW,HG
PHANTASM	1 rd.	50 ft.	N/A	1 rd./lvl.	Int to Negate Death	Yes	SW,HG
PHASE THROUGH OBSTRUCTION	1 rd.	Touch	5 ft. x 8 ft. x 10 ft.	Until Exhausted	None	No	SW
PLANAR TRAVEL	1 rd.	Touch	N/A	Permanent	Wis Negates (h)	Yes (h)	SW,HG,HS

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NAME	CT	RANGE	AoE	DURATION	SAVE	SR	COMP.
PLANT GROWTH	3 rds.	450 ft.	100 ft. radius circle, 150 ft. radius semicircle, or 200 ft. radius quarter circle	Permanent	None	No	SW,HG,HS
POLYCHROMATIC SPHERE	1 rd.	Personal	20 ft. diameter sphere	10 min./lvl.	Variable	Yes	SW
POLYCHROMATIC SPRAY	1 rd.	50 ft.	50 ft. x 50 ft. cone	Instant	Variabel	Yes	SW,HG
POLYCHROMATIC WALL	1 rd.	50 ft.	4 ft. x 2 ft./lvl.	1 min./lvl.	Variable	Yes	SW,HG
POLYMORPH CREATURES & THINGS	1 rd.	50 ft.	N/A	Variable	Wis Negates (h)	Yes (h)	SW,HG,M
POLYMORPH	1 rd.	By Version	N/A	By Version	By Version	By Version	SW,HG,M
POLYMORPH CREATURE	1 rd.	50 ft.	N/A	Permanent	Wis Negates (h)	Yes	SW,HG,M
POLYMORPH OWN PERSON	1 rd.	Personal	N/A	10 min./lvl.	None	No	SW,HG,M
POWER OF THE SPOKEN WORD: IMMOBILIZE	1 rd.	50 ft.	N/A	Variable	None	Yes	SW
POWER OF THE SPOKEN WORD: PURBLIND	1 rd.	50 ft.	25 ft. x 25 ft.	Variable	None	Yes	SW
POWER OF THE SPOKEN WORD: SLAY	1 rd.	50 ft.	25 ft. x 25 ft.	Instant	None	Yes	SW
PRAYER	1 rd.	Personal	30 ft. radius circle	1 rd./lvl.	None	Yes	SW,HG,HS
PRESTIDIGITATION	1 rd.	10 ft.	N/A	1 hr./lvl.	None	Yes	SW,HG
PRODUCE FIRE	1 rd.	Personal	N/A	1 min./lvl.	None	Yes	SW,HG
PROGRAMED ILLUSION	1 rd.	150 ft.	N/A	Until triggered + 1 rd./lvl.	Int to Disbelieve	No	SW,HG,M
PROJECTION	1 rd.	50 ft.	N/A	1 rd./lvl.	None	No	SW,HG,M
PROTECTION FROM DISPOSITION	1 rd.	Touch	N/A	3 rds./lvl.	None	Yes	SW,HG,M,HS
PROTECTION FROM ELEMENTAL ATTACKS	1 rd.	Touch	N/A	10 min./lvl.	None	Yes	SW,HG
PROTECTION FROM NORMAL MISSILES	1 rd.	Touch	N/A	10 min./lvl.	None	Yes	SW,HG,M
PURIFY	1 rd.	10 ft.	8 gallons or 65 lbs/lvl.	Permanent	None	No	SW,HG
PYROTECHNICS	1 rd.	150 ft.	N/A	1d4 rds.	Dex Negates	Yes	SW,HG,M
QUENCH	1 rd.	150 ft.	50 ft. x 50 ft. or one magic item	Instant	None	Yes	SW,HG,HS

NAME	CT	RANGE	AoE	DURATION	SAVE	SR	Comp.
RAINBOW	1 rd.	50 ft.	25 ft. diameter sphere	1 rd./lvl.	Int Negates	Yes	HG
RAISE	1 min.	Touch	N/A	Permanent	None	No	SW,HG,HS
RAY OF WEAKENING	1 rd.	50 ft.	N/A	1 rd./lvl.	Con Negates	Yes	SW,HG
READ ARCANES SCRIPT	1 rd.	Personal	N/A	10 min./lvl.	None	Yes	SW,HG,F
REFUGE	1 rd.	Touch	N/A	Until Broken	None	No	SW,HG,M
REGENERATE	3 rds.	Touch	N/A	Permanent	None	Yes (h)	SW,HG,HS
REINCARNATE	10 min.	Touch	N/A	Permanent	None	No	SW,HG,HS
REMOVE ALLOY AND STONE FROM PATH	1 rd.	Personal	150 ft. x 120 ft. x 10 ft.	1 rd./lvl.	None	No	SW,HG
REMOVE BANE	1 rd.	Touch	N/A	Permanent	None	Yes	SW,HG
REMOVE DESPAIR	1 rd.	Touch	N/A	1 rd./lvl.	None	Yes (h)	SW,HG,HS
REMOVE MALADY	1 rd.	Touch	N/A	Permanent	None	Yes (h)	SW,HG,HS
REMOVE WOOD FROM PATH	1 rd.	Personal	150 ft. x 120 ft. x 10 ft.	1 rd./lvl.	None	No	SW,HG
REPEL PEST	1 rd.	Personal	20 ft. diameter sphere	10 min./lvl.	Wis (strong pests)	Yes	SW,HG,HS
REPULSION	1 rd.	Personal	10 ft. diameter sphere + 10 ft./lvl.	1 rd./lvl.	Str Negates	Yes	SW,HG,HS
RESILIENT GLOBE	1 rd.	50 ft.	1 ft./lvl. Diameter sphere	1 min./lvl.	Dex Negates (h)	Yes (h)	SW,HG
RESIST ONE ELEMENT	1 rd.	Touch	N/A	1 min./lvl.	None	Yes	SW,HG,HS
RESTORATION	1 hr.	Touch	N/A	Permanent	None	Yes (h)	SW,HG,HS
RESTORE MOVEMENT	1 rd.	Touch	N/A	Permanent	Con Negates	Yes	SW,HG,HS
RESTORE SIGHT & HEARING	1 rd.	Touch	N/A	Permanent	Con Negates	Yes (h)	SW,HS
RESURRECTION	1 hr.	Touch	N/A	Permanent	None	Yes (h)	SW,HG,M,HS
RESURRECTION WITHOUT ERROR	3 hrs.	Touch	N/A	Permanent	None	Yes (h)	SW,HG,M,HS
ROPE DIMENSION	1 rd.	Touch	N/A	1 hr./lvl.	None	No	SW,HG,F
SANCTUARY	1 rd.	Touch	N/A	1 rd./lvl.	Cha Negates	No	SW,HS
SCARE	1 rd.	50 ft.	N/A	1 rd./lvl.	Cha Negates	Yes	SW,HG,M
SCREEN	10 min.	50 ft.	25 ft. cube/ lvl.	1 day	Int to Disbelieve (Direct Observation Only)	No	SW,HG
SCRYING	1 min.	Unlimited	N/A	1 min./lvl.	None	No	SW,HG,M,HS
SECRET CONTAINER	1 hr.	Unlimited	N/A	60 days	None	No	SW,HG,M
SECRET SCRIPT	10 min.	Touch	N/A	Permanent	None	No	SW,HG,M
SEE INVISIBLE	1 rd.	Touch	N/A	10 min./lvl.	None	No	SW,HG,M
SEEMING	1 rd.	50 ft.	1 creature/2 lvls.	12 hrs.	Int to Disbelieve	No	SW,HG

SPELL REFERENCE

NAME	CT	RANGE	AoE	DURATION	SAVE	SR	Comp.
SEND	10 min.	Unlimited	N/A	Instant	None	No	SW,HG,M,HS
SEQUESTER	3 rds.	Touch	N/A	1 day./lvl.	Cha Negates (h)	No	SW,HG,M
SHADES	1 rd.	150 ft.	N/A	1 rd./lvl.	Int Reduces	No	SW,HG
SHADOW CONVOCAION	1 rd.	150 ft.	N/A	1 rd./lvl.	Int Reduces	No	SW,HG
SHADOW JOURNEY	1 rd.	Touch	N/A	1 hr./lvl.	Int Negates (h)	Yes (h)	SW,HG
SHADOW SORCERY	1 rd.	450 ft.	N/A	1 rd./lvl.	Per Spell	Per Spell	SW,HG
SHAPE STONE OR WOOD	1 rd./cubic ft.	Touch	10 cubic ft. + 1 cubic ft./lvl.	Permanent	None	No	SW,HG,M,HS
SHAPESHIFT	1 rd.	Personal	N/A	10 min./lvl.	None	No	SW,HG,M
SHATTER	1 rd.	50 ft.	25 ft. x 25 ft.	Instant	Con for Half	Yes	SW,HG,M
SHELTER	10 min.	50 ft.	25 ft. x 25 ft. x 1 story	2 hrs./lvl.	None	No	SW,HG,M
SHIELD	1 rd.	Personal	N/A	1 rd./lvl.	None	No	SW,HG
SHIELD OF THE DIVINE	1 rd.	Touch	N/A	1 rd./lvl.	None	Yes (h)	SW,HG,M,HS
SHILLELAGH	1 rd.	Touch	N/A	1 rd./lvl.	None	Yes (h)	SW,HG,HS
SHOCK	1 rd.	Touch	N/A	Instant	None	Yes	SW,HG
SHOUT	1 rd.	Personal	50 ft. x 50 ft. cone	Instant	Con Negates Stun	Yes	SW
SILENCE	1 rd.	450 ft.	15 ft. radius sphere	1 rd./lvl.	Dex Negates Being Target	No	SW,HG
SILENT ILLUSION	1 rd.	450 ft.	40 ft. cube +10 ft. cube/lvl.	Concentration	Int to Disbelieve	No	SW,HG
SIMULACRUM	12 hrs.	Laboratory	N/A	Permanent	None	No	SW,HG,M
SLEEP	1 rd.	150 ft.	30 ft. diameter circle	1 rd./lvl.	None	Yes	SW,HG,M
SLEET	1 rd.	450 ft.	50 ft. x 50 ft. x 20 ft.	1 rd./lvl.	Dex Negates Falling	No	SW,HG,HS
SNARE	3 rds.	Touch	N/A	Until Triggered	Dex Avoids (large sz.)	No	SW,HG,M
SOLIDLIKE FOG	1 rd.	150 ft.	25 ft. diameter	1 rd./lvl.	None	No	SW,HG
SOUL TO GEM	1 rd.	Touch	N/A	Permanent	None	No	SW,HG,M,HS
SOUND STORM	1 rd.	50 ft.	20 ft. diameter	Instant	Wis Negates Stun	Yes	SW,HG,HS
SPEAK WITH ANIMALS	1 rd.	Personal	N/A	1 rd./lvl.	None	No	SW,HG
SPEAK WITH THE DEAD	10 min.	Touch	N/A	1 rd./lvl.	None	No	SW,HG,HS
SPEAK WITH PLANTS	1 rd.	Personal	N/A	1 rd./lvl.	None	No	SW,HG
SPIDER WALK	1 rd.	Touch	N/A	2 rds./lvl.	Int Negates (h)	Yes (h)	SW,HG,M
SPIKE SPELL	1 rd.	150 ft.	20 ft. x 20 ft./lvl.	10 min./lvl.	None	No	SW,HG,HS

NAME	CT	RANGE	AoE	DURATION	SAVE	SR	COMP.
SPIRITUAL WARRIOR	1 rd.	50 ft.	N/A	1 rd./lvl.	None	No	SW,HG,HS
STENCH	1 rd.	30 ft.	20 ft. x 20 ft. x 20 ft.	1 rd./lvl.	Con Negates	No	SW,HG,M
STONE SPEAK	10 min.	Personal	N/A	1 rd./lvl.	None	No	SW,HG
STORM OF WRATH	2 rds.	450 ft.	300 ft. x 750 ft. diameter cylinder	Concentration up to 10 rds.	Varies	Yes	SW,HG,HS
SUGGESTION	1 rd.	50 ft.	N/A	1 hr./lvl.	Cha Negates	Yes	SW,HG,M
SUGGESTION IN AREA	1 rd.	50 ft.	25 ft. x 25 ft.	1 hr./lvl.	Cha Negates	Yes	SW,HG,M
SUMMON ANIMAL	1 rd.	50 ft.	N/A	1 rd./lvl.	None	No	SW,HG,HS
SUMMON BEASTS AND PLANTS	1 rd.	150 ft.	N/A	1 rd./lvl.	None	No	SW,HG,HS
SUMMON ELEMENTAL BEING	10 min.	150 ft.	N/A	10 min./lvl.	None	No	SW,HG,HS
SUMMON ELEMENTAL HORDE	10 min.	150 ft.	N/A	10 min./lvl.	None	No	SW,HG,HS
SUMMON EXTRAPLANAR ALLY	1 min.	50 ft.	N/A	Until Task Completed	None	No	SW,HG,HS
SUMMON FAMILIAR	1 day	N/A	N/A	Permanent	None	No	SW,HG,M
SUMMON FEY AND MAGICAL BEASTS	1 rd.	50 ft.	N/A	1 rd./lvl.	None	No	SW,HG,HS
SUMMON MONSTROUS ALLY	1 rd.	50 ft.	N/A	1 rd./lvl.	None	No	SW,HG
SUMMON PESTS	1 rd.	50 ft.	5 ft. x 5 ft.	Concentration + 2 rds.	None	No	SW,HG,HS
SUN FLARE	1 rd.	50 ft.	20 ft. diameter sphere	1 rd./lvl.	Dex for Half, No Blind	Yes	SW,HG,HS
SYMBOL	10 min.	Touch	60 ft. diameter	Per Symbol	Per Symbol	Per Symbol	SW,HG,M
TELEKINESIS	1 rd.	100 ft.	25 lb./lvl.	1 rd./lvl.	Cha Negates	Yes	SW,HG
TELEPATHY	1 rd.	Personal	60 ft. diameter	1 hr.	None	No	SW,HG
TELEPORT ACCURATELY	1 rd.	Touch	N/A	Instant	None	Yes (h)	SW
TELEPORTATION	1 rd.	Touch	N/A	Instant	None	Yes (h)	SW
TELEPORTATION FIELD	1 rd.	Touch	10 ft. diameter	1 min./lvl.	None	Yes (h)	SW,M
TEMPORAL INERTIA	1 rd.	10 ft.	N/A	Permanent	None	Yes	SW,HG,M
TIME CONTROL	1 rd.	Personal	N/A	1d4+1 rds./lvl.	None	Yes	SW
TINY REALM	1 rd.	Personal	20 ft. diameter sphere	1 hr./lvl.	None	No	SW,HG,M
TONGUES	1 rd.	Touch	N/A	1 rd./lvl.	None	No	SW,HG
TRANSFORM FLESH TO STONE	1 rd.	150 ft.	N/A	Permanent	Wis Negates (h)	Yes (h)	SW,HG,M

SPELL REFERENCE

NAME	CT	RANGE	AoE	DURATION	SAVE	SR	Comp.
TRANSFORM METAL TO WOOD	1 rd.	50 ft.	N/A	Permanent	None	Yes	SW,HG,HS
TRANSFORM SOFT SOIL TO STONE	1 rd.	150 ft.	two 20 ft. cubes./lvl.	Permanent	Str to Escape	No	SW,HG,M,HS
TRANSPORT THROUGH PLANTS	1 rd.	Unlimited	N/A	1 rd.	None	Yes	SW,HG
TRAP ENTITY	1 rd.	450 ft.	N/A	Permanent	Int Negates	Yes	SW,HG,M
TREASURE HOARD	1 rd.	250 ft.	20 ft. x 20 ft. x 5 ft.	2 rds./lvl.	Int to Disbelieve	Yes	SW,HG
TRUTH REVEALED	1 rd.	Touch	120 ft. radius	1 rd./lvl.	None	Yes	SW,HG,M
UNDETECTABLE AURA	1 rd.	Touch	N/A	Permanent	None	Yes	SW,HG
UNSEEN ID	1 rd.	50 ft.	N/A	1 hr./lvl.	None	No	SW,HG,M
VANISH	1 rd.	Same Plane/Touch	3 cubic ft./lvl.	Instant	None	Yes	SW
VEIL	1 rd.	50 ft.	N/A	1 hr./lvl.	Int Negates (h)	No	SW,HG
VENTRILOQUISM	1 rd.	50 ft.	N/A	3 rds./lvl.	Int Negates	No	SW,HG
VISION	1 min.	Personal	N/A	Permanent	None	No	SW,HG
WALL OF BRAMBLE AND HEDGE	1 rd.	150 ft.	10 ft. x 10 ft. x 10 ft./lvl.	10 min./lvl.	None	No	SW,HG,M
WALL OF ELEMENTAL EARTH	1 rd.	150 ft.	1 in./4 lvls. x 5 ft.x5 ft./lvl.	Permanent	Dex avoids capture	No	SW,HG,M
WALL OF ELEMENTAL FIRE	1 rd.	50 ft.	1 ft. x 10 ft. x 10ft./lvl.	Concentration or 1 rd./lvl.	Dex for Half	Yes	SW,HG,M,HS
WALL OF ELEMENTAL ICE	1 min./lvl.	150 ft.	Variable	1 min./lvl. or 5 rds.	Dex avoids capture	No	SW,HG,M
WALL OF ELEMENTAL WIND	1 rd.	150 ft.	10 ft. x 20 ft. x 150 ft.	1 rd./lvl.	None	No	SW,HG
WALL OF RESILIENT ALLOY	1 rd.	50 ft.	1 inch x 5 ft. x 5 ft./lvl.	Permanent	Dex Negates Dmg	No	SW,HG,M
WALL OF WILL	1 rd.	50 ft.	Variable	2 rds./lvl.	None	No	SW,HG,M
WARD'S EXTENDED INVISIBILITY	4 rds.	Touch	10 ft. cube	1 day/lvl.	Int Negates (h)	Yes	SW
WARD'S ILL. PORTAL	2 rds.	Unlimited	N/A	5 rds.	None	No	SW,HG
WARD'S TEMPORARY INVISIBILITY	1 rd.	Touch	5 ft. cube	1 min./lvl.	Int Negates (h)	Yes	SW
WARD'S TEM. STR.	1 rd.	Touch	N/A	1 min./lvl.	Int Neg. (h)	Yes (h)	SW,HG
WARP TIMBER	1 rd.	50 ft.	1 cubic ft./lvl.	Instant	None	Yes (h)	SW,HG,HS
WATER BREATHING	1 rd.	Touch	N/A	2 hrs./lvl.	Con Neg. (h)	Yes (h)	SW,HG,M,HS
WEB	1 rd.	50 ft.	20 ft. x 20 ft. x 10 ft.	1 rd./lvl.	Dex Negates	No	SW,HG,M
WEIRDING	1 rd.	150 ft.	25 ft. x 25 ft.	1 rd./lvl.	Int Neg. Death	Yes	SW,HG
WHIRLWIND	1 rd.	450 ft.	30 ft. x 30 ft. cone	1 rd./lvl.	Dex Negates	Yes	SW,HG,HS
WIND TRAVEL	1 rd.	Touch	N/A	1 min./lvl.	None	Yes (h)	SW,HG,HS
WISH, MINOR	1 rd.	Varies	Per Spell	Varies	Per Spell	Per Spell	SW
WISH	1 rd.	Varies	Per Spell	Varies	Per Spell	Per Spell	SW
WORD TO SANCTUARY	1 rd.	Unlimited	N/A	Instant	None	Yes (h)	SW,HG,M

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CHARACTER NAME AND RANK



CLASS _____ DEITY: _____

RACE _____

DISPOSITION _____

LANGUAGES _____

MOVEMENT

EXP:

EXP. NEXT LVL:

LEVEL EXPERIENCE

ATTRIBUTES (ATTRIBUTE CHECK = D20 + LVL + MOD)

P	SCORE	CATEGORY	MOD
<input type="radio"/>	<input type="text"/>	STR STRENGTH	<input type="text"/>
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<input type="radio"/>	<input type="text"/>	CON CONSTITUTION	<input type="text"/>
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<input type="radio"/>	<input type="text"/>	WIS WISDOM	<input type="text"/>
<input type="radio"/>	<input type="text"/>	CHA CHARISMA	<input type="text"/>



AC = 10 +

ARMOR

SHIELD

MOD

MAGIC

MISC

HP

DAMAGE:

ARMOR WORN:

SHIELD:

HELM:

HITS POINTS BY LEVEL (INCLUDES CONSTITUTION BONUS)														
1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th

WEAPONS	BtH	MOD	MISC	MAGIC	TOTAL	DMG	MOD	MISC	MAGIC	TOTAL
		+		+			+		+	
NOTES:										
		+		+			+		+	
NOTES:										
		+		+			+		+	
NOTES:										
		+		+			+		+	
NOTES:										
		+		+			+		+	
NOTES:										

CLASS ABILITIES

HOLY SYMBOL

TURN UNDEAD

TURNING CHECK

TURNED

WIS

D12+CHA MOD

RACE ABILITIES

SPELLS

LEVEL	# SPELLS	BONUS SPELLS	TOTAL
0		+	
1ST		+	
2ND		+	
3RD		+	
4TH		+	
5TH		+	
6TH		+	
7TH		+	
8TH		+	
9TH		+	

POSSESSIONS

ITEM	EN	ITEM	EN	ITEM	EN

AMMUNITION

ARROWS/
BOLTS

STONES/
OTHER

VICTUALS

FOOD

WATER

SPELLS/MAGIC ITEMS/SCROLLS/POTIONS

/	/	/
/	/	/
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/	/	/

COIN

PLATINUM

GOLD

SILVER

COPPER

MAGIC ITEMS & TREASURE (CONTINUED)

HORSE/ANIMAL COMPANION/FAMILIAR

NAME

AC

MOVE

SAVES

HP

DAMAGE

TYPE

NOTES

ENCUMBRANCE

TOTAL

PENALTY

MOVE

ATTRIBUTE CHECK

ARMOR CLASS

DESCRIPTION/PERSONALITY/BACKGROUND

HEIGHT

SEX

HAIR

WEIGHT

AGE

EYES

PLACE OF ORIGIN

NOTES/

SCARS/ETC

DESCRIPTION:

PERSONALITY:

BACKGROUND:

WHAT LIES HEREIN

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